

Monk	
Level	

## AC BONUS

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

(Round down)

## CMD BONUS

Bonus only applied when unarmoured,  
unencumbered and not helpless

**STUNNING FIST  
PER DAY**

<b>STUNNING FIST</b>	Monk Level	Non-Monk Levels
<b>PER DAY</b>		
<div style="border: 1px solid black; width: 100px; height: 40px;"></div>	=	+ (      ÷ 4 )
□ □ □ □    □ □ □ □		(Round down)

КС спаса **DC**

$$\boxed{\phantom{000}} = 10 + \left( \overset{\text{Level}}{\phantom{000}} \div 2 \right) + \text{WIS}$$

Level

**1 Stunned** Нет действий в этом раунде  
 Теряет бонус **DEX DEXк 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  
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
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**20 Paralyse** Нет действий в этом раунде  
Теряет бонус **DEX DEX<sub>K</sub> AC: -2 AC**

## Level

Level: **1**

2 \_\_\_\_\_

6 \_\_\_\_\_

**10** \_\_\_\_\_

14 \_\_\_\_\_

18

## HEALING POINTS

Level **POINTS** Monk Level  
**7**  =

SPELL RESISTANCE	Monk Level
0	1
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	11
11	12
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97	98
98	99
99	100

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

## QUIVER DAYS

**QUIVER DAYS**      Monk Level

Level 15 KC спаса DC

$$\boxed{\phantom{00}} = 10 + \left( \phantom{00} \div 2 \right) + \text{WIS}$$

## MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	<b>d6</b> <b>d4 / d8</b>	Fuse Style 2 Unarmed Strike Stunning Fist	Use two styles at once 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 <b>+10 ft</b> Manoeuvre Training Still Mind	(which grants <b>+4</b> to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> <b>+2</b> saving throws against enchantment
4		<b>d8</b> <b>d6 / 2d6</b>	Ki Pool (magic) Slow Fall <b>20 ft</b>	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 <b>+20</b> to jump checks - <b>1 ki point</b> Immune to all diseases
6	■		Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(which grants <b>+8</b> to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8		<b>d10</b> <b>d8 / 2d8</b>	Slow Fall <b>40 ft</b> Fuse Style 3	Enter up to 3 stances as a swift action
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants <b>+12</b> to Acrobatics checks for jumping)
10	■		Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		<b>2d6</b> <b>d10 / 3d6</b>	Abundant step Fast Movement <b>+40 ft</b> Slow Fall <b>60 ft</b>	Slip magically between spaces - <b>2 ki points</b> (which grants <b>+16</b> to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■		Slow Fall <b>70 ft</b>	
15			Quivering Palm Fast Movement <b>+50 ft</b> Fuse Style 4	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Enter up to 4 stances immediately - <b>1 ki point</b>
16		<b>2d8</b> <b>2d6 / 3d8</b>	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■		Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants <b>+24</b> to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20		<b>2d10</b> <b>2d8 / 4d8</b>	Perfect Style Slow Fall <b>Any distance</b>	Use 5 styles at once, enter 5 stances as a free action

KI POOL  
CAPACITY

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

## KI POOL

## ACROBATICS

<b>MOVE THROUGH THREATENED SQUARE</b>	at half speed
Acrobatics DC = Opponent's <b>CMD</b>	+10 to move at full speed

<b>MOVE THROUGH ENEMY'S OWN SQUARE</b>	at half speed
Acrobatics DC = 5 + Opponent's CMD	+10 to move at full speed

	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
<b>LONG JUMP</b>	DC	5	10	15	20	25	30	35	40	45	50	55

	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
<b>HIGH JUMP</b>	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

<b>FALL</b>	DC 15 Acrobatics	to ignore 10ft of falling damage
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