

SOHEI

Mönch-
stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

$$\left. \begin{array}{l} + RK \\ + KMV \end{array} \right\} = WE + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

BONUS FEATS

- | | | |
|----------|--|---|
| Stufe 1 | <input type="checkbox"/> Catch off-guard | <input type="checkbox"/> Combat Reflexes |
| | <input type="checkbox"/> Deflect Arrows | <input type="checkbox"/> Dodge |
| | <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style |
| | <input type="checkbox"/> Throw Anything | |
| Stufe 6 | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| | <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| | <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Mobility |
| Stufe 10 | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |
- ☐ **Mounted Combat** Avoid attacks on mount with Ride check
- ☐ **Mounted Archery** Halve the penalty for ranged attacks
- ☐ **Ride-by Attack** Move before and after a charge attack
- ☐ **Spirited Charge** Double damage
- ☐ **Trample** Overrun enemies
- ☐ **Unseat** Knock opponents from their mounts

MONASTIC MOUNT

DAUER
PER DAY

Barden-
stufe

$$\text{Runden} = \left(\frac{\text{Barden-stufe}}{2} \right) + 1$$

WAFFENTRAINING

Stufe	Waffengruppe	
5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
13		<input type="checkbox"/> <input type="checkbox"/>
17		<input type="checkbox"/>

WHOLENESS OF BODY

Stufe	HEALING POINTS	Mönchstufe
7	<input type="text"/>	= <input type="text"/>

DIAMOND SOUL

Stufe	SPELL RESISTANCE	Mönchstufe
13	<input type="text"/>	= 10 + <input type="text"/>

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

Mönch

Mönch- stufe	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	W6 W4 / W8	Flurry of Blows Waffenloser Schlag Devoted Guardian	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Always get to act in a surprise round Add ½ Monk level to initiative
2	■		Entrinnen	Avoid all damage on successful reflex save
3			Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4			Ki-Vorrat (Magisch) Monastic Mount Ki Weapon	Treat unarmed attacks as magic weapons Gain temporary hp, grant bonuses to mount Enhance weapon - 1 ki point per enhancement
5			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immun gegen alle Krankheiten
6	■			
7			Wholeness of Body	Heal your own wounds - 2 ki points
9			Improved Evasion	Avoid half damage on failed reflex save
10	■		Ki-Vorrat (Rechtschaffen)	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immun gegen alle Gifte
12				
13			Diamond Soul	Spell resistance
14	■			
15			Quivering Palm	Delayed death
16			Ki-Vorrat (Adamant)	Treat unarmed attacks as adamantite weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■			
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20			Perfect Self	Treated as outsider

Ki-Vorrat

KI POOL
CAPACITY

Mönchstufe

$$\text{KI POOL CAPACITY} = \left(\frac{\text{Mönchstufe}}{2} \right) + WE$$

Ki-Vorrat

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ACROBATICS

MOVE THROUGH THREATENED SQUARE
Acrobatics DC = Opponent's CMD

at half speed
+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE
Acrobatics DC = 5 + Opponent's CMD

at half speed
+10 to move at full speed

LONG JUMP	Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	SG	5	10	15	20	25	30	35	40	45	50	55
	Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft