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	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 +10 ft Manoeuvre Training Versatile Improvisation	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Use weapon of the wrong type						
4		d8	Ki Pool (magic)	Treat unarmed attacks as magic weapons Increase range of a thrown object 20ft - 1 ki point						
		d6 / 2d6	Slow Fall 20 ft	Reduce effective falling height using wall						
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point						
			Ki Weapons	Enhance improvised weapons						
6	-		Fast Movement <b>+20 ft</b> Slow Fall <b>30 ft</b>	(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>							
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						
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>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping)						
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 +24 to Acrobatics checks for jumping)						
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points						
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider						
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## KI POOL

As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon

Spend up to 3 ki points to enhance an improvised weapon, granting magical enhancement or additional weapon effects. Enhancement lasts for one round, and does not require a suitable weapon.

MOVE THROU	E S CMD												
MOVE THROUGH ENEMY'S OWN SQUARE at half speed Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed													
	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		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 DC		15 Acrobatics			to ignore 10ft of falling damage								