

WEAPON ADEPT

Mönch-
stufe

(MONK)

ARMOUR CLASS BONUS

AC BONUS

+ **RK**

CMD BONUS

+ **KMV**

$$\left. \begin{array}{l} + \text{RK} \\ + \text{KMV} \end{array} \right\} = \text{WE} + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE
PER DAY

Mönch-
stufe

Non-Monk
Levels

$$\left[\frac{\text{Mönch-stufe}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right] + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abunden)}$$

□□□ □□□
□□□ □□□
□□□ □□□

PERFECT STRIKE
TODAY

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE WEAPON MASTER

Weapon

BONUS FEATS

- Stufe 1
- ☐ Catch off-guard
 - ☐ Deflect Arrows
 - ☐ Improved Grapple
 - ☐ Throw Anything
 - ☐ Combat Reflexes
 - ☐ Dodge
 - ☐ Scorpion Style

- Stufe 6
- ☐ Gorgon's Fist
 - ☐ Improved Disarm
 - ☐ Improved Trip
 - ☐ Improved Bull Rush
 - ☐ Improved Feint
 - ☐ Mobility

- Stufe 10
- ☐ Improved Critical
 - ☐ Snatch Arrows
 - ☐ Medusa's Wrath
 - ☐ Spring Attack

WHOLENESS OF BODY

HEALING
POINTS

Stufe 7

$$\left[\frac{\text{Mönchstufe}}{4} \right] = \left[\frac{\text{Mönchstufe}}{4} \right]$$

DIAMOND SOUL

SPELL RESISTANCE Mönchstufe

Stufe 13

$$\left[\frac{\text{Mönchstufe}}{4} \right] = 10 + \left[\frac{\text{Mönchstufe}}{4} \right]$$

QUIVERING PALM

QUIVER DAYS Mönchstufe

Stufe 15

$$\left[\frac{\text{Mönchstufe}}{4} \right] = \left[\frac{\text{Mönchstufe}}{4} \right]$$

FORTITUDE
SAVE DC

Stufe 15

$$\left[\frac{\text{Mönchstufe}}{4} \right] = 10 + \left(\frac{\text{Mönchstufe}}{2} \right) + \text{WE}$$

PERFECT SELF

Treated as an Outsider

Stufe 20
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

Mönch

Mönch- Bonus
stufe Feats

Unarmed
Strike
Damage

Sml / Lrg

1

■

W6

W4 / W8

Armour Class Bonus
Flurry of Blows
Waffenloser Schlag
Perfect Strike

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Roll attack twice when using a monk weapon

2

■

Way of the Weapon Master

Weapon Focus for one monk weapon

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

W8

W6 / 2W6

Ki-Vorrat (Magisch)
Slow Fall 20 ft

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
+20 to jump checks - 1 ki point
Immun gegen alle Krankheiten

6

■

Fast Movement +20 ft
Slow Fall 30 ft
Way of the Weapon Master 2

(which grants +8 to Acrobatics checks for jumping)
Weapon Specialisation for the same monk weapon

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

W10

W8 / 2W8

Slow Fall 40 ft

Entrainen
Fast Movement +30 ft
Avoid all damage on successful reflex save
(which grants +12 to Acrobatics checks for jumping)

10

■

Ki-Vorrat (Rechtschaffen)
Slow Fall 50 ft

Treat unarmed attacks as lawful weapons

11

Diamond Body

Immun gegen alle Gifte

12

2W6

W10 3W6

Abundant step
Fast Movement +40 ft
Slow Fall 60 ft

Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14

■

Slow Fall 70 ft

15

Quivering Palm
Fast Movement +50 ft

Delayed death
(which grants +20 to Acrobatics checks for jumping)

16

2W8

2W6 / 3W8

Ki-Vorrat (Adamant)
Slow Fall 80 ft

Treat unarmed attacks as adamantite weapons

17

Uncanny Initiative
Tongue of the Sun and Moon

Choose your own initiative roll
Speak with any living creature

18

■

Fast Movement +60 ft
Slow Fall 90 ft

(which grants +24 to Acrobatics checks for jumping)

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2W10

2W8 / 4W8

Pure Power
Slow Fall Any distance

+2 to Strength, Dexterity and Wisdom score

Ki-Vorrat

KI POOL
CAPACITY

Mönchstufe

$$\left[\frac{\text{Mönchstufe}}{2} \right] = \left(\frac{\text{Mönchstufe}}{2} \right) + \text{WE}$$

Ki-Vorrat

□□□ □□□
□□□ □□□
□□□ □□□

ACROBATICS

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

	Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	SG	5	10	15	20	25	30	35	40	45	50	55
	Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	SG	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

SG 20 Reflex save

if you fail a jump by 4 or less

FALL

SG 15 Acrobatics

to ignore 10ft of falling damage