

# JANISSARY

(MONK)

Mönch-  
stufe

## FLURRY OF BLOWS

### FLURRY ATTACK BONUS

Mönchstufe

$$\boxed{\phantom{000}} = \phantom{000} - 2$$

## UNARMED STRIKE

### UNARMED STRIKE DAMAGE ROLL

□ W6> □ W8> □ W10> □ 2W6> □ 2W8> □ 2W10

## STUNNING FIST

### STUNNING FIST PER DAY

Mönch-  
stufe

Non-Monk  
Level

$$\boxed{\phantom{000}} = \phantom{000} + \left( \phantom{000} \div 4 \right)$$

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### STUNNING FIST TODAY

(abrunden)

### FORTITUDE

#### SAVE DC

Mönchstufe

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + WE$$

Mönch- Effects  
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

## MIND OVER MAGIC

### INSIGHT BONUS

Stufe

Mönchstufe

$$4 + \boxed{\phantom{000}} = \phantom{000} \div 2$$

## COMMAND TRUCE

- 5** Intimidate check to impose a truce between warring parties.  
The truce is broken if anyone in your group draws a weapon,  
casts a spell or takes a threatening action.

## WHOLENESS OF BODY

### HEALING POINTS

Stufe

Mönchstufe

$$7 \boxed{\phantom{000}} = \phantom{000}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Mönchstufe

$$11 \boxed{\phantom{000}} = 10 + \phantom{000}$$

## QUIVERING PALM

### QUIVER DAYS

Mönchstufe

$$\boxed{\phantom{000}} = \phantom{000}$$

Stufe

### FORTITUDE SAVE DC

Mönch-  
stufe

$$\boxed{\phantom{000}} = 10 + \left( \phantom{000} \div 2 \right) + WE$$

## PERFECT SELF

Treated as an Outsider

- 20** Immune to Charm Person and other effects that  
target non-outsiders.

Damage reduction 10/chaotic

## Mönch

Mönch- Bonus  
stufe Feats

**1**

Armor Class Bonus  
Flurry of Blows  
Waffenloser Schlag  
Stunning Fist  
Psionic Aura

Use a full attack action for more attacks  
Treat hands as weapons  
Stun (or other effects) target for one round  
Unnerve non-sentient beings; Charm Person 1/day

**2**

■

Entrinnen

Avoid all damage on successful reflex save

**3**

Fast Movement +10 ft  
Maneuvre Training  
Still Mind

Use monk level in place of BAB for calculating CMB  
+2 saving throws against enchantment

**4**

Ki-Vorrat (Magisch)  
Mind Over Magic

Treat unarmed attacks as magic weapons  
Gain a bonus to saving throws - 1 ki point

**5**

Command Truce  
Purity of Body

Impose a truce between fighting parties - 1 ki point / min  
Immun gegen alle Krankheiten

**6**

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Fast Movement +20 ft  
Slow Fall 30 ft

**7**

Wholeness of Body

Heal your own wounds - 2 ki points

**8**

Slow Fall 40 ft

**9**

Improved Evasion  
Fast Movement +30 ft

Avoid half damage on failed reflex save

**10**

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Ki-Vorrat (Rechtschaffen)  
Slow Fall 50 ft  
Psionic Aura

Treat unarmed attacks as lawful weapons  
Charm Person 2/day

**11**

Diamond Body

Immun gegen alle Gifte

**12**

Abundant step  
Fast Movement +40 ft  
Slow Fall 60 ft

Slip magically between spaces - 2 ki points

**13**

Diamond Soul

Spell resistance

**14**

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Slow Fall 70 ft

**15**

Quivering Palm  
Fast Movement +50 ft  
Psionic Aura

Delayed death  
Charm Person 3/day

**16**

Ki-Vorrat (Adamant)  
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

**17**

Timeless Body  
Tongue of the Sun and Moon

No age penalties or artificial aging  
Speak with any living creature

**18**

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Fast Movement +60 ft  
Slow Fall 90 ft

**19**

Empty Body

Assume ethereal state for 1 minute - 3 ki points

**20**

Perfect Self  
Slow Fall Any distance  
Psionic Aura

Treated as outsider  
Charm Person 4/day

## Ki-Vorrat

### KI POOL CAPACITY

Mönchstufe

$$\boxed{\phantom{000}} = \left( \phantom{000} \div 2 \right) + WE$$

Ki Pool