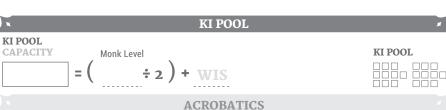


DURATION PER DAY	Bard Level		
rds	=2+(×	2)+

			,			
•	WEAPON TRAINING					
Level 5	Weapon type					
9						
13						
17						
*	WHOLENESS OF BODY					
Level	HEALING POINTS Monk Level =					
DIAMOND SOUL						
Level						
	= 10 +					
*	PERFECT SELF	ji l				
Level 20	Treated as an Outsider Immune to Charm Person and other effects that target non-outsiders. Damage reduction 10/chaotic					

MONK				
Unarmed Monk Bonus Strike LevelPrestatiesDamage Sml/Lrg Armour Class Bonus				
1		Sml / Lrg	Flurry of Blows	Use a full attack action for more attacks
	_	d4/d8	Unarmed Strike Devoted Guardian	Treat hands, feet, knees and elbows as weapons Always get to act in a surprise round
			Devoted oddididii	Add ½ Monk level to initiative
2			Evasion	Avoid all damage on successful reflex save
3			Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
			Ki Pool (magic)	Treat unarmed attacks as magic weapons
4			Monastic Mount	Gain temporary hp, grant bonuses to mount Enhance weapon - 1 ki point per enhancement
			Ki Weapon	
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
			Purity of Body	Immune to all diseases
6				
7			Wholeness of Body	Heal your own wounds - 2 ki points
9			Improved Evasion	Avoid half damage on failed reflex save
10			Ki Pool (lawful)	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12				
13			Diamond Soul	Spell resistance
14				
15			Quivering Palm	Delayed death
16			Ki Pool (adamantine)	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				
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20			Perfect Self	Treated as outsider



aan halve snelheid MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD +10 om aan volledige snelheid te bewegen MOVE THROUGH ENEMY'S OWN SQUARE aan halve snelheid Acrobatics DC = 5 + Opponent's **CMD** +10 om aan volledige snelheid te bewegen Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft