

QINGGONG MONK

Mönch-
stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

$$\left. \begin{array}{l} + RK \\ + KMV \end{array} \right\} = WE + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Mönch-
stufe

Non-Monk
Levels

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

STUNNING FIST TODAY

FORTITUDE SAVE DC

Mönch-
stufe

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Mönch-stufe}}{2} \right) + WE$$

- Stufe
- 1** Stunned No action this round
Lose **DEX** bonus to **AC**; -2 **AC**
 - 4** Fatigued Cannot run or charge
-2 Strength and Dexterity
 - 8** Kränkelnd -2 to attack rolls, damage rolls,
saving throws, skill and ability checks
 - 12** Staggered May make a standard or move action,
but not both
 - 16** Blinded Lose **DEX** bonus to **AC**; -2 **AC**
-4 on **STR** and **DEX** skills, opposed Perception
50% miss chance when attacking
DC 10 Acrobatics to move more than half speed
 - oder**
 - Deafened -4 initiative; 20% miss chance when attacking
-4 on opposed Perception
automatically fail Perception checks for sound
 - 20** Paralysed No action this round
Lose **DEX** bonus to **AC**; -2 **AC**

BONUS FEATS

- Stufe
- ☐ Catch off-guard
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - 1** ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything

- Stufe
- 6** ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobility

- Stufe
- 10** ☐ Improved Critical
 - ☐ Medusa's Wrath
 - ☐ Snatch Arrows
 - ☐ Spring Attack

Ki-Vorrat

KI POOL CAPACITY

Mönchstufe

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left(\frac{\text{Mönchstufe}}{2} \right) + WE$$

Ki-Vorrat

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KI POWERS

KI POWER SAVE DC

Mönch-
stufe

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Mönch-stufe}}{2} \right) + WE$$

Mönch

Mönch- stufe	Bonus Feats	Unarmed Strike Sml / Lrg	Armour Class Bonus	
1	■	W6 W4 / W8	Flurry of Blows Waffenloser Schlag Stunning Fist	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2	■		Entrinnen	Avoid all damage on successful reflex save
3			Fast Movement +10 ft Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4		W8 W6 / 2W6	Ki-Vorrat (Magisch)	Treat unarmed attacks as magic weapons
5			Purity of Body	Immun gegen alle Krankheiten
6	■		Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
8		W10 W8 / 2W8	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-Vorrat (Rechtschaffen) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
12		2W6 W10 3W6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16 to Acrobatics checks for jumping)
14	■		Slow Fall 70 ft	
15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
16		2W8 2W6 / 3W8	Ki-Vorrat (Adamant) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
18	■		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
20		2W10 2W8 / 4W8	Slow Fall Any distance	

KI POWERS

Stufe	4	
Stufe	5	
Stufe	7	
Stufe	11	
Stufe	12	
Stufe	13	
Stufe	15	
Stufe	17	
Stufe	17	
Stufe	19	
Stufe	20	