

MONK OF THE FOUR WINDS

Mönch-
stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

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

Bonus only applied when unarmoured, unencumbered and not helpless

ELEMENTAL FIST

ELEMENTAL FIST PER DAY

Mönch-stufe Non-Monk Levels

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abrunden)}$$

ELEMENTAL FIST TODAY

Declare an elemental damage type before making an attack:
Acid, Cold, Electricity or Fire

ELEMENTAL DAMAGE

Mönch-stufe

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 1 + \left(\frac{\text{Mönch-stufe}}{5} \right) \text{ (abrunden)}$$

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

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

DIAMOND SOUL

SPELL RESISTANCE

Mönchstufe

Stufe 13

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 10 + \left(\frac{\text{Mönchstufe}}{4} \right)$$

QUIVERING PALM

QUIVER DAYS

Mönchstufe

Stufe 15

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

FORTITUDE SAVE DC

Mönch-stufe

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 10 + \left(\frac{\text{Mönch-stufe}}{2} \right) + WE$$

ASPECT MASTER

Aspect

Special Abilities

Stufe 17

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

Armour Class Bonus
Flurry of Blows
Waffenloser Schlag
Elemental Fist

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Add elemental damage to an attack

2 ■ Entrinnen 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 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 (which grants +8 to Acrobatics checks for jumping)

7 Wholeness of Body Heal your own wounds - 2 ki points

8 W10
W8 / 2W8 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-Vorrat (Rechtschaffen)
Slow Fall 50 ft Treat unarmed attacks as lawful weapons

11 Diamond Body Immun gegen alle Gifte

12 2W6
W10 3W6 Slow Time
Fast Movement +40 ft
Slow Fall 60 ft Gain two extra standard actions - 6 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 Aspect Master
Tongue of the Sun and Moon Choose an aspect of the natural world
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 Immortality
Slow Fall Any distance Never age, spontaneously reincarnate

Ki-Vorrat

KI POOL CAPACITY

Mönchstufe

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

Ki-Vorrat

$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$

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
HIGH JUMP	Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	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