

Monk Level

ARMOUR CLASS BONUS AC BONUS Monk

+ **CMD** BONUS

Level (Round down)

> Bonus only applied when unarmoured, unencumbered and not helpless

| T . | STUNNING | G FIST | |
|--------------------------|---------------|--------------------|--------------|
| STUNNING FIST PER DAY | Monk Level | Non-Monk Levels | |
| = | ÷ (| (| ÷ 4) |
| | STUNNING F | IST | (Round down) |

КС спаса **DC**

Level

Monk

Level

1 Stunned Нет действий в этом раунде Теряет бонус **DEX DEX**к **AC**; -2 **AC**

Fatigued Cannot run or charge 4 -2 Strength and Dexterity

-2 to attack rolls, damage rolls, 8 Sickened saving throws, skill and ability checks

May make a standard or move action, 12 Staggered but not both

Lose DEX bonus to AC; -2 AC 16 Blinded

-4 on \boldsymbol{STR} and \boldsymbol{DEX} skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed

-4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception

automatically fail Perception checks for sound Paralysed Нет действий в этом раунде 2.0

Теряет бонус **DEX DEX**к **AC**; -2 **AC**

BONUS FEATS

Level 1

or

- ☐ Improved Grapple
- □ Crushing Embrace 2
- □ Greater Grapple 6
- □ Twin Lock
- □ Choke Hold 14
- □ Backbreaker 18

HEALING

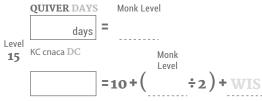
WHOLENESS OF BODY

POINTS Monk Level Level 7

FORM LOCK

Monk Level Caster Level Level WIS ≥ 11 + 13

QUIVERING PALM



PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

target non-outsiders. 20 Damage reduction 10/chaotic

| `` | | | MONK |
|---------------|-----------------------------|--|--|
| Monk Level | Unarmed Strike Damage | Armour Close Danus | |
| 1 | Sml / Lrg d6 d4 / d8 | Armour Class Bonus Graceful Grappler Unarmed Strike Stunning Fist | Use monk level in place of BAB when grappling 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 +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 | d8 d6/2d6 | Ki Pool (magic) Counter-grapple Graceful Grappler | Treat unarmed attacks as magic weapons Make attack of opportunity when grapple attempted No attack penalty, may attack of opportunity when grappling Keep DEX bonus when pinning or grappled |
| 5 | | Break Free Purity of Body | Add monk level to checks for escaping a grapple Retry failed saves against entanglement - 1 ki point Immune to all diseases |
| 6 | | Fast Movement +20 ft Counter-grapple | (which grants +8 to Acrobatics checks for jumping) Make attack of opportunity even through total concealment |
| 7 | | Wholeness of Body | Heal your own wounds - 2 ki points |
| 8 | d10 d8/2d8 | Graceful Grappler Counter-grapple | Heal your own wounds - 2 ki points Make attack of opportunity even when flat-footed |
| 9 | | Inescapable Grasp Fast Movement +30 ft | Suppress foe's magical bonus to escape - 1 ki point (which grants +12 to Acrobatics checks for jumping) |
| 10 | | Ki Pool (lawful) Counter-grapple | Treat unarmed attacks as lawful weapons Make attack of opportunity when foe has exceptional reach |
| 11 | | Diamond Body | Immune to all poisons |
| 12 | 2d6 d10/3d6 | Fast Movement +40 ft | (which grants +16 to Acrobatics checks for jumping) |
| 13 | | Form Lock Inescapable Grasp | Negate a polymorph attempt by touch - 2 ki points Dimensional anchor when using inescapable grasp |
| 15 | | Quivering Palm Fast Movement +50 ft Graceful Grappler | Delayed death (which grants +20 to Acrobatics checks for jumping) Deals unarmed strike damage on a successful grapple |
| 16 | 2d8 2d6/3d8 | Ki Pool (adamantine) | Treat unarmed attacks as adamantine weapons |
| 17 | | Inescapable Grasp | Ghost touch when using inescapable grasp Incroporeal creatures grappled on touch |
| 18 | | Fast Movement +60 ft | (which grants +24 to Acrobatics checks for jumping) |
| 19 | | Iron Body | Gain effect of <i>Iron Body</i> spell for 1 min - 3 ki points |
| 20 | 2d10 2d8/4d8 | Perfect Self | Treated as outsider |

KI POOL

KI POOL **CAPACITY** Monk Level

| KI POOL | | |
|---------|--|--|
| | | |

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

at half speed +10 to move at full speed

at half speed

MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed

Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG JUMP DC 5 10 45 50 55 Distance 1ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft **HIGH JUMP** 8 12 16 20 24 28 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft

DC 20 Reflex save if you fail a jump by 4 or less **CATCH LEDGE FALL** DC 15 Acrobatics to ignore 10ft of falling damage