



Sadi Kantar LN Jordan  
 CHARACTER NAME: Unchained Monk 5th / 16.M.2 Phasma Wati, Osirian  
 CHARACTER CLASS AND LEVEL: Catfolk M M 17  
 DEITY: 5'9" 150 Black Green  
 RACE: 110/160/48/60 SIZE: M GENDER: M AGE: 17 HEIGHT: 5'9" WEIGHT: 150 HAIR: Black EYES: Green

CHARACTER SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	DR
STR STRENGTH	16	+3			70	70	
DEX DEXTERITY	13	+2					
CON CONSTITUTION	14	+2					
INT INTELLIGENCE	10	0					
WIS WISDOM	14	+2	16	+3			
CHA CHARISMA	10	0					

AC ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
AC	21	+10	+2	+2	+0	+0	+2	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	8	4/1	+2	+1		
REFLEX (DEXTERITY)	9	4/1	+3	+1		
WILL (WISDOM)	6	1/0	+3	+1	+3	

BASE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER
CMB	9	6	+3	+0		
CMD	29	6	+3	+2	+0	+10

WEAPON	ATTACK BONUS	CRITICAL
Unarmed Strike II	+6/+5	x2
TYPE	RANGE	AMMUNITION
B	-	-
DAMAGE		
1D8 + 4		

WEAPON	ATTACK BONUS	CRITICAL
Flurry of Blows	+6/+5	x2
TYPE	RANGE	AMMUNITION
B	-	-
DAMAGE		
1D8 + 4		

WEAPON	ATTACK BONUS	CRITICAL
dagger	+9	1/20x2
TYPE	RANGE	AMMUNITION
P/S	10	5
DAMAGE		
1D4 + 3		

WEAPON	ATTACK BONUS	CRITICAL
1/2 Quarter Staff	+10/+9	x2
TYPE	RANGE	AMMUNITION
B	-	-
DAMAGE		
1D6 + 4		

WEAPON	ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION
DAMAGE		

SPEED	LAND	BASE SPEED	WITH ARMOR	TEMP MODIFIERS
	40 FT. 8 SQ.			
	FLY	MANEUVERABILITY	SWIM	CLIMB

SKILLS	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
ACROBATICS	11	=DEX 2	+6	+3
APPRAISE		=INT 6		
BLUFF		=CHA 0		
CLIMB	11	=STR 3		
CRAFT		=INT 0		
CRAFT		=INT 0		
CRAFT		=INT 0		
DIPLOMACY		=CHA 0		
DISABLE DEVICE*		=DEX 2		
DISGUISE		=CHA 0		
ESCAPE ARTIST	6	=DEX 2	+1	+3
FLY		=DEX 2		
HANDLE ANIMAL*		=CHA 0		
HEAL		=WIS 2		
INTIMIDATE		=CHA 2		
KNOWLEDGE (ARCANA)*		=INT 0		
KNOWLEDGE (DUNGEONING)*		=INT 0		
KNOWLEDGE (ENGINEERING)*	8	=INT 0	+5	+3
KNOWLEDGE (GEOGRAPHY)*		=INT 0		
KNOWLEDGE (HISTORY)*	7	=INT 0	+4	+3
KNOWLEDGE (LOCAL)*		=INT 0		
KNOWLEDGE (NATURE)*		=INT 0		
KNOWLEDGE (NOBILITY)*		=INT 0		
KNOWLEDGE (PLANES)*		=INT 0		
KNOWLEDGE (RELIGION)*	5	=INT 0	+2	+3
LINGUISTICS*	5	=INT 0	+2	+3
PERCEPTION	14	=WIS 2	+7	+3
PERFORM		=CHA 0		
PERFORM		=CHA 0		
PROFESSION* bodyguard	12	=WIS 2	+7	+3
PROFESSION*		=WIS 2		
RIDE		=DEX 2		
SENSE MOTIVE	6	=WIS 2	+1	+3
SLEIGHT OF HAND*		=DEX 2		
SPELLCRAFT*		=INT 0		
STEALTH	9	=DEX 2	+1	+3
SURVIVAL	9	=WIS 2		
SWIM	7	=STR 3	+1	+3
USE MAGIC DEVICE*		=CHA 0		

CONDITIONAL MODIFIERS:  
 -4 Perception w/ sight  
 -2 ranged atk

LANGUAGES:  
 Osiriani, Catfolk, sphinx, Common, Ancient Osiriani

\*Enlarge Person: +2 Str, -2 Dex, -1 Atk & AC III



# MONK

## UNCHAINED

Monk Level 5

### STUNNING FIST

STUNNING FIST PER DAY = 5 = 5 + (1 ÷ 4) (Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 14 = 10 + (5 ÷ 2) + WS

- |       |           |                                                                                                                                                                |
|-------|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Level |           |                                                                                                                                                                |
| 1     | Stunned   | No action this round<br>Lose DEX bonus to AC; -2 AC                                                                                                            |
| 4     | Fatigued  | Cannot run or charge<br>-2 Strength and Dexterity                                                                                                              |
| 8     | Sickened  | -2 to attack rolls, damage rolls,<br>saving throws, skill and ability checks                                                                                   |
| 12    | Staggered | May make a standard or move action,<br>but not both                                                                                                            |
| 16    | Blinded   | Lose DEX bonus to AC; -2 AC<br>-4 on STR and DEX skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
|       | or        |                                                                                                                                                                |
|       | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound                                    |
| 20    | Paralysed | No action for 1d6 rounds<br>Lose DEX bonus to AC; -2 AC                                                                                                        |

### BONUS FEATS

- |       |                                            |                                                     |
|-------|--------------------------------------------|-----------------------------------------------------|
| Level | <input type="checkbox"/> Catch off-guard   | <input checked="" type="checkbox"/> Combat Reflexes |
|       | <input type="checkbox"/> Deflect Arrows    | <input checked="" 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 = 9 = (5 ÷ 2) + WS

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

### STYLE STRIKE

- Level 5 Flying Kick - move extra flying kick
- 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		

**Ka Stone (Su):** A living monolith with a ka stone gains Toughness as a bonus feat. In addition, when a living monolith uses his ka stone to increase his size, his base attack bonus from his living monolith class levels is equal to his living monolith level.

**Stone Blood (Ex):** At 2nd level, the vital fluids and tissues of a living monolith can selectively petrify in response to injury. A living monolith automatically stabilizes when at negative hit points and is immune to continuous damage from bleed attacks (including weapons with the wounding special ability) and ability damage from blood drain.

### KI POWERS

- Level 4 Ki Metabolism - eat + drink 1/4 as much sleep 2 hrs / night, hold breath 1 hr. / can score
- Level 6
- Level 8

**Soul Stone (Su):** This stone is inscribed on its inner side with the monolith's true name and his oaths. It cannot be removed without his permission or dispelled (though it does not function in areas where magic does not work).

Stone grants a +2 bonus on saving throws against death effects, mind-affecting effects, effects that grant negative levels, and on saves to overcome negative levels.

A living monolith can invoke the power of his soul stone 3 times per day as a swift action, enabling him to grow in size as if using enlarge person.