MONK OF THE Monk **MONK** Level HEALING HAND Unarmed Monk Bonus Strike Level Feats Damage **ARMOUR CLASS BONUS Armour Class Bonus** Sml / Lrg **CA BONUS** Flurry of Blows Use a full attack action for more attacks d6 1 Monk **Unarmed Strike** Treat hands, feet, knees and elbows as weapons Level d4/d8 Stunning Fist Stun (or other effects) target for one round ÷ 4 MDC BONUS Evasion Avoid all damage on successful reflex save 2 (Round down) Fast Movement +3m (which grants +4 to Acrobatics checks for jumping) Bonus only applied when unarmoured, Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 unencumbered and not helpless Still Mind +2 saving throws against enchantment STUNNING FIST d8 Ki Pool (magic) Treat unarmed attacks as magic weapons STUNNING FIST Monk Non-Monk 4 Slow Fall 6m Reduce effective falling height using wall d6 / 2d6 PER DAY Level Levels High Jump Add monk level to Acrobatics checks for jumping = +20 to jump checks - 1 ki point 5 Immune to all diseases Purity of Body (Round down) **STUNNING FIST** Fast Movement +6m (which grants +8 to Acrobatics checks for jumping) 6 Slow Fall 9m **Fortitude** Monk Resistência CD Level 7 **Ancient Healing Hand** Heal somebody else's wounds - 2 ki points = 10 + d10 8 Slow Fall 12m Level d8 / 2d8 Stunned Sem ação nesta rodada 1 Avoid half damage on failed reflex save Improved Evasion Perde DES e ganha AC; -2 CA 9 Fast Movement +9m (which grants +12 to Acrobatics checks for jumping) Fatiqued Cannot run or charge 4 -2 Strength and Dexterity Ki Pool (lawful) Treat unarmed attacks as lawful weapons 10 Slow Fall 15m 8 -2 to attack rolls, damage rolls Sickened saving throws, skill and ability checks Ki Sacrifice Bring a target back to life - all your ki points 11 12 Staggered May make a standard or move action, but not both Abundant step Slip magically between spaces - 2 ki points 2d6 Blinded Lose DEX bonus to AC; -2 AC 12 Fast Movement +12m (which grants +16 to Acrobatics checks for jumping) 16 d10 / 3d6 -4 on STR and DEX skills, opposed Perception Slow Fall 18m 50% miss chance when attacking or DC 10 Acrobatics to move more than half speed 13 Diamond Soul Spell resistance -4 initiative; 20% miss chance when attacking Deafened Slow Fall 21m -4 on opposed Perception 14 automatically fail Perception checks for sound Ki Sacrifice Resurrect a target - all your kit points Sem ação nesta rodada 20 Paralysed 15 Fast Movement +15m (which grants +20 to Acrobatics checks for jumping) Perde DES e ganha AC; -2 CA Ki Pool (adamantine) **BONUS FEATS** Treat unarmed attacks as adamantine weapons 248 **16** Slow Fall 24m 2d6/3d8 □ Catch off-quard □ Combat Reflexes Timeless Body No age penalties or artificial ageing Level □ Deflect Arrows 17 Tongue of the Sun and Moon Speak with any living creature ☐ Improved Grapple □ Scorpion Style Fast Movement +18m (which grants +24 to Acrobatics checks for jumping) □ Throw Anything 18 Slow Fall 27m □ Gorgon's Fist ☐ Improved Bull Rush Level **Empty Body** Assume ethereal state for 1 minute - 3 ki points 19 ☐ Improved Disarm □ Improved Feint 6 ☐ Improved Trip □ Mobility True Sacrifice Give your life to revive allies within 50ft 2d10 20 Slow Fall Any distance 2d8 / 4d8 ☐ Improved Critical ☐ Medusa's Wrath Level ☐ Snatch Arrows □ Spring Attack WHOLENESS OF BODY PISCINA DE KI HEALING CAPACIDADE Piscina de Kl Monk Level **POINTS** Level Monk Level 7 = **ACROBATICS** KI SACRIFICE MOVE THROUGH THREATENED SQUARE at half speed Spend an hour and sacrifice your entire ki pool (which must Level CD de Acrobacia = do Oponente MCD +10 to move at full speed

be at least 6 ki points) to cast Raise Dead with a caster level 11 equal to your Monk level.

Level As above, but cast Resurrection.

This requires that your ki pool contain at least 8 ki points. 15

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Level	SPELL RESISTANCE	Monk Level							
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All dead allies within 50ft are revived, as if the subject of

a True Resurrection Level

The monk is utterly destroyed, and can never be revived. 20 His name can never be spoken or written down again, all all written mentions of his name become blank.

MOVE THROUGH ENEMY'S OWN SOUARE

at half speed

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

LONG JUMP	Distance		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
LONG JUMP	Distance	_	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	DISTAILCE		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		ve	if you fail a jump by 4 or less									
FALL DC 15 Acrobatics			to ignore 10ft of falling damage									