# MONK OF THE **LOTUS**

Monk Level

# ARMOUR CLASS BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

*	STUNNING	F151	#
TOUCH OF SERENITY PER DAY	Monk Level	Non-Monk Levels	
	TOUCH OF SERENITY TODAY	(Round o	iowii)

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

SERENITY DURATION	Monk Level
rds	=1+(÷6)
WILL	Monk
SAVE DC	Level
	= 10 + ( ÷ 2 ) + WIS

#### **BONUS FEATS**

	□ Catch off-guard	□ Combat Reflexes
Level	□ Deflect Arrows	□ □ □ Dodge
1	☐ Improved Grapple	☐ Scorpion Style
	☐ Throw Anything	
	☐ Gorgon's Fist	☐ Improved Bull Rush
Level	☐ Improved Disarm	☐ Improved Feint
	☐ Improved Trip	☐ Mobility
Level	☐ Improved Critical	□ Medusa's Wrath

# WHOLENESS OF BODY

☐ Spring Attack

Level	POINTS	Monk Level							
7		=				_			

☐ Snatch Arrows

**10** 

# **TOUCH OF SURRENDER**

When an attack would reduce a target to Ohp or below, opt to make the target surrender. Target is reduced to Ohp, is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to Ohp.

### DIAMOND SOUL

Level	SPELL RESIST	PELL RESISTANCE = 10		Monk Level						
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# TOUCH OF PEACE

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. **15** No saving throw.

# PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

``			MON	IK ,
	Bonus Feats	STEIKE	Armour Class Bonus Flurry of Blows	Use a full attack action for more attacks
		d4/d8	Unarmed Strike Touch of Serenity	Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2			Evasion	Avoid all damage on successful reflex save
3			Fast Movement <b>+10 ft</b> Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2 saving throws against enchantment
4		<b>d8</b> d6/2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		<b>d10</b> d8/2d8	Slow Fall 40 ft	
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		2d6 d10/3d6	Touch of Surrender Fast Movement +40 ft Slow Fall 60 ft	Target of an attack surrenders - <b>6 ki points</b> (which grants <b>+16</b> to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	-		Slow Fall 70 ft	
15			Touch of Peace Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping)
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantine weapons
17			Timeless Body Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using <b>WIS</b>
18			Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants <b>+24</b> to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider

# KI POOL

KI POOL KI POOL CAPACITY Monk Level ÷ 2

# **ACROBATICS**

MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

at half speed +10 to move at full speed

at half speed

+10 to move at full speed

	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44
ř		Acro	batics s	kill +4	for every 10ft of your standard move above 30ft							
CATCH LEDGE DC 20 Reflex save				if you fail a jump by 4 or less								
FALL DC 15 Acrobatics			cs	to ign	ore 10ft	of fallir	ng dama	ge				