MANOEUVRE Mönch stufe **MASTER** Unarmed Mönch- Bonus Strike stufe Feats Damage (MONK) **Armour Class Bonus** Sml / Lrg Flurry of Manoeuvres ARMOUR CLASS BONUS Use a full attack action for more combat manoeuvres W₆ 1 Waffenloser Schlag Treat hands, feet, knees and elbows as weapons AC BONUS W4/W8 Stunning Fist Stun (or other effects) target for one round Mönchstufe Entrinnen Avoid all damage on successful reflex save 2 **CMD** BONUS Fast Movement +10 ft (which grants +4 to Acrobatics checks for jumping) (abrunden) Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 Manoeuvre Defence Attacks of opportunity against manoeuvres Bonus only applied when unarmoured, unencumbered and not helpless Ki-Vorrat (Magisch) W8 Treat unarmed attacks as magic weapons 4 STUNNING FIST Reliable Manoeuvre Roll twice for CMB - 1 ki point W6/2W6 STUNNING FIST Mönch-Non-Monk High Jump Add monk level to Acrobatics checks for jumping **PER DAY** stufe Levels +20 to jump checks - 1 ki point 5 Add WIS to CMB, once a round Meditative Manoeuvre Fast Movement +20 ft (which grants +8 to Acrobatics checks for jumping) 6 (abrunden) STUNNING FIST **FORTITUDE** Mönch-7 Wholeness of Body Heal your own wounds - 2 ki points SAVE DO stufe W10 8 W8/2W8 Avoid half damage on failed reflex save Improved Evasion Stufe 9 Fast Movement +30 ft (which grants +12 to Acrobatics checks for jumping) Stunned No action this round 1 Lose DEX bonus to AC; -2 AC 10 Ki-Vorrat (Rechtschaffen) Treat unarmed attacks as lawful weapons Fatigued Cannot run or charge 4 -2 Strength and Dexterity Sweeping Manoeuvre Make a manoeuvre against two enemies 11 OR two manoeuvres against the same enemy 8 Kränkelnd -2 to attack rolls, damage rolls, saving throws, skill and ability checks Abundant step Slip magically between spaces - 2 ki points 12 May make a standard or move action, Staggered 2W6 Fast Movement +40 ft (which grants +16 to Acrobatics checks for jumping) 12 but not both W10 3W6 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR, DEX skills, opposed Perception Diamond Soul 13 Spell resistance 50% miss chance when attacking oder DC 10 Acrobatics to move more than half speed 14 Deafened -4 initiative; 20% miss chance when attacking -4 on opposed Perception Make one manoeuvre against all adjacent enemies Whirlwind Manoeuvre automatically fail Perception checks for sound 15 Fast Movement +50 ft (which grants +20 to Acrobatics checks for jumping) Paralysed No action this round 2.0 2W8 Lose DEX bonus to AC; -2 AC 16 Ki-Vorrat (Adamant) Treat unarmed attacks as adamantine weapons 2W6/3W8 **BONUS FEATS** No age penalties or artificial ageing Timeless Body 17 □ Catch off-quard □ Combat Reflexes Tongue of the Sun and Moon Speak with any living creature □ Deflect Arrows □ □ □ Dodge Fast Movement +60 ft (which grants +24 to Acrobatics checks for jumping) 18 Stufe Improved Grapple □ Scorpion Style 19 **Empty Body** Assume ethereal state for 1 minute - 3 ki points ☐ Throw Anything 1 □ Improved 2W10 Perfect Self Treated as outsider 20 2W8/4W8 □ Improved FLURRY OF MANOEUVRES ☐ Gorgon's Fist ☐ Improved Bull Rush Stufe **KMB** □ Improved Disarm □ Improved Feint As part of a full attack, make additional Stufe -2 1 First combat manoeuvre ☐ Improved Trip ☐ Mobility combat manoeuvres at a penalty to CMB 6 8 -3 Second combat manoeuvre □ Greater 15 Third combat manoeuvre -7 ☐ Greater **Ki-Vorrat** ☐ Improved Critical ☐ Medusa's Wrath KI POOL □ Snatch Arrows Spring Attack **Ki-Vorrat** CAPACITY Mönchstufe 10 Strike WHOLENESS OF BODY HEALING **ACROBATICS POINTS** Mönchstufe Stufe MOVE THROUGH THREATENED SQUARE at half speed 7 Acrobatics DC = Opponent's CMD +10 to move at full speed at half speed MOVE THROUGH ENEMY'S OWN SOUARE DIAMOND SOUL Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed SPELL RESISTANCE Mönchstufe Stufe Entfernung 5ft 10ft 30ft 45ft 50ft 55ft 13 = 10 + LONG JUMP SG 5 10 15 20 25 30 35 40 45 50 55 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft Entfernung 1ft 2ft PERFECT SELF HIGH IUMP 8 12 20 24 28 32 36 SG 4 16 40 44 Treated as an Outsider Acrobatics skill +4 for every 10ft of your standard move above 30ft Stufe Immune to Charm Person and other effects that SG 20 Reflex save if you fail a jump by 4 or less **CATCH LEDGE** target non-outsiders

SG 15 Acrobatics

FALL.

to ignore 10ft of falling damage

Mönch

Damage reduction 10/chaotic