MANOEUVRE Monk Level **MASTER** (MONK) ARMOUR CLASS BONUS **CA BONUS** Monk Level MDC BONUS (Round down) Bonus only applied when unarmoured, unencumbered and not helpless STUNNING FIST STUNNING FIST Monk Non-Monk **PER DAY** Level Levels ÷ 4 (Round down) STUNNING FIST **Fortitude** Monk Resistência CD Level = 10 + Level 1 Stunned Sem ação nesta rodada Perde DES e ganha AC; -2 CA Cannot run or charge Fatigued 4 -2 Strength and Dexterity 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks May make a standard or move action, 12 Staggered but not both 16 Blinded Lose DEX bonus to AC; -2 AC -4 on STR, DEX skills, opposed Perception 50% miss chance when attacking or 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 Sem ação nesta rodada 20 Paralysed Perde DES e ganha AC; -2 CA **BONUS FEATS** ☐ Catch off-guard □ Combat Reflexes □ Deflect Arrows □ □ □ Dodge Level ☐ Improved Grapple □ Scorpion Style ☐ Throw Anything □ Improved □ Improved ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Feint ☐ Improved Disarm Level ☐ Improved Trip ☐ Mobility 6 ☐ Greater □ Greater ☐ Improved Critical ☐ Medusa's Wrath ☐ Snatch Arrows ☐ Spring Attack 10 Strike WHOLENESS OF BODY **HEALING POINTS** Monk Level Level 7 DIAMOND SOUL SPELL RESISTANCE Monk Level Level = 10 + 13 Distance 1ft 2ft 3ft 4ft PERFECT SELF HIGH JUMP DC 4 8 12 16 Treated as an Outsider Acrobatics skill +4 for every 10ft of your standard move above 30ft

CATCH LEDGE

FALL.

DC 20 Reflex save

DC 15 Acrobatics

Level Immune to Charm Person and other effects that

target non-outsiders. Damage reduction 10/chaotic

| MONK | | | |
|---|---|---|---|
| | Bonus Feats Unarme Strike Damage | | |
| 1 | Sml / Lr ■ d6 d4/d8 | Flurry of Manoeuvres Unarmed Strike | Use a full attack action for more combat manoeuvres 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 +3m Manoeuvre Training Manoeuvre Defence | (which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Attacks of opportunity against manoeuvres |
| 4 | d8 d6/2d6 | Ki Pool (magic) Reliable Manoeuvre | Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point |
| 5 | | High Jump | Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point |
| | | Meditative Manoeuvre | Add WIS to CMB , once a round |
| 6 | • | Fast Movement +6m | (which grants +8 to Acrobatics checks for jumping) |
| 7 | | Wholeness of Body | Heal your own wounds - 2 ki points |
| 8 | d10 d8/2d8 | | |
| 9 | | Improved Evasion Fast Movement +9m | Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping) |
| 10 | | Ki Pool (lawful) | Treat unarmed attacks as lawful weapons |
| 11 | | Sweeping Manoeuvre | Make a manoeuvre against two enemies OR two manoeuvres against the same enemy |
| 12 | 2d6 d10/3d0 | Abundant step Fast Movement +12m | Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping) |
| 13 | | Diamond Soul | Spell resistance |
| 14 | | | |
| 15 | | Whirlwind Manoeuvre Fast Movement +15m | Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics checks for jumping) |
| 16 | 2d8 2d6/3d | Ki Pool (adamantine) | Treat unarmed attacks as adamantine weapons |
| 17 | | Timeless Body Tongue of the Sun and Moon | No age penalties or artificial ageing Speak with any living creature |
| 18 | | Fast Movement +18m | (which grants +24 to Acrobatics checks for jumping) |
| 19 | | Empty Body | Assume ethereal state for 1 minute - 3 ki points |
| 20 | 2d10 2d8 / 4d | Perfect Self | Treated as outsider |
| FLURRY OF MANOEUVRES | | | |
| Level 1 First combat manoeuvre 2 As part of a full attack, make additional combat manoeuvres at a penalty to CMB. Second combat manoeuvre -3 Third combat manoeuvre -7 | | | |
| PISCINA DE KI CAPACIDADE Monk Level KI POOL | | | |
| = (÷ 2) + WIS | | | |
| ACROBATICS MOVE THROUGH THREATENED SQUARE CD de Acrobacia = do Oponente MCD +10 to move at full speed | | | |
| MOVE THROUGH ENEMY'S OWN SQUARE CD de Acrobacia = 5 + do Oponente MCD +10 to move at full speed | | | |
| LONG | Dista G JUMP | ance 5ft 10ft 15ft 20ft DC 5 10 15 20 | 25ft 30ft 35ft 40ft 45ft 50ft 55ft 25 30 35 40 45 50 55 |

5ft

20

6ft

24

if you fail a jump by 4 or less

to ignore 10ft of falling damage

7ft

28

8ft

32

9ft

36

10ft

40

11ft

44