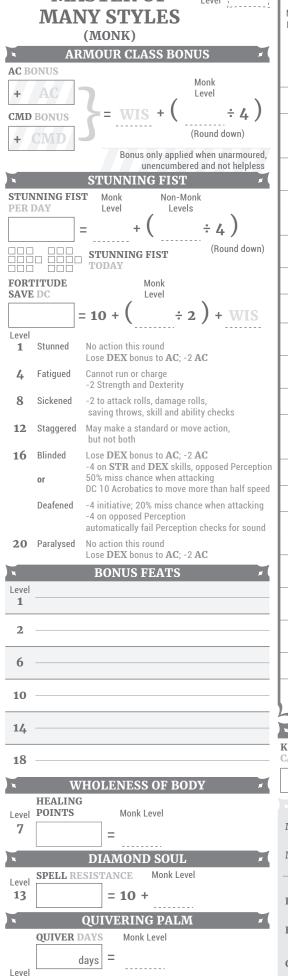
## MASTER OF

Monk Level



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Monk

Level

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	Bonus Feats	Damage	Armour Class Bonus									
1	•	Sml / Lrg <b>d6 d4 / d8</b>	Fuse Style 2 Unarmed Strike Stunning Fist	Use two styles at once 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>+10 ft</b> Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment								
4		<b>d8</b> d6 / 2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall								
5			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases								
6	-		Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)								
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>								
8		d10 d8 / 2d8	Slow Fall <b>40 ft</b> Fuse Style <b>3</b>	Enter up to 3 stances as a swift action								
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) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons								
11			Diamond Body	Immune to all poisons								
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)								
13			Diamond Soul	Spell resistance								
14			Slow Fall 70 ft									
15			Quivering Palm Fast Movement <b>+50 ft</b> Fuse Style <b>4</b>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Enter up to 4 stances immediately - <b>1 ki point</b>								
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</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>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants +24 to Acrobatics checks for jumping)								
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>								
20		<b>2d10</b> 2d8 / 4d8	Perfect Style Slow Fall <b>Any distance</b>	Use 5 styles at once, enter 5 stances as a free action								
$\overline{\cdot}$	KI POOL											



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MOVE THROUGH	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						
	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		
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft		
HIGH JUMP	DC	4	8	12	16	20	24	28	32	36	40	44		
Acrobatics skill +4					for every 10ft of your standard move above 30ft									
CATCH LEDGE	DC	20 Reflex save			if you fail a jump by 4 or less									
FALL	DC	15 Acrobatics			to ignore 10ft of falling damage									