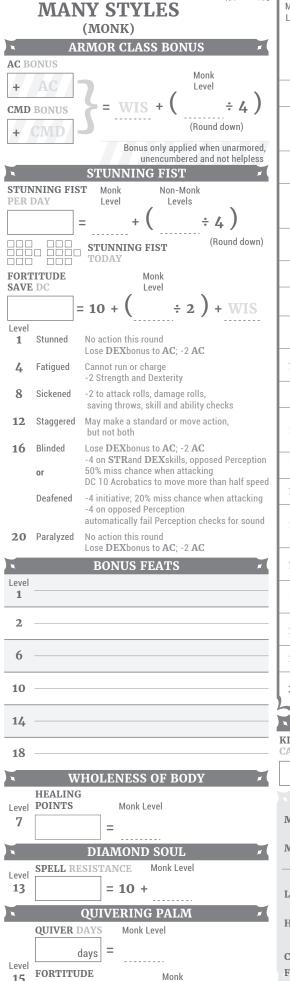
MASTER OF

Monk Level



15

SAVE DC

Level

= 10 + (

÷2)+WIS

X			MOM	NK						
	Bonus Feats	STrike	Armor 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 Maneuver Training Still Mind	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CMB +2saving 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 +20to jump checks - 1 ki point Immune to all diseases						
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to 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 aging Speak with any living creature						
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to 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										



ACIODATICS														
MOVE THROU	at half speed +10 to 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						
	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		
	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft		
HIGH JUMP	DC	4	8	12	16	20	24	28	32	36	40	44		
Acrobatics skill +4					for every 10ft of your standard move above 30ft									
CATCH LEDGE	DC	20 Reflex save			if you fail a jump by 4 or less									
FALL		15 Acrobatics			to ignore 10ft of falling damage									