## Monk **WEAPON ADEPT** Level (MONK) ARMOUR CLASS BONUS AC BONUS Monk + Level ÷ 4 **CMD BONUS** (Round down) Bonus only applied when unarmoured, unencumbered and not helpless PERFECT STRIKE PERFECT STRIKE Monk Non-Monk Levels Level (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 ☐ 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 ☐ Snatch Arrows 10 ☐ 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 КС спаса DС Monk **15** 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	Unarmed Strike Damage Sml / Lrg d6 d4/d8	Armour Class Bonus 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 <b>+10 ft</b> 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		<b>d8</b> d6/2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	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 Slow Fall 30 ft Way of the Weapon Master 2	(which grants +8 to Acrobatics checks for jumping)  Weapon Specialisation for the same monk weapon							
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>							
8		<b>d10</b> d8/2d8	Slow Fall 40 ft								
9			Evasion Fast Movement +30 ft	Avoid all damage on successful reflex save (which grants +12 to Acrobatics checks for jumping)							
10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons							
11			Diamond Body	Immune to all poisons							
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)							
13			Diamond Soul	Spell resistance							
14			Slow Fall <b>70 ft</b>								
15			Quivering Palm Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping)							
16		<b>2d8</b> 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	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 <b>+24</b> to Acrobatics checks for jumping)							
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points							
20		<b>2d10</b> 2d8 / 4d8	Pure Power Slow Fall <b>Any distance</b>	+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

MOVE THROUGH ENEMY'S OWN SQUARE

DC 15 Acrobatics

**FALL** 

Acrobatics DC = 5 + Opponent's **CMD** 

at half speed +10 to move at full speed

LONG JUMP	Distance DC	0.1	10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44
		Acrobatics skill +4		for every 10ft of your standard move above 30ft								
CATCH LEDGE DO		20 Reflex save			if you fail a jump by 4 or less							

to ignore 10ft of falling damage