DRUNKEN **MASTER**

Monk Level



PERFECT SELF

FALL

Immune to Charm Person and other effects that

Treated as an Outsider

target non-outsiders. Damage reduction 10/chaotic

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	Bonus	Unarmed	NION	· · · · · · · · · · · · · · · · · · ·
	Feats	Strike	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	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
	_		Drunken Strength 1d6 Fast Movement +20 ft	Inflict extra damage - 1 ki point (which grants +8 to Acrobatics checks for jumping)
6			Slow Fall 30 ft	
7		das	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 2d8 / 4d8	Perfect Self Slow Fall Any distance Drunken Strength 4d6	Treated as outsider 4 ki points
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CAPAC		= (N	onk Level ÷ 2) + WIS	KI POOL KI

ACROBATICS

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MOVE THROU	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 10ft of your standard move above 30ft									
CATCH LEDG	20 Reflex save			if you	if you fail a jump by 4 or less								

DC 15 Acrobatics

to ignore 10ft of falling damage