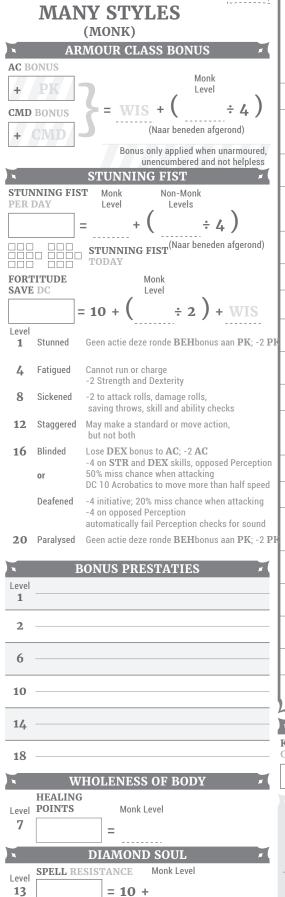


Monk Level



QUIVERING PALM

= 10 + (

Monk Level

Monk

Level

QUIVER DAYS

**FORTITUDE** 

SAVE DC

Level

15

days =

×			MO	NK ,
Monk LevelP	Bonu restat	ies Damage		
1	-	Sml / Lrg <b>d6 d4</b> / <b>d8</b>	Armour Class Bonus 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 +10 ft 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		d8 d6 / 2d6	Ki Pool (magic) Slow Fall <b>20</b> ft	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 - 2 ki points
8		<b>d10</b> 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		2d6 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 <b>70 ft</b>	
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 <b>+24</b> to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20		2d10 2d8 / 4d8	Perfect Style Slow Fall <b>Any distance</b>	Use 5 styles at once, enter 5 stances as a free action
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ACROBATICS														
MOVE THROUGH THREATENED SQUARE  Acrobatics DC = Opponent's CMD  aan halve snelheid +10 om aan volledige snelheid te bew												gen		
MOVE THROUGH ENEMY'S OWN SQUARE aan halve snelheid Acrobatics DC = 5 + Opponent's CMD +10 om aan volledige snelheid te bew											e bewe	gen		
	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	4	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									