ARMOUR CLASS BONUS  AC BONUS  Monk						Feats	Strike Sml / Lrg <b>d6</b>	Armour Class Bonus Flurry of Blows Unarmed Strike	
									Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons
+	AC	7	. (	Level			d4/d8	Stunning Fist	Stun (or other effects) target for one round
CMD	BONUS	<b>7</b> = W	IS + (	÷ 4 )	2			Evasion	Avoid all damage on successful reflex save
+ CMD (Round down)  Bonus only applied when unarmoured, unencumbered and not helpless								Fast Movement <b>+10 ft</b> 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
STUNNING FIST							<b>d8</b> d6/2d6	Ki Pool (magic)	Treat unarmed attacks as magic weapons
PER	INING FIS	Monk Level	Non-N Lev		5			Purity of Body	Immune to all diseases
= +( ÷4)					6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
CRound down)  TODAY  CROUND GENERAL TODAY					8		d10 d8/2d8	Slow Fall <b>40 ft</b>	
КС спа	ica DC	(	Monk Level	\	9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
Level		= 10 + (	•	2) + WIS	10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
1	Stunned	Теряет бонус	Нет действий в этом раунде Теряет бонус <b>DEX DEX</b> к <b>AC</b> ; -2 <b>AC</b> Cannot run or charge		12		2d6 d10/3d6	Fast Movement +40 ft Slow Fall 60 ft	(which grants +16 to Acrobatics checks for jumping)
4			! Strength and Dexterity		14			Slow Fall <b>70 ft</b>	
8	Sickened		2 to attack rolls, damage rolls, saving throws, skill and ability checks		15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
12	Staggered	May make a s but not both	May make a standard or move action, but not both		16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantine weapons
16	Blinded Lose DEX bonus to AC; -2 AC -4 on STR and DEX skills, opposed Per or 50% miss chance when attacking		lls, opposed Perception	18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)	
	Deafened	DC 10 Acrobatics to move more than half spee -4 initiative; 20% miss chance when attacking -4 on opposed Perception		ance when attacking	20		2d10 2d8/4d8	Slow Fall <b>Any distance</b>	
		automatically	tomatically fail Perception checks for sound		``			KI P	OWERS
20	Paralysed Нет действий в этом раунде Теряет бонус <b>DEX DEX</b> к <b>AC</b> ; -2 <b>AC</b>		Level						
` .		BONUS	<b>FEATS</b>	*	4				
☐ Catch off-guard ☐ Combat Reflexes  Level ☐ Deflect Arrows ☐ ☐ Dodge				Level					
Level <b>1</b>	1 □ Improved Grapple □ Scorpion Style			5					
	☐ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush			Level					
Level		n s Fist ved Disarm		oved Feint	7				
6	☐ Improved Trip ☐ Mobility			Level					
Level   Improved Critical   Medusa's Wrath  10   Snatch Arrows   Spring Attack    KI POOL					11				
					Level				
KI PO CAPA	CITY	Monk Le	evel						
= ( ÷ 2) + WIS					Level 13				
WI DOWEDS					<b>15</b>				
KI POWERS  KI POWER									
SAVE DC Level					Level <b>17</b>				
_		= 10 + (		- Z J + W13	Level				
					17				
					Level				
					<b>19</b>				

Уровень **20**  MONK

QINGGONG MONK Level