### Monk KI MYSTIC Level ARMOUR CLASS BONUS CA BONUS Monk + Level **MDC BONUS** (Round down) Bonus only applied when unarmoured, unencumbered and not helpless STUNNING FIST STUNNING FIST Non-Monk Monk PER DAY Level Levels ÷ 4 (Round down) STUNNING FIST Fortitude Monk Resistência CD Level Level Sem ação nesta rodada Stunned 1 Perde DES e ganha AC; -2 CA Cannot run or charge Fatiqued 4 -2 Strength and Dexterity -2 to attack rolls, damage rolls, 8 Sickened 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 or DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound Paralysed Sem ação nesta rodada Perde DES e ganha AC; -2 CA **BONUS FEATS** ☐ Combat Reflexes ☐ Catch off-guard Level ☐ Deflect Arrows □ □ □ Dodge ☐ Improved Grapple ☐ Scorpion Style □ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush ☐ Improved Disarm ☐ Improved Feint 6 ☐ Improved Trip □ Mobility ☐ Improved Critical ☐ Medusa's Wrath Level 10 □ Snatch Arrows ☐ Spring Attack

×	WHOLENESS OF BODY						
Level	HEALING POINTS	Monk Level					
7		=					
×	QU	IVERING PALM					

#### **QUIVER DAYS** Monk Level days Level Fortitude Monk 15 Resistência CD Level

# **MYSTIC PERSISTENCE**

As a swift action once a day, create a 20ft-radius aura of luck allowing yourself and all allies to take the better of two rolls for attacks and saving throws. 19

Aura lasts 1 round for every 2 ki points spent

## PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

target non-outsiders. 20

Damage reduction 10/chaotic

``			MON	JK ,
	Bonus Feats	Damage	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 <b>+3m</b> Manoeuvre Training Ki Pool	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Insight bonus to knowledge and skills
4		<b>d8</b> d6/2d6	Ki Pool (magic) Slow Fall <b>6m</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump  Mystic Insight	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Ally may re-roll attack or save - 2 ki points
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		<b>d10</b> d8/2d8	Slow Fall 12m	
9			Improved Evasion Fast Movement <b>+9m</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>15m</b>	Treat unarmed attacks as lawful weapons
11			Mystic Visions	Receive enlightenment while you rest - 2 ki points
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement <b>+12m</b> Slow Fall <b>18m</b>	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Mystic Presence +2	Insight bonus to <b>AC</b> and <b>CMD</b>
14			Slow Fall 21m	
15			Quivering Palm Fast Movement <b>+15m</b>	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>24m</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>+18m</b> Slow Fall <b>27m</b>	(which grants +24 to Acrobatics checks for jumping)
19			Mystic Persistence	6m de Aura da Sorte - <b>2 or more ki points</b>
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b> Mystic Presence +4	Treated as outsider

#### KI POOL Level Level PISCINA DE KI 3 4 Piscina de KI CAPACIDADE Monk Level ÷2 = 2 +

+2 to all Knowledge skills as long as you have at least 1 ki point in you pool As a swift action, gain +4 insight bonus to any skill or ability check, at a cost of 1 ki point

## **ACROBATICS**

MOVE THROUGH THREATENED SQUARE

CD de Acrobacia = do Oponente MCD

at half speed

+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE CD de Acrobacia = 5 + do Oponente MCD +10 to move at full speed

at half speed

LONG JUMP	Distance DC		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
HIGH JUMP	Distance DC	4	2ft 8 atics sk	3ft 12 ill +4	16	<b>5ft</b> <b>20</b> ry 10ft o	24	7ft 28 tandard	8ft 32 move a	9ft 36 bove 30	10ft 40 ft	11ft 44

CATCH LEDGE DC 20 Reflex save if you fail a jump by 4 or less DC 15 Acrobatics to ignore 10ft of falling damage FALL