MANEUVER Monk Level **MASTER** (MONK) ARMOR CLASS BONUS **AC BONUS** Monk Level **CMD** BONUS (Round down) Bonus only applied when unarmored, unencumbered and not helpless STUNNING FIST STUNNING FIST Monk Non-Monk **PER DAY** Level Levels ÷ 4 (Round down) STUNNING FIST **FORTITUDE** Monk SAVE DC Level = 10 + Level 1 Stunned No action this round Lose DEX bonus to AC; -2 AC Cannot run or charge Fatigued 4 -2 Strength and Dexterity 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks May make a standard or move action, 12 Staggered but not both 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR, DEX skills, opposed Perception 50% miss chance when attacking or DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound No action this round 20 Paralyzed Lose DEX bonus to AC; -2 AC **BONUS FEATS** ☐ Catch off-guard □ Combat Reflexes ☐ Deflect Arrows □ □ □ Dodge Level ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything □ Improved □ Improved ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Feint ☐ Improved Disarm Level ☐ Improved Trip □ Mobility 6 ☐ Greater □ Greater ☐ Improved Critical ☐ Medusa's Wrath Level ☐ Snatch Arrows ☐ Spring Attack 10 Strike WHOLENESS OF BODY **HEALING POINTS** Monk Level Level 7 **DIAMOND SOUL**

SPELL RESISTANCE

Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

= 10 +

Level Immune to Charm Person and other effects that

PERFECT SELF

Level

13

Monk Level

FALL

DC 15 Acrobatics

to ignore 10ft of falling damage

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	Bonus Feats	STrike											
1	Feats	Sml / Lrg	Armor Class Flurry of Mar Unarmed Str	neuvers			full atta hands, fe						
		d4/d8	Stunning Fis	t		Stun (or other	effects)	target	for one	round		
2			Evasion			Avoid	all dama	ige on s	uccessi	ful reflex	save		
3			Fast Movement +10 ft Maneuver Training Maneuver Defense			(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB Attacks of opportunity against maneuvers							
4		d8 d6/2d6	Ki Pool (magic) Reliable Maneuver			Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point							
5			High Jump			Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point							
<u> </u>			Meditative Maneuver			Add WIS to CMB, once a round							
6			Fast Movement +20 ft			(which grants +8 to Acrobatics)							
7			Wholeness of Body			Heal your own wounds - 2 ki points							
8		d10 d8/2d8											
9			Improved Evasion Fast Movement +30 ft			Avoid half damage on failed reflex save (which grants +12 to Acrobatics)							
10			Ki Pool (lawful)			Treat unarmed attacks as lawful weapons							
11			Sweeping Maneuver			Make a maneuver against two enemies OR two maneuvers against the same enemy							
12		2d6 d10/3d6	Abundant step Fast Movement +40 ft			Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics)							
13			Diamond Sou	ul		Spell	resistand	e					
14													
15			Whirlwind Maneuver Fast Movement +50 ft			Make one maneuver against all adjacent enemies (which grants +20 to Acrobatics)							
16		2d8 2d6/3d8	Ki Pool (adamantine)			Treat unarmed attacks as adamantine weapons							
17			Timeless Body Tongue of the Sun and Moon			No age penalties or artificial aging Speak with any living creature							
18			Fast Movement +60 ft			(which grants +24 to Acrobatics)							
19			Empty Body			Assume ethereal state for 1 minute - 3 ki points							
20		2d10 2d8 / 4d8	Perfect Self			Treated as outsider							
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Level 1	First o	combat man	euver	CMB -2			a full att anoeuvre						
8		id combat m		-3 -7					,				
15	111110	combat mar	ieuvel	-7	KI PO	OI.							
KI POO					MIPU	OL-							
CAPAC	CITY	□ = (^M	Ionk Level	,)	ume						I POOI		
		(→ 2	· / T	w15	TIC	C						
MOVI	E THR	OUGH TH	IREATENEI		ROBA E	TIC	S at half s	peed					
		Acr OUGH EN	robatics DC = (IEMY'S OW robatics DC = (Opponent's N SQUAI	RE	ID	+10 to n at half s +10 to n	peed	·				
			ce 5ft 10f		20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft	
LONG	JUMI		OC 5 10 ce 1ft 2ft	15 3ft	20 4ft	25 5ft	30 6ft	35 7ft	40 8ft	45 9ft	50 10ft	55 11ft	
HIGH	JUMI		OC 4 8	12	16	20	24	28	32	36	40	44	
CATO							rry 10ft of your standard move above 30ft fail a jump by 4 or less						