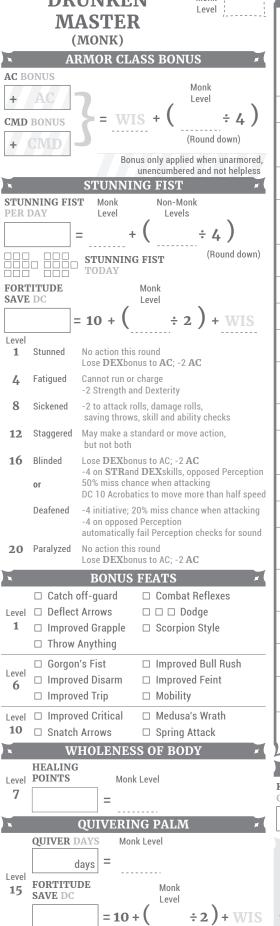
DRUNKEN **MASTER**

Monk Level



PERFECT SELF

Immune to Charm Person and other effects that

Treated as an Outsider

target non-outsiders. Damage reduction 10/chaotic

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	Bonus Feats	Unarmed Strike Damage Sm / Lg	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 Drunken Ki	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CME +1temporary ki point (for 1 hour) on drinking
4		d8 d6 / 2d6	Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump Drunken Strength 1d6	Add monk level to Acrobatics checks for jumping +20to jump checks - 1 ki point Inflict extra damage - 1 ki point
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Slow Fall 40 ft	
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 50 ft Drunken Strength 2d6	Treat unarmed attacks as lawful weapons 2 ki points
11			Drunken Courage	Immune to fear
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16to Acrobatics checks for jumping)
13			Drunken Resilience 1/-	Damage reduction
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft Drunken Strength 3d6	Delayed death (which grants +20to Acrobatics checks for jumping) 3 ki points
16	:	2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft Drunken Resilience 2/ —	Treat unarmed attacks as adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18	-		Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to Acrobatics checks for jumping)
19			Firewater Breath Drunken Resilience 3/—	30ft cone of fire, deals 2d6 damage - 4 ki points
20	:	2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance Drunken Strength 4d6	Treated as outsider 4 ki points
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ACROBATICS

MOVE THROUGH THREATENED SQUARE at half speed Acrobatics DC = Opponent's CMD +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 10ft 30ft 35ft 40ft 45ft 50ft 55ft Distance 5ft 15ft 20ft DC 5 LONG JUMP 10 15 25 30 35 40 45 50 55 20 1ft 2ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft Distance **HIGH JUMP** DC 4 24 28 8 12 20 32 36 40 44 16 for every 10ft of your standard move above 30ft Acrobatics skill +4

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