

# MONK OF THE HEALING HAND

Monk Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

$$\left\{ \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left( \frac{\text{Monk Level}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk Level

Non-Monk Levels

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Non-Monk Levels}}{4} \right\rfloor + \left( \frac{\text{Monk Level}}{4} \right)$$

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### STUNNING FIST TODAY

KC снача DC

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

- Level
- 1** Stunned Нет действий в этом раунде  
Теряет бонус **DEX DEX** 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  
or DC 10 Acrobatics to move more than half speed
  - Deafened -4 initiative; 20% miss chance when attacking  
-4 on opposed Perception  
automatically fail Perception checks for sound
  - 20** Paralysed Нет действий в этом раунде  
Теряет бонус **DEX DEX** AC; -2 AC

## BONUS FEATS

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

## WHOLENESS OF BODY

### HEALING POINTS

Level Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

## KI SACRIFICE

- Level
- 11** Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast *Raise Dead* with a caster level equal to your Monk level.
  - Level **15** As above, but cast *Resurrection*.  
This requires that your ki pool contain at least 8 ki points.

## DIAMOND SOUL

### SPELL RESISTANCE

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = 10 + \left( \frac{\text{Monk Level}}{4} \right)$$

## TRUE SACRIFICE

- Level
- All dead allies within 50ft are revived, as if the subject of a *True Resurrection*.
  - 20** The monk is utterly destroyed, and can never be revived.  
His name can never be spoken or written down again,  
all all written mentions of his name become blank.

## MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks 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 +10 ft Manoeuvre Training Still Mind		(which grants +4 to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2 saving throws against enchantment
4		d8 d6 / d6	Ki Pool (magic) Slow Fall 20 ft	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		(which grants +8 to Acrobatics checks for jumping)
7		Ancient Healing Hand		Heal somebody else's wounds - 2 ki points
8		d10 d8 / d8	Slow Fall 40 ft	
9		Improved Evasion Fast Movement +30 ft		Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■	Ki Pool (lawful) Slow Fall 50 ft		Treat unarmed attacks as lawful weapons
11		Ki Sacrifice		Bring a target back to life - all your ki points
12		2d6 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 70 ft		
15		Ki Sacrifice Fast Movement +50 ft		Resurrect a target - all your ki points (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
17		Timeless Body Tongue of the Sun and Moon		No age penalties or artificial ageing Speak with any living creature
18	■	Fast Movement +60 ft Slow Fall 90 ft		(which grants +24 to Acrobatics checks for jumping)
19		Empty Body		Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	True Sacrifice Slow Fall Any distance	Give your life to revive allies within 50ft

## KI POOL

### KI POOL CAPACITY

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor + WIS$$

### KI POOL

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## 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

Acrobatics DC = 5 + Opponent's CMD

at half speed  
+10 to move at full speed

	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	DC	4	8	12	16	20	24	28	32	36	40	44

Acrobatics skill +4 for every 10ft of your standard move above 30ft

CATCH LEDGE DC 20 Reflex save

if you fail a jump by 4 or less

FALL DC 15 Acrobatics

to ignore 10ft of falling damage