MONK OF THE **LOTUS**

Monk Level

ARMOUR CLASS BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

STHINNING FIST

	STOMMING	1121	_
TOUCH OF SERENITY PER DAY	Monk Level	Non-Monk Levels)
	TOUCH OF SERENITY TODAY	(Rou	nd down)

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

SERENITY

10

rds	=1+(Level	÷ 6)
VONTADE RESISTÊNCIA	CD	Monk Level	
	= 10 + (÷ 2) + WIS

BONUS FEATS

Level	□ Catch off-guard□ Deflect Arrows□ Improved Grapple□ Throw Anything	☐ Combat Reflexes ☐ ☐ ☐ Dodge ☐ Scorpion Style
Level	☐ Gorgon's Fist☐ Improved Disarm☐ Improved Trip	☐ Improved Bull Rush☐ Improved Feint☐ Mobility
Level	☐ Improved Critical	☐ Medusa's Wrath

WHOLENESS OF BODY

☐ Spring Attack

Level	HEALING POINTS		Monk Level
7		=	

☐ Snatch Arrows

TOUCH OF SURRENDER

When an attack would reduce a target to Ohp or below, opt to make the target surrender. Target is reduced to Ohp, is disabled and charmed. No saving throw.

Effect lasts until dismissed, used on another target or target is next reduced to Ohp

DIAMOND SOUL

l evel	SPELL RESISTANCE					Monk Level								
13		= 10	+											

TOUCH OF PEACE

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. **15** No saving throw.

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

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	Bonus Feats	STrike	Armour Class Bonus	
1	•	d6 d4/d8	Flurry of Blows Unarmed Strike Touch of Serenity	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2			Evasion	Avoid all damage on successful reflex save
3			Fast Movement +3m 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		d8 d6/2d6	Ki Pool (magic) Slow Fall 6m	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 +6m Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8/2d8	Slow Fall 12m	
9			Improved Evasion Fast Movement +9m	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10			Ki Pool (lawful) Slow Fall 15m	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Touch of Surrender Fast Movement +12m Slow Fall 18m	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 21m	
15			Touch of Peace Fast Movement +15m	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall 24m	Treat unarmed attacks as adamantine weapons
17			Timeless Body Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using WIS
18	-		Fast Movement +18m Slow Fall 27m	(which grants +24 to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

KI POOL

KI POOL

PISCINA DE KI

Monk Level ÷ 2)

ACROBATICS

MOVE THROUGH THREATENED SQUARE at half speed

+10 to move at full speed CD de Acrobacia = do Oponente **MCD**

MOVE THROUGH ENEMY'S OWN SQUARE at half speed CD de Acrobacia = 5 + do Oponente MCD +10 to move at full speed

Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG IUMP DC 5 10 15 20 25 30 35 40 45 50 55 4ft 6ft 7ft Distance 1ft 2ft 3ft 5ft 8ft 9ft 10ft 11ft **HIGH JUMP** 20 24 28 32 36 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 DC 15 Acrobatics to ignore 10ft of falling damage FALL