

Monk
Level

ARMOUR CLASS BONUS

AC BONUS

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

(Round down)

Bonus only applied when unarmoured,
unencumbered and not helpless

STUNNING FIST

**STUNNING FIST
PER DAY**

STUNNING FIST
PER DAY

$$\boxed{} = \begin{array}{c} \text{Monk} \\ \text{Level} \end{array} + \left(\begin{array}{c} \text{Non-Monk} \\ \text{Levels} \end{array} \div 4 \right)$$

(Round down)

KC спаса **DC**

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

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 , 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 | Нет действий в этом раунде
Теряет бонус DEX DEXк AC ; -2 AC |

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

WHOLENESS OF BODY

HEALING POINTS

Level **POINTS** Monk Level

7 =

DIAMOND SOUL

SPELL RESISTANCE

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

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 Manoeuvres Unarmed Strike Stunning Fist	Use a full attack action for more combat manoeuvres 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 Manoeuvre Training Manoeuvre Defence	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Attacks of opportunity against manoeuvres
4		d8 d6 / 2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point
5			High Jump Meditative Manoeuvre	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB , once a round
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	■		Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■			
15			Whirlwind Manoeuvre Fast Movement +50 ft	Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine)	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 +60 ft	(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	Treated as outsider

FLURRY OF MANOEUVRES

Level		CMB	
1	First combat manoeuvre	-2	As part of a full attack, make additional combat manoeuvres at a penalty to CMB .
8	Second combat manoeuvre	-3	
15	Third combat manoeuvre	-7	

KI POOL

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

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's **CMD**

at half speed
+10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD**

at half speed
+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
CATCH LEDGE	Acrobatics skill +4 for every 10ft of your standard move above 30ft											
	DC	20	Reflex save		if you fail a jump by 4 or less							
FALL	DC	15	Acrobatics		to ignore 10ft of falling damage							