

Monk Level

ARMOUR CLASS BONUS **AC BONUS**

+ **CMD** BONUS

Monk Level

> Bonus only applied when unarmoured, unencumbered and not helpless

(Round down)

X	STUNNING FIST		
STUNNING FIST	Monk	Non-Monk	
PER DAY	Level	Levels	

STUNNING FIST

Monk

(Round down)

FORTITUDE SAVE DC

TODAY

Level

Level

1 Stunned

No action this round Lose **DEX** bonus to **AC**; -2 **AC**

Fatigued 4

Cannot run or charge -2 Strength and Dexterity

8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks

Staggered 12

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 -4 initiative; 20% miss chance when attacking

Deafened

-4 on opposed Perception automatically fail Perception checks for sound

Paralysed 2.0

No action this round Lose DEX bonus to AC; -2 AC

BONUS FEATS

Level

- ☐ Improved Grapple 1
- □ Crushing Embrace 2
- □ Greater Grapple 6
- □ Twin Lock
- □ Choke Hold 14
- □ Backbreaker 18

WHOLENESS OF BODY

HEALING POINTS Level

Monk Level

7

FORM LOCK

Monk Level Caster Level Level 13 WIS ≥ 11 +

QUIVERING PALM

QUIVER DAYS Monk Level days Level **FORTITUDE** Monk 15 SAVE DC

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

target non-outsiders. 20

Damage reduction 10/chaotic

``		1	MONK	
Monk Level	Unarmed Strike Damage Sml / Lrg d6 d4 / d8	Armour Class Bonus Graceful Grappler Unarmed Strike Stunning Fist	Use monk level in place of BAB when grappling 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 +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	d8 d6/2d6	Ki Pool (magic) Counter-grapple Graceful Grappler	Treat unarmed attacks as magic weapons Make attack of opportunity when grapple attempted No attack penalty, may attack of opportunity when grappling Keep DEX bonus when pinning or grappled	
5		Break Free Purity of Body	Add monk level to checks for escaping a grapple Retry failed saves against entanglement - 1 ki point Immune to all diseases	
6		Fast Movement +20 ft Counter-grapple	(which grants +8 to Acrobatics checks for jumping) Make attack of opportunity even through total concealment	
7		Wholeness of Body	Heal your own wounds - 2 ki points	
8	d10 d8/2d8	Graceful Grappler Counter-grapple	Heal your own wounds - 2 ki points Make attack of opportunity even when flat-footed	
9		Inescapable Grasp Fast Movement +30 ft	Suppress foe's magical bonus to escape - 1 ki point (which grants +12 to Acrobatics checks for jumping)	
10		Ki Pool (lawful) Counter-grapple	Treat unarmed attacks as lawful weapons Make attack of opportunity when foe has exceptional reach	
11		Diamond Body	Immune to all poisons	
12	2d6 d10/3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)	
13		Form Lock Inescapable Grasp	Negate a polymorph attempt by touch - 2 ki points Dimensional anchor when using inescapable grasp	
15		Quivering Palm Fast Movement +50 ft Graceful Grappler	Delayed death (which grants +20 to Acrobatics checks for jumping) Deals unarmed strike damage on a successful grapple	
16	2d8 2d6/3d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons	
17		Inescapable Grasp	Ghost touch when using inescapable grasp Incroporeal creatures grappled on touch	
18		Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)	
19		Iron Body	Gain effect of <i>Iron Body</i> spell for 1 min - 3 ki points	
20	2d10 2d8/4d8	Perfect Self	Treated as outsider	

KI POOL

KI POOL **CAPACITY**

FALL

Monk Level

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

at half speed +10 to move at full speed

at half speed

MOVE THROUGH ENEMY'S OWN SQUARE +10 to move at full speed

Acrobatics DC = 5 + Opponent's CMD Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG JUMP DC 5 45 50 55 Distance 1ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft **HIGH JUMP** 8 12 16 20 24 28 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft

DC 20 Reflex save if you fail a jump by 4 or less **CATCH LEDGE** to ignore 10ft of falling damage DC 15 Acrobatics