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	Bonus Feats	Strike	Armor 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 +10 ft Maneuver Training Pain Points	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CMB +1to confirm critical hits					
4		d8 d6/2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats					
5			High Jump	Add monk level to Acrobatics checks for jumping +20to jump checks - 1 ki point Immune to fatigue					
			Extreme Endurance						
6			Fast Movement +20 ft	(which grants +8to Acrobatics checks for jumping)					
7			Physical Resistance -1	Reduced ability damage					
8		d10 d8/2d8							
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12to Acrobatics checks for jumping)					
10			Ki Pool (lawful) Extreme Endurance 2 Physical Resistance -2	Treat unarmed attacks as lawful weapons Immune to exhaustion					
12		2d6 d10/3d6	Fast Movement +40 ft	(which grants +16to Acrobatics checks for jumping)					
13			Defensive Roll Physical Resistance -3	Reflex for half damage to avoid hitting Ohp					
14									
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)					
16		2d8 2d6/3d8	Ki Pool (adamantine) Physical Resistance -4	Treat unarmed attacks as adamantine weapons					
18			Fast Movement +60 ft	(which grants +24to Acrobatics checks for jumping)					
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll					
20		2d10 2d8 / 4d8	Extreme Endurance 4	Immune to death effects					

† Martial Artist cannot use ki abilities without gaining a *ki pool*from another class

WISDOM Monk Level CHECK DC CHE

until the end of your turn, and ignore damage reduction and hardness.

Alternatively, add half your level to Sense Motive, Reflex saves, and a dodge bonus to **AC**until your next turn.

ACROBATICS

MOVE THROU	at half speed +10 to move at full speed													
MOVE THROUGH ENEMY'S OWN SQUARE at half speed Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed										ed				
	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft		
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55		
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44		
Acrobatics skill +4						for every 10ft of your standard move above 30ft								
CATCH LEDGE	20 Reflex save			if you fail a jump by 4 or less										
FALL	15 Acrobatics			to ignore 10ft of falling damage										