

Monk
Level

AC BONUS

Bonus only applied when unarmoured,
unencumbered and not helpless

**TOUCH OF
SERENITY
PER DAY**

SERENITY DURATION

WILL
SAVE DC

BONUS FEATS

- ## WHOLENESS OF BODY

TOUCH OF SURRENDER

DIAMOND SOUL

TOUCH OF PEACE

PERFECT SELF

Treated as an Outsider

| | | | |
|----|--------------------------|---|---------------------|
| 20 | 2d10 2d8 / 4d8 | Perfect Self Slow Fall Any distance | Treated as outsider |
|----|--------------------------|---|---------------------|

KI POOL
CAPACITY

KI POOL

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 |

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