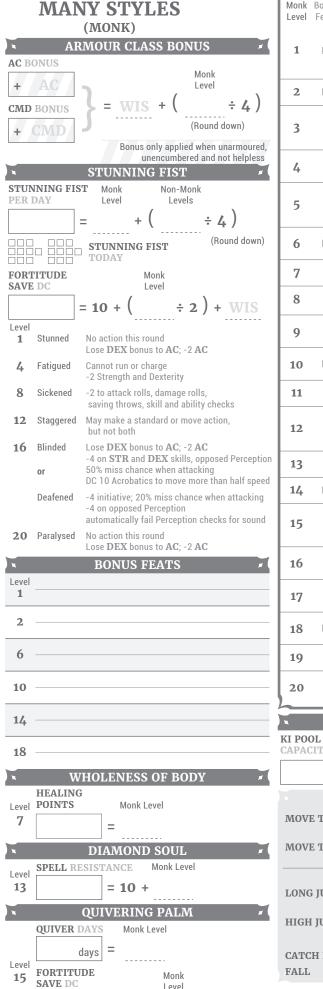
MASTER OF

Monk Level



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			MOM	NK ,
	Bonus Feats	STRIKE	Armour Class Bonus	
1	•	d6 d4 / d8	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 20 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		d10 d8 / 2d8	Slow Fall 40 ft Fuse Style 3	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 50 ft	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 70 ft	
15			Quivering Palm Fast Movement +50 ft Fuse Style 4	Delayed death (which grants +20 to Acrobatics checks for jumping) Enter up to 4 stances immediately - 1 ki point
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	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 +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	Perfect Style Slow Fall Any distance	Use 5 styles at once, enter 5 stances as a free action
KI POOL				

CAPACITY Monk Level + WIS KI POOL

ACROBATICS

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

Distance 5ft 10ft 15ft 20ft 25ft

+10 to move at full speed

30ft 35ft 40ft 45ft 50ft 55ft LONG JUMP 55 DC 5 10 30 35 50 15 20 25 40 45 Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft HIGH JUMP DC 4 12 16 20 24 28 32 36

> Acrobatics skill +4 for every 10ft of your standard move above 30ft DC 20 Reflex save if you fail a jump by 4 or less

CATCH LEDGE FALL DC 15 Acrobatics to ignore 10ft of falling damage