

JANISSARY

(MONK)

Mönch-
stufe

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Mönchstufe

$$\boxed{} = - 2$$

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

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

STUNNING FIST

STUNNING FIST PER DAY

Mönch-
stufe

Non-Monk
Level

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

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STUNNING FIST TODAY

(abrunden)

Zähigkeits

-wurf SG

Mönchstufe

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

Mönch- Effects
stufe

- 1** Stunned No action this round
Lose DEX bonus to AC; -2 AC
- 4** erschöpft 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

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

COMMAND TRUCE

- Stufe **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.

Unversehrtheit des Körpers

HEILUNGS- PUNKTE

Stufe

Mönchstufe

$$7 \boxed{} = $$

Diamatseel

ZAUBER RESISTENZ

Stufe

Mönchstufe

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

Vibriierende Handfläche

QUIVER DAYS

Mönchstufe

$$\boxed{} = $$

Stufe

Zähigkeits

-wurf SG

Mönch-
stufe

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

Pefektes Selbst

Behandle als Externar

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

Damage reduction 10/chaotic

Mönch

Mönch- Bonus
stufe Talente

1

Armor Class Bonus
Schlaghagel
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

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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

Behandle unbewaffnete Attacken als ob mit Magischen waffen
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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Schnelle Bewegung +6m
Slow Fall 30 ft

7

Wholeness of Body

Heal your own wounds - **2 ki points**

8

Langsamer Fall 12m

9

Verbessertes Ausweichen
Schnelle Bewegung +9m

Avoid half damage on failed reflex save

10

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

Behandle deine unbewaffneten Attacken als wären sie mit einer rechtschaffenen Waffe
Charm Person 2/day

11

Diamond Body

Immun gegen alle Gifte

12

Weiterer Schritt
Schnelle Bewegung +12m
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

Behandle deine unbewaffneten Angriffe als mit einer Adamantin Waffe

17

Zeitloser Körper
Tongue of the Sun and Moon

No age penalties or artificial aging
Speak with any living creature

18

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Schnelle Bewegung +18m
Slow Fall 90 ft

19

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

20

Perfect Self
Langsamer Fall jede Distanz
Psionic Aura

Treated as outsider

Charm Person 4/day

Ki-Vorrat

KI-VORRAT KAPAZITÄT

Mönchstufe

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

Ki Pool