# MANOEUVRE MASTER
## (MONK)

Monk Level

## ARMOUR CLASS BONUS

**AC BONUS** + AC

**CMD BONUS** + CMD

= WIS + ( Monk Level ÷ 4 ) (Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

**STUNNING FIST PER DAY** = Monk Level + ( Non-Monk Levels ÷ 4 ) (Round down)

**STUNNING FIST TODAY**

**FORTITUDE SAVE DC** = 10 + ( Monk Level ÷ 2 ) + WIS

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

## BONUS FEATS

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

Level 6
- ☐ Gorgon's Fist
- ☐ Improved Bull Rush
- ☐ Improved Disarm
- ☐ Improved Feint
- ☐ Improved Trip
- ☐ Mobility
- ☐ Greater _____
- ☐ Greater _____

Level 10
- ☐ Improved Critical
- ☐ Medusa's Wrath
- ☐ Snatch Arrows
- ☐ Spring Attack
- ☐ _____ Strike

## WHOLENESS OF BODY

Level 7 — **HEALING POINTS** = Monk Level

## DIAMOND SOUL

Level 13 — **SPELL RESISTANCE** = 10 + Monk Level

## PERFECT SELF

Level 20 — **Treated as an Outsider**
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction **10/chaotic**

## MONK

| Monk Level | Bonus Feats | Unarmed Strike Damage Sml / Lrg | | |
|---|---|---|---|---|
| 1 | ■ | d6<br>d4 / d8 | Armour Class Bonus<br>Flurry of Manoeuvres<br>Unarmed Strike<br>Stunning Fist | Use a full attack action for more combat manoeuvres<br>Treat hands, feet, knees and elbows as weapons<br>Stun (or other effects) target for one round |
| 2 | ■ | | Evasion | Avoid all damage on successful reflex save |
| 3 | | | Fast Movement **+10 ft**<br>Manoeuvre Training<br>Manoeuvre Defence | (which grants **+4** to Acrobatics checks for jumping)<br>Use monk level in place of **BAB** for calculating **CMB**<br>Attacks of opportunity against manoeuvres |
| 4 | | d8<br>d6 / 2d6 | Ki Pool (magic)<br>Reliable Manoeuvre | Treat unarmed attacks as magic weapons<br>Roll twice for **CMB** - **1 ki point** |
| 5 | | | High Jump<br>Meditative Manoeuvre | Add monk level to Acrobatics checks for jumping<br>**+20** to jump checks - **1 ki point**<br>Add **WIS** to **CMB**, once a round |
| 6 | ■ | | Fast Movement **+20 ft** | (which grants **+8** to Acrobatics checks for jumping) |
| 7 | | | Wholeness of Body | Heal your own wounds - **2 ki points** |
| 8 | | d10<br>d8 / 2d8 | | |
| 9 | | | Improved Evasion<br>Fast Movement **+30 ft** | Avoid half damage on failed reflex save<br>(which grants **+12** to Acrobatics checks for jumping) |
| 10 | ■ | | Ki Pool (lawful) | Treat unarmed attacks as lawful weapons |
| 11 | | | Sweeping Manoeuvre | Make a manoeuvre against two enemies<br>OR two manoeuvres against the same enemy |
| 12 | | 2d6<br>d10 / 3d6 | Abundant step<br>Fast Movement **+40 ft** | Slip magically between spaces - **2 ki points**<br>(which grants **+16** to Acrobatics checks for jumping) |
| 13 | | | Diamond Soul | Spell resistance |
| 14 | ■ | | | |
| 15 | | | Whirlwind Manoeuvre<br>Fast Movement **+50 ft** | Make one manoeuvre against all adjacent enemies<br>(which grants **+20** to Acrobatics checks for jumping) |
| 16 | | 2d8<br>2d6 / 3d8 | Ki Pool (adamantine) | Treat unarmed attacks as adamantine weapons |
| 17 | | | Timeless Body<br>Tongue of the Sun and Moon | No age penalties or artificial ageing<br>Speak with any living creature |
| 18 | ■ | | Fast Movement **+60 ft** | (which grants **+24** to Acrobatics checks for jumping) |
| 19 | | | Empty Body | Assume ethereal state for 1 minute - **3 ki points** |
| 20 | | 2d10<br>2d8 / 4d8 | Perfect Self | Treated as outsider |

## FLURRY OF MANOEUVRES

| Level | | CMB |
|---|---|---|
| 1 | First combat manoeuvre | -2 |
| 8 | Second combat manoeuvre | -3 |
| 15 | Third combat manoeuvre | -7 |

As part of a full attack, make additional combat manoeuvres at a penalty to **CMB**.

## KI POOL

**KI POOL CAPACITY** = ( Monk Level ÷ 2 ) + WIS

**KI POOL**

## ACROBATICS

**MOVE THROUGH THREATENED SQUARE** — at half speed
Acrobatics DC = Opponent's **CMD** — +10 to move at full speed

**MOVE THROUGH ENEMY'S OWN SQUARE** — at half speed
Acrobatics DC = 5 + Opponent's **CMD** — +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