

SOHEI

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

+ AC

CMD BONUS

+ CMD

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

(Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

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

- ☐ **Mounted Combat** Avoid attacks on mount with Ride check
- ☐ **Mounted Archery** Halve the penalty for ranged attacks
- ☐ **Ride-by Attack** Move before and after a charge attack
- ☐ **Spirited Charge** Double damage
- ☐ **Trample** Overrun enemies
- ☐ **Unseat** Knock opponents from their mounts

MONASTIC MOUNT

DURATION
PER DAY

Bard
Level

$$\text{rds} = 2 + \left(\frac{\text{Bard Level}}{2} \right) +$$

WEAPON TRAINING

Level Weapon type

5 ☐ ☐ ☐ ☐

9 ☐ ☐ ☐

13 ☐ ☐

17 ☐

WHOLENESS OF BODY

HEALING
POINTS

Level Monk Level

$$7 \text{ } =$$

DIAMOND SOUL

Level SPELL RESISTANCE Monk Level

$$13 \text{ } = 10 +$$

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 Devoted Guardian	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Always get to act in a surprise round Add ½ Monk level to initiative
2	■		Evasion	Avoid all damage on successful reflex save
3			Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4			Ki Pool (magic) Monastic Mount Ki Weapon	Treat unarmed attacks as magic weapons Gain temporary hp, grant bonuses to mount Enhance weapon - 1 ki point per enhancement
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	■			
7			Wholeness of Body	Heal your own wounds - 2 ki points
9			Improved Evasion	Avoid half damage on failed reflex save
10	■		Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12				
13			Diamond Soul	Spell resistance
14	■			
15			Quivering Palm	Delayed death
16			Ki Pool (adamantine)	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	■			
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20			Perfect Self	Treated as outsider

KI POOL

KI POOL
CAPACITY

Monk Level

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

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

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
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft