Monk **WEAPON ADEPT** Level (MONK) ARMOUR CLASS BONUS CA BONUS Monk + Level ÷ 4 **MDC 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 10 ☐ Snatch Arrows ☐ 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 Fortitude Monk 15 Resistência CD Level =10+

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

target non-outsiders. 20

Damage reduction 10/chaotic

`			MONK					
	Bonus Feats		Armour Class Bonus					
1	-	d6 d4/d8	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 +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	(which grants +8 to Acrobatics checks for jumping)				
			Slow Fall 9m Way of the Weapon Master 2	Weapon Specialisation for the same monk weapon				
7			Wholeness of Body	Heal your own wounds - 2 ki points				
8		d10 d8/2d8	Slow Fall 12m					
9			Evasion Fast Movement +9m	Avoid all damage on successful 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	Abundant step Fast Movement +12m Slow Fall 18m	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)				
13			Diamond Soul	Spell resistance				
14			Slow Fall 21m					
15			Quivering Palm 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			Uncanny Initiative Tongue of the Sun and Moon	Choose your own initiative roll Speak with any living creature				
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	Pure Power Slow Fall Any distance	+2 to Strength, Dexterity and Wisdom score				

KI POOL

PISCINA DE KI **CAPACIDADE**

FALL

÷ 2

Piscina de KI

ACROBATICS

MOVE THROUGH THREATENED SQUARE

CD de Acrobacia = do Oponente **MCD**

at half speed +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

DC 15 Acrobatics

at half speed CD de Acrobacia = 5 + do Oponente MCD +10 to move at full speed

to ignore 10ft of falling damage

LONG JUMP	Distance DC		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	E DC	20 Reflex save			if you fail a jump by 4 or less							