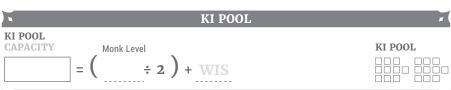


DURATIO PER DAY	N	Bard Level		
rd	s = 2 + (×	2)+

``	WEAPON TRAINING	x (
Level 5	Weapon type	
9		
13		
17		
×	WHOLENESS OF BODY	,
Level	HEALING POINTS Monk Level =	
``	DIAMOND SOUL	*
Level	SPELL RESISTANCE Monk Level = 10 +	
×	PERFECT SELF	,
Level 20	Treated as an Outsider Immune to Charm Person and other effects t target non-outsiders. Damage reduction 10/chaotic	hat

MONK								
	Bonus Feats	Unarmed Strike Damage Sm / Lg	Armor Class Bonus					
1		d6	Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons				
		d4 / d8	Devoted Guardian	Always get to act in a surprise round				
				Add ½ Monk level to initiative				
2			Evasion	Avoid all damage on successful reflex save				
3			Maneuver Training Still Mind	Use monk level in place of BAB for calculating CMB +2saving throws against enchantment				
			Ki Pool (magic)	Treat unarmed attacks as magic weapons				
4			Monastic Mount Ki Weapon	Gain temporary hp, grant bonuses to mount Enhance weapon - 1 ki point per enhancement				
			High Jump	Add monk level to Acrobatics checks for jumping				
5				+20to 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 aging Speak with any living creature				
18								
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points				
20			Perfect Self	Treated as outsider				



ACROBATICS

MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD							at half s		full spe	ed		
MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CMD				at half speed +10 to move at full speed								
LONG JUMP	Distance DC		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55
	Dietance	1 ft	2ft	3ft	/lft	5ft	6ft	7ft	Qft .	Oft	10ft	11f+