

JANISSARY

(MONK)

Monk
Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Monk Level

$$\boxed{} = - 2$$

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

□ d6 > □ d8 > □ d10 > □ 2d6 > □ 2d8 > □ 2d10

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Level

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

□□ □□
□□ □□
□□ □□

STUNNING FIST TODAY

(Round down)

Fortitude

Resistência CD

Monk Level

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

Monk Effects
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 this round
Lose DEX bonus to AC; -2 AC |

MIND OVER MAGIC

INSIGHT BONUS

Level Monk Level

$$4 + \boxed{} = \div 2$$

COMMAND TRUCE

- Level Intimidate check to impose a truce between warring parties.
5 The truce is broken if anyone in your group draws a weapon, casts a spell or takes a threatening action.

WHOLENESS OF BODY

HEALING POINTS

Level Monk Level

$$7 \boxed{} = $$

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

$$11 \boxed{} = 10 + $$

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\boxed{} = $$

Level **Fortitude**
15 **Resistência CD**

Monk
Level

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

PERFECT SELF

Treated as an Outsider

- Level Immune to Charm Person and other effects that
20 target non-outsiders.
Damage reduction 10/chaotic

MONK

Monk Bonus
Level Feats

1

Armor Class Bonus
Flurry of Blows
Unarmed Strike
Stunning Fist
Psionic Aura

Use a full attack action for more attacks
Treat hands as weapons
Stun (or other effects) target for one round
Unnerve non-sentient beings; Charm Person 1/day

2



Evasion

Avoid all damage on successful reflex save

3

Fast Movement +3m
Maneuvre Training
Still Mind

Use monk level in place of BAB for calculating CMB
+2 saving throws against enchantment

4

Ki Pool (magic)
Mind Over Magic

Treat unarmed attacks as magic weapons
Gain a bonus to saving throws - **1 ki point**

5

Command Truce
Purity of Body

Impose a truce between fighting parties - **1 ki point / min**
Immune to all diseases

6



Fast Movement +6m
Slow Fall 9m

7

Wholeness of Body

Heal your own wounds - **2 ki points**

8

Slow Fall 12m

9

Improved Evasion
Fast Movement +9m

Avoid half damage on failed reflex save

10



Ki Pool (lawful)
Slow Fall 15m
Psionic Aura

Treat unarmed attacks as lawful weapons
Charm Person 2/day

11

Diamond Body

Immune to all poisons

12

Abundant step
Fast Movement +12m
Slow Fall 18m

Slip magically between spaces - **2 ki points**

13

Diamond Soul

Spell resistance

14



Slow Fall 21m

15

Quivering Palm
Fast Movement +15m
Psionic Aura

Delayed death
Charm Person 3/day

16

Ki Pool (adamantine)
Slow Fall 24m

Treat unarmed attacks as adamantite weapons

17

Timeless Body
Tongue of the Sun and Moon

No age penalties or artificial aging
Speak with any living creature

18



Fast Movement +18m
Slow Fall 27m

19

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

20

Perfect Self
Slow Fall **Any distance**
Psionic Aura

Treated as outsider
Charm Person 4/day

KI POOL

PISCINA DE KI CAPACIDADE

Monk Level

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

Ki Pool