MONK OF THE Mönch-Mönch HEALING HAND Unarmed Mönch- Bonus Strike stufe Feats Damage **ARMOUR CLASS BONUS Armour Class Bonus** Sml / Lrg **AC BONUS** Flurry of Blows Use a full attack action for more attacks W₆ 1 Mönch Waffenloser Schlag Treat hands, feet, knees and elbows as weapons stufe W4/W8 Stunning Fist Stun (or other effects) target for one round ÷ 4 CMD BONUS Entrinnen Avoid all damage on successful reflex save 2 (abrunden) Fast Movement +10 ft (which grants +4 to Acrobatics checks for jumping) Bonus only applied when unarmoured, Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 unencumbered and not helpless Still Mind +2 saving throws against enchantment STUNNING FIST W8 Ki-Vorrat (Magisch) Treat unarmed attacks as magic weapons STUNNING FIST Non-Monk 4 Mönch-Slow Fall 20 ft Reduce effective falling height using wall W6/2W6 PER DAY stufe Levels High Jump Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point 5 Purity of Body Immun gegen alle Krankheiten (abrunden) **STUNNING FIST** Fast Movement +20 ft (which grants +8 to Acrobatics checks for jumping) 6 Slow Fall 30 ft **FORTITUDE** Mönch-SAVE DO stufe 7 Ancient Healing Hand Heal somebody else's wounds - 2 ki points = 10 + W10 8 Slow Fall 40 ft Stufe W8 / 2W8 Stunned 1 No action this round Avoid half damage on failed reflex save Improved Evasion Lose DEX bonus to AC; -2 AC 9 Fast Movement +30 ft (which grants +12 to Acrobatics checks for jumping) Fatiqued Cannot run or charge 4 -2 Strength and Dexterity Ki-Vorrat (Rechtschaffen) Treat unarmed attacks as lawful weapons 10 Slow Fall 50 ft 8 -2 to attack rolls, damage rolls Kränkelnd saving throws, skill and ability checks Ki Sacrifice Bring a target back to life - all your ki points 11 12 Staggered May make a standard or move action, but not both Abundant step Slip magically between spaces - 2 ki points 2W6 Lose DEX bonus to AC; -2 AC 12 Fast Movement +40 ft (which grants +16 to Acrobatics checks for jumping) 16 Blinded W10 3W6 -4 on STR and DEX skills, opposed Perception Slow Fall 60 ft 50% miss chance when attacking oder DC 10 Acrobatics to move more than half speed 13 Diamond Soul Spell resistance -4 initiative; 20% miss chance when attacking Deafened Slow Fall 70 ft -4 on opposed Perception 14 automatically fail Perception checks for sound Ki Sacrifice Resurrect a target - all your kit points No action this round 20 Paralysed 15 Fast Movement +50 ft (which grants +20 to Acrobatics checks for jumping) Lose DEX bonus to AC: -2 AC Ki-Vorrat (Adamant) **BONUS FEATS** Treat unarmed attacks as adamantine weapons 2W8 **16** Slow Fall 80 ft 2W6/3W8 □ Catch off-quard □ Combat Reflexes Timeless Body No age penalties or artificial ageing Stufe □ Deflect Arrows 17 Tongue of the Sun and Moon Speak with any living creature 1 ☐ Improved Grapple ☐ Scorpion Style Fast Movement +60 ft (which grants +24 to Acrobatics checks for jumping) □ Throw Anything 18 Slow Fall 90 ft □ Gorgon's Fist ☐ Improved Bull Rush Stufe **Empty Body** Assume ethereal state for 1 minute - 3 ki points 19 ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility True Sacrifice Give your life to revive allies within 50ft 2W10 20 2W8/4W8 Slow Fall Any distance Stufe Improved Critical ☐ Medusa's Wrath ☐ Snatch Arrows □ Spring Attack <u>Ki-Vorrat</u> WHOLENESS OF BODY KI POOL HEALING **Ki-Vorrat** CAPACITY Mönchstufe **POINTS** Stufe Mönchstufe 7 = **ACROBATICS** KI SACRIFICE MOVE THROUGH THREATENED SQUARE at half speed Spend an hour and sacrifice your entire ki pool (which must Acrobatics DC = Opponent's CMD +10 to move at full speed be at least 6 ki points) to cast Raise Dead with a caster level 11 equal to your Monk level. MOVE THROUGH ENEMY'S OWN SQUARE at half speed Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed Stufe As above, but cast Resurrection. This requires that your ki pool contain at least 8 ki points. 15 20ft 25ft 40ft 45ft 50ft 55ft Entfernung 5ft 10ft 15ft 30ft 35ft LONG JUMP SG 5 10 15 20 25 30 35 40 45 50 55 DIAMOND SOUL Entfernung 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft SPELL RESISTANCE Mönchstufe Stufe **HIGH JUMP** SG 4 8 12 16 20 24 28 32 36 40 44

Acrobatics skill +4

SG 20 Reflex save

SG 15 Acrobatics

CATCH LEDGE

FALL

for every 10ft of your standard move above 30ft

if you fail a jump by 4 or less

to ignore 10ft of falling damage

Stufe a True Resurrection.

The monk is utterly destroyed, and can never be revived.
His name can never be spoken or written down again,
all all written mentions of his name become blank.

= 10 +

TRUE SACRIFICE

All dead allies within 50ft are revived, as if the subject of

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