DRUNKEN MASTER (MONK) ARMOUR CLAS

Monk | Level |

· F	AKMOU	IR CLAS	2 RO	NUS	" \
+ AC CMD BONUS + CMD	3=	WIS	+ (Monk Level (Round o	÷4) down)

CMD	BONUS	= WIS + (÷ 4)
+	CMD	(Round down)
		Bonus only applied when unarmoured, unencumbered and not helpless
×		STUNNING FIST
STUN PER I	NNING FIS	T Monk Non-Monk Level Levels
		= +(÷4)
		STUNNING FIST (Round down) TODAY
FORT SAVE	TITUDE E DC	Monk Level
	:	= 10 + (÷ 2) + WIS
Level 1	Stunned	No action this round Lose DEX bonus to AC ; -2 AC
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Blinded	Lose DEX bonus to AC; -2 AC -4 on STR and DEX skills, opposed Perception
	or	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysed	No action this round Lose DEX bonus to AC; -2 AC

*	BONUS	FEATS	#
Level	□ Catch off-guard	□ Combat Reflexes	
	□ Deflect Arrows	□ □ □ Dodge	
1	☐ Improved Grapple	□ Scorpion Style	
	☐ Throw Anything		
Level 6	☐ Gorgon's Fist	☐ Improved Bull Rush	
	☐ Improved Disarm	☐ Improved Feint	
	☐ Improved Trip	☐ Mobility	
Level	☐ Improved Critical	☐ Medusa's Wrath	
10	☐ Snatch Arrows	☐ Spring Attack	

WHOLENESS OF BODY HEALING Level POINTS Monk Level 7 = QUIVERING PALM

	-			
	QUIVER DAYS	Monk Lev	/el	
Level 15	days FORTITUDE SAVE DC	=10+(Monk Level	÷2)+WIS

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

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	Bonus Feats		Armour Class Bonus	
1	•	d6 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 Drunken Ki	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking
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 Drunken Strength 1d6	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Inflict extra damage - 1 ki point
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8/2d8	Slow Fall 40 ft	
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 Drunken Strength 2d6	Treat unarmed attacks as lawful weapons 2 ki points
11			Drunken Courage	Immune to fear
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			Drunken Resilience 1/-	Damage reduction
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft Drunken Strength 3d6	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft Drunken Resilience 2/ —	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 +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Firewater Breath Drunken Resilience 3/—	30ft cone of fire, deals 2d6 damage - 4 ki points
20		2d10	Perfect Self Slow Fall Any distance	Treated as outsider
		2d8 / 4d8	Drunken Strength 4d6	4 ki points

KI POOL CAPACITY	Monk Level	KI POOL	DRUNKEN KI
= ((÷ 2) + WIS		

ACROBATICS												
MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD							at half speed +10 to move at full speed					
MOVE THROUGH ENEMY'S OWN SQUARE at half speed Acrobatics DC = 5 + Opponent's CMD +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		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 10f				ery 10ft	ft of your standard move above 30ft							
CATCH LEDGE DC 20 Reflex save				if you fail a jump by 4 or less								

to ignore 10ft of falling damage

DC 15 Acrobatics

FALL