

Monk	
Level	

ARMOUR CLASS BONUS

CA BONUS

+ CA

MDC BONUS

+ MDC

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

Bonus only applied when unarmoured,
unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

□

$$= \frac{\text{STUNNING FIRST}}{\text{STUNNING FIRST}} + \left(\frac{\text{STUNNING FIRST}}{\text{STUNNING FIRST}} \div 4 \right)$$

(Round down)

Fortitude
Resistência CD

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$$= 10 + \left(\quad \div 2 \right) + \text{WIS}$$

Level

- | | | |
|-----------|-----------|---|
| 1 | Stunned | Sem ação nesta rodada
Perde DES e ganha AC ; -2 CA |
| 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 |
| | or | 50% miss chance when attacking
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 | Sem ação nesta rodada
Perde DES e ganha AC ; -2 CA |

BONUS FEATS

- | | | |
|--------------------|--|--|
| Level
1 | <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
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
10 | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |

WHOLENESS OF BODY

HEALING POINTS

Level **POINTS** Monk Level

7 =

DIAMOND SOUL

SPELL RESISTANCE

Level **SPELL RESISTANCE** Monk Level
13 **= 10 +**

QUIVERING PALM

OUIVER DAYS

QUIVER DAYS = **Monk Level**

Fortitude
Resistência CD

Level 15 Fortitude Resistência CD Monk Level

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

PERFECT SELF

Treated as an Outsider

- Level 20** Immune to Charm Person and other effects that target non-outsiders.
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 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 +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 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 +6m Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
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			Diamond Body	Immune to all poisons
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			Diamond Soul	Spell resistance
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

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

Piscina de KI

ACROBATICS

MOVE THROUGH THREATENED SQUARE

at half speed

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

MOVE THROUGH ENEMY'S OWN SQUARE

at half speed

CD de Acrobacia = 5 + do Oponente **MCD** +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							