

Monk  
Level

## AC BONUS

## CMD BONUS

$$\text{WIS} = \text{WIS} + \left( \frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmoured,  
unencumbered and not helpless

**STUNNING FIST  
PER DAY**

$$\boxed{\phantom{00}} = \phantom{00} + \left( \phantom{00} \div 4 \right)$$

(Round down)

**FORTITUDE  
SAVE DC**

$$\boxed{\phantom{000}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

Level		
1	Stunned	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>
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 <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b> -4 on <b>STR</b> and <b>DEX</b> 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 <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>

<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Combat Reflexes
<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge
<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
<input type="checkbox"/> Throw Anything	

Level 1	<input type="checkbox"/> Deflect Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge
	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	
Level 6	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Mobility

Level	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
<b>10</b>	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

## HEALING POINTS

Level **POINTS** Monk Level

7  =

## OUIVER DAYS

**QUIVER DAYS** = **Monk Level**

Level 15 FORTITUDE SAVE DC  $\boxed{\phantom{000}}$  Monk Level  $\boxed{\phantom{000}}$

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

**Level 19** As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws.  
Aura lasts **1 round** for every **2 ki points** spent

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

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg
1	■	d6 d4 / d8

	Damage Sml / Lrg	Armour Class Bonus 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
1	■	<b>d6</b> <b>d4 / d8</b>	
2	■	Evasion	Avoid all damage on successful reflex save
3		Fast Movement <b>+10 ft</b> Manoeuvre Training Ki Pool	(which grants <b>+4</b> to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> Insight bonus to knowledge and skills
4		<b>d8</b> <b>d6 / 2d6</b>	Ki Pool (magic) Slow Fall <b>20 ft</b>
5		High Jump Mystic Insight	Add monk level to Acrobatics checks for jumping <b>+20</b> to jump checks - <b>1 ki point</b> Ally may re-roll attack or save - <b>2 ki points</b>
6	■	Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(which grants <b>+8</b> to Acrobatics checks for jumping)
7		Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8		<b>d10</b> <b>d8 / 2d8</b>	Slow Fall <b>40 ft</b>
9		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)
10	■	Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11		Mystic Visions	Receive enlightenment while you rest - <b>2 ki points</b>
12		<b>2d6</b> <b>d10 / 3d6</b>	Abundant step Fast Movement <b>+40 ft</b> Slow Fall <b>60 ft</b>
13		Mystic Presence <b>+2</b>	Insight bonus to <b>AC</b> and <b>CMD</b>
14	■	Slow Fall <b>70 ft</b>	
15		Quivering Palm Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping)
16		<b>2d8</b> <b>2d6 / 3d8</b>	Ki Pool (adamantine) Slow Fall <b>80 ft</b>
17		Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■	Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants <b>+24</b> to Acrobatics checks for jumping)
19		Mystic Persistence	20ft aura of luck - <b>2 or more ki points</b>
20		<b>2d10</b> <b>2d8 / 4d8</b>	Perfect Self Slow Fall <b>Any distance</b> Mystic Presence <b>+4</b>

KI POOL  
CAPACITY

KI POOL CAPACITY	Level <b>3</b>		Level <b>4</b>	Monk Level		KI POOL
<div style="border: 1px solid gray; height: 30px; width: 100%;"></div>	= WIS		= 2 + (      ÷ 2 ) + WIS			<div style="display: flex; justify-content: space-around;"> <span>[ ][ ]</span> <span>[ ][ ][ ]</span> </div> <div style="display: flex; justify-content: space-around;"> <span>[ ][ ]</span> <span>[ ][ ][ ]</span> </div> <div style="display: flex; justify-content: space-around;"> <span>[ ][ ]</span> <span>[ ][ ][ ]</span> </div>

**+2** to all Knowledge skills as long as you have at least 1 ki point in you pool  
As a swift action, gain **+4** insight bonus to any skill or ability check, at a cost of **1 ki point**

## MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

## MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD** +10 to move at full speed

LONG JUMP	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	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

<b>FALL</b>	DC 15 Acrobatics	to ignore 10ft of falling damage
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