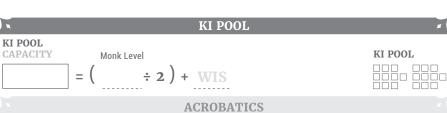


DURATION	Bard						
PER DAY	Level						
rds	= 2 + (	×	2)+				

•	WEAPON TRAINING		-
Level <b>5</b>	Weapon type		
9			
13			
17			
•	WHOLENESS OF BODY		,
Level <b>7</b>	HEALING POINTS Monk Level =		
×	DIAMOND SOUL		1
Level 13	SPELL RESISTANCE Monk Level = 10 +		
×	PERFECT SELF		-
Level 20	Treated as an Outsider Immune to Charm Person and other effects t target non-outsiders. Damage reduction 10/chaotic	hat	

`			MON	NK .
Monk LevelP	Bonus restati	Unarmed Strike esDamage Sml / Lrg	Armour Class Bonus	
1		<b>d6</b>	Flurry of Blows	Use a full attack action for more attacks
		d4 / d8	Unarmed Strike Devoted Guardian	Treat hands, feet, knees and elbows as weapons  Always get to act in a surprise round
				Add ½ Monk level to initiative
2			Evasion	Avoid all damage on successful reflex save
3			Maneuvre Training Still Mind	Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2 saving throws against enchantment
			Ki Pool (magic)	Treat unarmed attacks as magic weapons
4			Monastic Mount	Gain temporary hp, grant bonuses to mount
•			Ki Weapon	Enhance weapon - 1 ki point per enhancement
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
			Purity of Body	Immune to all diseases
6	-			
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
9			Improved Evasion	Avoid half damage on failed reflex save
10			Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12				
13			Diamond Soul	Spell resistance
14				
15			Quivering Palm	Delayed death
16			Ki Pool (adamantine)	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				
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20			Perfect Self	Treated as outsider



MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD							aan halve snelheid +10 om aan volledige snelheid te bewegen					
MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CMD						aan halve snelheid +10 om aan volledige snelheid te bewegen						
LONG JUMP	Distance DC		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft