Monk **WEAPON ADEPT** Level (MONK) ARMOR CLASS BONUS AC BONUS Monk + Level ÷ 4 **CMD BONUS** (Round down) Bonus only applied when unarmored, unencumbered and not helpless PERFECT STRIKE PERFECT STRIKE Monk Non-Monk Level Levels (Round down) PERFECT STRIKE 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** ☐ Catch off-guard ☐ Combat Reflexes □ □ □ Dodge Level ☐ Deflect Arrows 1 ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything ☐ Improved Bull Rush ☐ Gorgon's Fist Level ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility Level Improved Critical ☐ Medusa's Wrath 10 □ Snatch Arrows ☐ Spring Attack WHOLENESS OF BODY **HEALING POINTS** Monk Level Level 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level = 10 + 13 **QUIVERING PALM QUIVER DAYS** Monk Level days Level **FORTITUDE** Monk 15 SAVE DO Level ÷2 =10+ PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

MONK				
	Bonus Feats	STRIKE	Armor Class Bonus	
1		d6 d4/d8	Flurry of Blows Unarmed Strike 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 Maneuver Training Still Mind	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4		d8 d6/2d6	Ki Pool (magic) 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 Immune to all diseases
6			Fast Movement +20 ft	(which grants +8 to Acrobatics)
			Slow Fall 30 ft Way of the Weapon Master 2	Weapon Specialization for the same monk weapon
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8/2d8	Slow Fall 40 ft	
9			Evasion Fast Movement +30 ft	Avoid all damage on successful reflex save (which grants +12 to Acrobatics)
10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics)
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine 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)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	Pure Power Slow Fall Any distance	+2 to Strength, Dexterity and Wisdom score

KI POOL

KI POOL
CAPACITY

Monk Level

*2 + WIS

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

at half speed

+10 to move at full speed

50ft

55ft

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

at half speed +10 to move at full speed

for every 10ft of your standard move above 30ft

Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft

LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 Distance 1ft 2ft 3ft 6ft 7ft 8ft 9ft 10ft 11ft **HIGH JUMP** 8 12 24 32 DC 4 16 20 28 36 40 44

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

Acrobatics skill +4