

# QINGGONG MONK

Monk Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left( \frac{\text{Monk Level}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left( \frac{\text{Monk Level}}{4} \right)$$

### STUNNING FIST TODAY

### FORTITUDE SAVE DC

Monk Level

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

- Level
- 1** Stunned No action this round  
Lose **DEX** bonus to **AC**; -2 **AC**
  - 4** Fatigued Cannot run or charge  
-2 Strength and Dexterity
  - 8** Sickened -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  
or DC 10 Acrobatics to move more than half speed
  - 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

- Level
- 1** ☐ Catch off-guard ☐ Combat Reflexes  
☐ Deflect Arrows ☐ Dodge  
☐ Improved Grapple ☐ Scorpion Style  
☐ Throw Anything
  - Level **6** ☐ Gorgon's Fist ☐ Improved Bull Rush  
☐ Improved Disarm ☐ Improved Feint  
☐ Improved Trip ☐ Mobility
  - Level **10** ☐ Improved Critical ☐ Medusa's Wrath  
☐ Snatch Arrows ☐ Spring Attack

## KI POOL

### KI POOL CAPACITY

Monk Level

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

### KI POOL

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## KI POWERS

### KI POWER SAVE DC

Monk Level

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

## MONK

Monk Level	Bonus Feats	Unarmed Strike Sml / Lrg	Armour Class Bonus	
<b>1</b>	■	<b>d6</b> d4 / d8	Flurry of Blows Unarmed Strike 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
<b>2</b>	■		Evasion	Avoid all damage on successful reflex save
<b>3</b>			Fast Movement <b>+10 ft</b> Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB <b>+2</b> saving throws against enchantment
<b>4</b>		<b>d8</b> d6 / 2d6	Ki Pool (magic)	Treat unarmed attacks as magic weapons
<b>5</b>			Purity of Body	Immune to all diseases
<b>6</b>	■		Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(which grants +8 to Acrobatics checks for jumping)
<b>8</b>		<b>d10</b> d8 / 2d8	Slow Fall <b>40 ft</b>	
<b>9</b>			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
<b>10</b>	■		Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
<b>12</b>		<b>2d6</b> d10 / 3d6	Fast Movement <b>+40 ft</b> Slow Fall <b>60 ft</b>	(which grants +16 to Acrobatics checks for jumping)
<b>14</b>	■		Slow Fall <b>70 ft</b>	
<b>15</b>			Fast Movement <b>+50 ft</b>	(which grants +20 to Acrobatics checks for jumping)
<b>16</b>		<b>2d8</b> 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantite weapons
<b>18</b>	■		Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants +24 to Acrobatics checks for jumping)
<b>20</b>		<b>2d10</b> 2d8 / 4d8	Slow Fall <b>Any distance</b>	

## KI POWERS

Level <b>4</b>		
Level <b>5</b>		
Level <b>7</b>		
Level <b>11</b>		
Level <b>12</b>		
Level <b>13</b>		
Level <b>15</b>		
Level <b>17</b>		
Level <b>17</b>		
Level <b>19</b>		
Level <b>20</b>		