

# MONK

## UNCHAINED

Monk  
Level

### STUNNING FIST

#### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right)$$

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#### STUNNING FIST TODAY

(Round down)

#### FORTITUDE SAVE DC

Monk  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

Level

- 1** Stunned No action this round  
Lose **DEX** bonus to **AC**; -2 **AC**
- 4** Fatigued Cannot run or charge  
-2 Strength and Dexterity
- 8** Sickened -2 to attack rolls, damage rolls,  
saving throws, skill and ability checks
- 12** Staggered May make a standard or move action,  
but not both
- 16** Blinded Lose **DEX** bonus to **AC**; -2 **AC**  
-4 on **STR** and **DEX** skills, opposed Perception  
50% miss chance when attacking  
DC 10 Acrobatics to move more than half speed
- or
- Deafened -4 initiative; 20% miss chance when attacking  
-4 on opposed Perception  
automatically fail Perception checks for sound
- 20** Paralysed No action for 1d6 rounds  
Lose **DEX** bonus to **AC**; -2 **AC**

### BONUS FEATS

- Catch off-guard □ Combat Reflexes
- Level □ Deflect Arrows □ Dodge
- 1** □ Improved Grapple □ Scorpion Style
- Throw Anything
- Gorgon's Fist □ Improved Bull Rush
- Level □ Improved Disarm □ Improved Feint
- 6** □ Improved Trip □ Mobility
- Level □ Improved Critical □ Medusa's Wrath
- 10** □ Snatch Arrows □ Spring Attack

### KI POOL

#### KI POOL CAPACITY

Monk  
Level

$$\text{Level } 3 \quad \boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

#### KI STRIKE

KI  
POOL

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- 3** As long as you have at least 1 ki point left,  
treat unarmed attacks as magic weapons
- 7** Treat unarmed attacks as cold iron and silver weapons
- 10** Treat unarmed attacks as lawful weapons
- 16** Treat unarmed attacks as adamantite weapons

### STYLE STRIKE

- Level **5** \_\_\_\_\_
- Level **9** \_\_\_\_\_
- Level **13** \_\_\_\_\_
- Level **15** Apply two unarmed style strikes each round
- Level **17** \_\_\_\_\_

## MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
<b>1</b>	■	<b>d6</b> d4 / d8	Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for an extra attack Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
<b>2</b>	■		Evasion	Avoid all damage on successful reflex save
<b>3</b>			Fast Movement <b>+10 ft</b>	(which grants <b>+4</b> to Acrobatics checks for jumping)
<b>4</b>		<b>d8</b> d6 / 2d6	Still Mind	<b>+2</b> to saves against enchantment
<b>5</b>			Purity of Body	Immune to all diseases
<b>6</b>	■		Fast Movement <b>+20 ft</b>	(which grants <b>+8</b> to Acrobatics checks for jumping)
<b>7</b>			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
<b>8</b>		<b>d10</b> d8 / 2d8		
<b>9</b>			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants <b>+12</b> to Acrobatics checks for jumping)
<b>10</b>	■			
<b>11</b>			Flurry of blows (second)	Additional attack
<b>12</b>		<b>2d6</b> d10 / 3d6	Fast Movement <b>+40 ft</b>	(which grants <b>+16</b> to Acrobatics checks for jumping)
<b>13</b>			Tongue of the Sun and Moon	Speak with any living creature
<b>14</b>	■			
<b>15</b>			Fast Movement <b>+50 ft</b>	(which grants <b>+20</b> to Acrobatics checks for jumping)
<b>16</b>		<b>2d8</b> 2d6 / 3d8		
<b>17</b>			Timeless Body	No age penalties or artificial ageing
<b>18</b>	■		Fast Movement <b>+60 ft</b>	(which grants <b>+24</b> to Acrobatics checks for jumping)
<b>19</b>			Flawless Mind	Take the better of 2 will saves
<b>20</b>		<b>2d10</b> 2d8 / 4d8	Perfect Self	Treated as outsider

### KI POWERS

- Level **4** \_\_\_\_\_
- Level **6** \_\_\_\_\_
- Level **8** \_\_\_\_\_
- Level **10** \_\_\_\_\_
- Level **12** \_\_\_\_\_
- Level **14** \_\_\_\_\_
- Level **16** \_\_\_\_\_
- Level **18** \_\_\_\_\_
- Level **20** \_\_\_\_\_