

# MONK

Monk  
Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

## FLURRY OF BLOWS

### FLURRY ATTACK BONUS

Monk Level

$$\boxed{\phantom{000}} = \phantom{000} - 2$$

## UNARMED STRIKE

### UNARMED STRIKE DAMAGE ROLL

☐ d6 › ☐ d8 › ☐ d10 › ☐ 2d6 › ☐ 2d8 › ☐ 2d10

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Level

$$\boxed{\phantom{000}} = \phantom{000} + \left( \frac{\phantom{000}}{4} \right)$$

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### STUNNING FIST TODAY

(Round down)

### FORTITUDE SAVE DC

Monk Level

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

Monk Effects  
Level

- |           |           |  |
|-----------|-----------|--|
| <b>1</b>  | Stunned   | No action this round<br>Lose DEX bonus to AC; -2 AC  |
| <b>4</b>  | Fatigued  | Cannot run or charge<br>-2 Strength and Dexterity  |
| <b>8</b>  | Sickened  | -2 to attack rolls, damage rolls,<br>saving throws, skill and ability checks   |
| <b>12</b> | Staggered | May make a standard or move action,<br>but not both  |
| <b>16</b> | Blinded   | Lose DEX bonus to AC; -2 AC<br>-4 on STR and DEX skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
| <b>or</b> |           |  |
|           | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound                                    |
| <b>20</b> | Paralysed | No action this round<br>Lose DEX bonus to AC; -2 AC  |

## WHOLENESS OF BODY

### HEALING

#### POINTS

Level

Monk Level

$$\boxed{\phantom{000}} = \phantom{000}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

Level

$$\boxed{\phantom{000}} = 10 + \phantom{000}$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\boxed{\phantom{000}} = \phantom{000}$$

Level

### FORTITUDE SAVE DC

Monk  
Level

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

## PERFECT SELF

### Treated as an Outsider

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

Damage reduction 10/chaotic

# MONK

Monk Bonus  
Level Feats

<b>1</b>	■	Armour Class Bonus Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks Treat hands as weapons Stun (or other effects) target for one round
<b>2</b>	■	Evasion	Avoid all damage on successful reflex save
<b>3</b>		Fast Movement +10 ft Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
<b>4</b>		Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
<b>5</b>		High Jump Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - <b>1 ki point</b> Immune to all diseases
<b>6</b>	■	Fast Movement +20 ft Slow Fall 30 ft	
<b>7</b>		Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
<b>8</b>		Slow Fall 40 ft	
<b>9</b>		Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save
<b>10</b>	■	Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
<b>11</b>		Diamond Body	Immune to all poisons
<b>12</b>		Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - <b>2 ki points</b>
<b>13</b>		Diamond Soul	Spell resistance
<b>14</b>	■	Slow Fall 70 ft	
<b>15</b>		Quivering Palm Fast Movement +50 ft	Delayed death
<b>16</b>		Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
<b>17</b>		Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
<b>18</b>	■	Fast Movement +60 ft Slow Fall 90 ft	
<b>19</b>		Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
<b>20</b>		Perfect Self Slow Fall Any distance	Treated as outsider

## KI POOL

### KI POOL CAPACITY

Monk Level

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

Ki Pool
