

Monk  
Level

## AC BONUS

## CMD BONUS

$$\text{WIS} = \text{WIS} + \left( \frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmored, unencumbered and not helpless

**STUNNING FIST  
PER DAY**

Monk  
LevelNon-Monk  
Levels

$$\boxed{\phantom{00}} = \underline{\hspace{2cm}} + \left( \underline{\hspace{2cm}} \div 4 \right)$$

(Round down)

**FORTITUDE  
SAVE DC**

Monk  
Level

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

Level		
1	Stunned	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-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 <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b> -4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	or	
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralyzed	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>

	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
Level	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge
<b>1</b>	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	

Level 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

Level	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
<b>10</b>	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

Level	HEALING POINTS
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Level	POINTS	Monk Level
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$$7 \square =$$

**Level 11** Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast *Raise Dead* with a caster level equal to your Monk level.

**Level 15** As above, but cast *Resurrection*.  
**15** This requires that your ki pool contain at least 8 ki points.

### SPELL RESISTANCE

SPELL RESISTANCE		Monk Level
0	0	1
1	1	2
2	2	3
3	3	4
4	4	5
5	5	6
6	6	7
7	7	8
8	8	9
9	9	10
10	10	11
11	11	12
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15	15	16
16	16	17
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18	18	19
19	19	20
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32	32	33
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89	89	90
90	90	91
91	91	92
92	92	93
93	93	94
94	94	95
95	95	96
96	96	97
97	97	98
98	98	99
99	99	100

Level 13  = 10 +

All dead allies within 50ft are revived, as if the subject of *Level 1* a *True Resurrection*.

**20** The monk is utterly destroyed, and can never be revived. His name can never be spoken or written down again, all all written mentions of his name become blank.

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armor Class Bonus	
1	■	<b>d6</b> <b>d4 / d8</b>	Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks 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 <b>+10 ft</b> Maneuver Training Still Mind	(which grants <b>+4</b> to Acrobatics) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> <b>+2</b> saving throws against enchantment
4		<b>d8</b> <b>d6 / 2d6</b>	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump  Purity of Body	Add monk level to Acrobatics checks for jumping <b>+20</b> to jump checks - <b>1 ki point</b> Immune to all diseases
6	■		Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(which grants <b>+8</b> to Acrobatics)
7			Ancient Healing Hand	Heal somebody else's wounds - <b>2 ki points</b>
8		<b>d10</b> <b>d8 / 2d8</b>	Slow Fall <b>40 ft</b>	
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants <b>+12</b> to Acrobatics)
10	■		Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11			Ki Sacrifice	Bring a target back to life - <b>all your ki points</b>
12		<b>2d6</b> <b>d10 / 3d6</b>	Abundant step Fast Movement <b>+40 ft</b> Slow Fall <b>60 ft</b>	Slip magically between spaces - <b>2 ki points</b> (which grants <b>+16</b> to Acrobatics)
13			Diamond Soul	Spell resistance
14	■		Slow Fall <b>70 ft</b>	
15			Quivering Palm Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics)
16		<b>2d8</b> <b>2d6 / 3d8</b>	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	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	■		Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants <b>+24</b> to Acrobatics)
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20		<b>2d10</b> <b>2d8 / 4d8</b>	True Sacrifice Slow Fall <b>Any distance</b>	Give your life to revive allies within 50ft

KI POOL  
CAPACITY

Monk Level

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

KI POOL

## 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	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	DC	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4

for every 10ft of your standard move above 30ft

**CATCH LEDGE** DC 20 Reflex save

if you fail a jump by 4 or less

FALL DC 15 Acrobatics

to ignore 10ft of falling damage