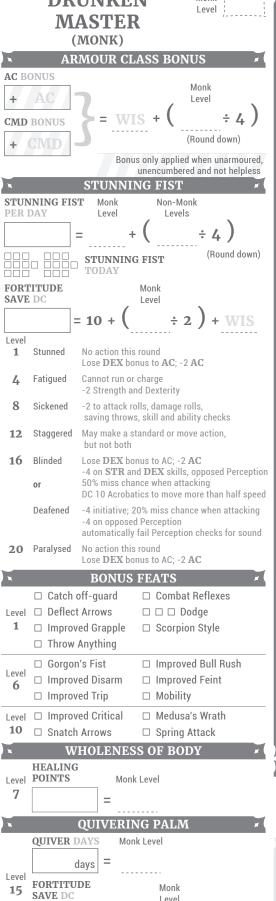
## DRUNKEN **MASTER**

Monk Level



MONK				
	Bonus Feats	Strike	Armour Class Bonus	
1		<b>d6</b> 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 <b>+10 ft</b> Manoeuvre Training Drunken Ki	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +1 temporary ki point (for 1 hour) on drinking
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	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
			Drunken Strength 1d6	Inflict extra damage - 1 ki point
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		<b>d10</b> d8 / 2d8	Slow Fall 40 ft	
9			Improved Evasion Fast Movement <b>+30 ft</b>	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			Drunken Strength <b>2d6</b> Drunken Courage	2 ki points Immune to fear
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			Drunken Resilience 1/-	Damage reduction
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement <b>+50 ft</b> Drunken Strength <b>3d6</b>	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points
16		<b>2d8</b> 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b> Drunken Resilience <b>2/</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 +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Firewater Breath Drunken Resilience 3/—	30ft cone of fire, deals 2d6 damage - <b>4 ki points</b>
20		2d10 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b> Drunken Strength <b>4d6</b>	Treated as outsider
Drunken Strength 4d6 4 ki points  KI POOL				
KI POO			lonk Level	DRUNKEN KI POOL KI
		_ = ( _	÷ 2 ) + WIS	000 000 + 000
ACROBATICS  ACROBATICS  at helf speed				
MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD 4th Alf speed 4th Alf speed 4th Oto 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	JUM		ce 5ft 10ft 15ft 20ft OC 5 10 15 20	25ft 30ft 35ft 40ft 45ft 50ft 55ft 25 30 35 40 45 50 55

## LONG JUMP DC 40 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft Distance HIGH JUMP DC 4 12 20 24 28 8 16 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft

if you fail a jump by 4 or less

to ignore 10ft of falling damage

Treated as an Outsider Immune to Charm Person and other effects that 20 target non-outsiders.

PERFECT SELF

**CATCH LEDGE** 

FALL

DC 20 Reflex save

DC 15 Acrobatics

Damage reduction 10/chaotic