

MONK

UNCHAINED

Monk
Level

STUNNING FIST

STUNNING FIST PER DAY

Monk
Level

Non-Monk
Levels

$$\boxed{} = \boxed{} + \left(\boxed{} \div 4 \right)$$

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

STUNNING FIST TODAY

(Round down)

FORTITUDE SAVE DC

Monk
Level

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

Level

- | | | |
|-----------|-----------|--|
| 1 | Stunned | No action this round
Lose DEX bonus to AC ; -2 AC |
| 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
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 | No action for 1d6 rounds
Lose DEX bonus to AC ; -2 AC |

BONUS FEATS

- | | | |
|-----------|--|---|
| Level | <input type="checkbox"/> Catch off-guard | <input type="checkbox"/> Combat Reflexes |
| | <input type="checkbox"/> Deflect Arrows | <input type="checkbox"/> Dodge |
| 1 | <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style |
| | <input type="checkbox"/> Throw Anything | |
| Level | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| 6 | <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| | <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Mobility |
| Level | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| 10 | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |

KI POOL

KI POOL CAPACITY

Monk
Level

$$\text{Level } 3 \quad \boxed{} = \left(\boxed{} \div 2 \right) + \text{WIS}$$

KI STRIKE

KI POOL

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- | | |
|-----------|---|
| 3 | As long as you have at least 1 ki point left,
treat unarmed attacks as magic weapons |
| 7 | Treat unarmed attacks as cold iron and silver weapons |
| 10 | Treat unarmed attacks as lawful weapons |
| 16 | Treat unarmed attacks as adamantine weapons |

STYLE STRIKE

Level **5** _____

Level **9** _____

Level **13** _____

Level **15** Apply two unarmed style strikes each round

Level **17** _____

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 an extra attack 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 +10 ft	(which grants +4 to Acrobatics checks for jumping)
4		d8 d6 / 2d6	Still Mind	+2 to saves against enchantment
5			Purity of Body	Immune to all diseases
6	■		Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8		
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■			
11			Flurry of blows (second)	Additional attack
12		2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13			Tongue of the Sun and Moon	Speak with any living creature
14	■			
15			Fast Movement +50 ft	(which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8		
17			Timeless Body	No age penalties or artificial ageing
18	■		Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)
19			Flawless Mind	Take the better of 2 will saves
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider

KI POWERS

Level **4** _____

Level **6** _____

Level **8** _____

Level **10** _____

Level **12** _____

Level **14** _____

Level **16** _____

Level **18** _____

Level **20** _____