

HUNGRY GHOST MONK

Monk
Level

ARMOUR CLASS BONUS

CA BONUS

+ CA

MDC BONUS

+ MDC

$$\left. \begin{array}{l} + CA \\ + MDC \end{array} \right\} = WIS + \left(\frac{\text{Monk Level}}{4} \right) \text{ (Round down)}$$

PUNISHING KICK

PUNISHING KICK PER DAY

$$\left[\text{Box} \right] = \left[\text{Box} \right] + \left(\frac{\text{Monk Level}}{4} \right) \text{ (Round down)}$$

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PUNISHING KICK TODAY

DISTANCE PUSHED

Monk
Level

$$\left[\text{Box} \right] \text{ ft} = \left(\frac{\text{Monk Level}}{5} \right) \times 1.5\text{m}$$

Fortitude Resistência CD

Monk
Level

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

Fortitude save to avoid being knocked prone

Level 15 Push a target back 5ft and knock them prone with the same attack

STEAL KI

Level 5 On a confirmed critical hit, or on reducing a target to 0hp, regain 1 ki point up to your maximum.

Level 11 For each point regained, gain an immediate saving throw against one disease.

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

LIFE FUNNEL

On a confirmed critical hit, or on reducing a target to 0hp, regain health.

HEALING POINTS

Monk Level

$$\left[\text{Box} \right] = \left[\text{Box} \right]$$

SIPPING DEMON

Gain 1hp on a successful melee attack

Level Gain WIS hp on a confirmed critical attack

13 You may gain up to your monk level in temporary hit points. They disappear after 1 hour

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\left[\text{Box} \right] \text{ days} = \left[\text{Box} \right]$$

Fortitude Resistência CD

Monk
Level

$$\left[\text{Box} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that target non-outsiders.

20 Damage reduction 10/chaotic

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Flurry of Blows Unarmed Strike Punishing Kick	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Push targets away from you
2	■		Evasion	Avoid all damage on successful reflex save
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 Steal Ki	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Take ki from other creatures
6	■		Fast Movement +6m Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)
7			Life Funnel	Take hp from other creatures
8		d10 d8 / 2d8	Slow Fall 12m	
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) Slow Fall 15m	Treat unarmed attacks as lawful weapons
11			Life from a Stone	Take ki or hp from any creature at all
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			Sipping Demon	Gain temporary hp on melee attacks
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 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 +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	Perfect Self Slow Fall Any distance	Treated as outsider

KI POOL

PISCINA DE KI CAPACIDADE

Monk Level

$$\left[\text{Box} \right] = \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

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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

CD de Acrobacia = 5 + do Oponente MCD

at half speed

+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

FALL

DC 15 Acrobatics

to ignore 10ft of falling damage