

MARTIAL ARTIST

Monk

	18	F	ast Mo	vement	+60 ft		(which grants +24 to Acrobatics checks for jumping)								
-	19	Greater Defensive Roll Physical Resistance -5							Reduced damage on Defensive Roll						
		2d10 Extreme Endurance 4						Immune to death effects							
		† Martial Artist cannot use ki abilities without gaining a ki poolfrom another class													
1	EXPLOIT WEAKNESS														
	WISDOM CHECKBONUS Monk Level + = + WIS						WISDOM CHECK DC Challenge Rating = 10 + CR								
	As a swift action, make a wisdom check (above). If successful, gain +2to attack or object's until the end of your turn, and ignore damage reduction and hardness. Alternatively, add half your level to Sense Motive, Reflex saves, and a dodge bonus to ACuntil your next turn.														
		ACROBATICS													
	MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CM						at half speed +10 to move at full speed								
	MOVE THROU	MY'S OWN SQUARE atics DC = 5 + Opponent's CI				ЛD	at half speed ID +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		
	HIGH JUMP	Distance DC	4	2ft 8 patics s	3ft 12 kill +4	4ft 16 for eve	5ft 20 ery 10ft	6ft 24 t of your	7ft 28 standar	8ft 32 d move	9ft 36 above 3	10ft 40 0ft	11ft 44		
	CATCH LEDG	20 Re	eflex sa	ve	if you	you fail a jump by 4 or less									
	FALL	FALL DC			S	to ign	to ignore 10ft of falling damage								

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