

QINGGONG MONK

Monk Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left(\frac{\text{Monk Level}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

STUNNING FIST TODAY

FORTITUDE SAVE DC

Monk Level

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

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

BONUS FEATS

- Level
- ☐ Catch off-guard
 - ☐ Combat Reflexes
 - ☐ Deflect Arrows
 - ☐ Dodge
 - 1** ☐ Improved Grapple
 - ☐ Scorpion Style
 - ☐ Throw Anything
- Level
- ☐ Gorgon's Fist
 - ☐ Improved Bull Rush
 - ☐ Improved Disarm
 - ☐ Improved Feint
 - ☐ Improved Trip
 - ☐ Mobility
- Level
- ☐ Improved Critical
 - ☐ Medusa's Wrath
 - 10** ☐ Snatch Arrows
 - ☐ Spring Attack

KI POOL

KI POOL CAPACITY

Monk Level

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

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KI POWERS

KI POWER SAVE DC

Monk Level

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

MONK

| Monk Level | Bonus Feats | Unarmed Strike Sml / Lrg | Armour Class Bonus | |
|------------|-------------|--------------------------|---|---|
| 1 | ■ | d6 d4 / d8 | 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 +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) | Treat unarmed attacks as magic weapons |
| 5 | | | Purity of Body | Immune to all diseases |
| 6 | ■ | | Fast Movement +20 ft Slow Fall 30 ft | (which grants +8 to Acrobatics checks for jumping) |
| 8 | | d10 d8 / 2d8 | Slow Fall 40 ft | |
| 9 | | | Improved Evasion Fast Movement +30 ft | Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping) |
| 10 | ■ | | Ki Pool (lawful) Slow Fall 50 ft | Treat unarmed attacks as lawful weapons |
| 12 | | 2d6 d10 / 3d6 | Fast Movement +40 ft Slow Fall 60 ft | (which grants +16 to Acrobatics checks for jumping) |
| 14 | ■ | | Slow Fall 70 ft | |
| 15 | | | Fast Movement +50 ft | (which grants +20 to Acrobatics checks for jumping) |
| 16 | | 2d8 2d6 / 3d8 | Ki Pool (adamantine) Slow Fall 80 ft | Treat unarmed attacks as adamantite weapons |
| 18 | ■ | | Fast Movement +60 ft Slow Fall 90 ft | (which grants +24 to Acrobatics checks for jumping) |
| 20 | | 2d10 2d8 / 4d8 | Slow Fall Any distance | |

KI POWERS

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|-------|-----------|--|--|
| Level | 4 | | |
| Level | 5 | | |
| Level | 7 | | |
| Level | 11 | | |
| Level | 12 | | |
| Level | 13 | | |
| Level | 15 | | |
| Level | 17 | | |
| Level | 17 | | |
| Level | 19 | | |
| Level | 20 | | |