

Damage reduction 10/chaotic

Monk

Level

WEAPON ADEPT

| MONK | | | | | | | | | | | | |
|---------|----------------|--------------------------|---|---|--|--|--|--|--|--|--|--|
| | Bonus Feats | STILKE | Armor Class Bonus | | | | | | | | | |
| 1 | • | d6 d4 / d8 | Flurry of Blows Unarmed Strike Perfect Strike | Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon | | | | | | | | |
| 2 | | | Way of the Weapon Master | Weapon Focus for one monk weapon | | | | | | | | |
| 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 | (which grants +8to Acrobatics checks for jumping) | | | | | | | | |
| 0 | - | | Slow Fall 30 ft Way of the Weapon Master 2 | Weapon Specialization for the same monk weapon | | | | | | | | |
| 7 | | | Wholeness of Body | Heal your own wounds - 2 ki points | | | | | | | | |
| 8 | | d10 d8 / 2d8 | Slow Fall 40 ft | | | | | | | | | |
| 9 | | | Evasion Fast Movement +30 ft | Avoid all damage on successful reflex save (which grants +12to 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 | Delayed death (which grants +20 to Acrobatics checks for jumping) | | | | | | | | |
| 16 | | 2d8 2d6 / 3d8 | Ki Pool (adamantine) Slow Fall 80 ft | Treat unarmed attacks as adamantine weapons | | | | | | | | |
| 17 | | | Uncanny Initiative Tongue of the Sun and Moon | Choose your own initiative roll 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 | Pure Power Slow Fall Any distance | +2to Strength, Dexterity, and Wisdom score | | | | | | | | |
| KI POOL | | | | | | | | | | | | |

KI POOL CAPACITY Monk Level ** 2) + WIS

ACROBATICS

at half speed

| Acropatics DC = Opponent's CMD | | | | | | | + 10 to move at full speed | | | | | | |
|---|----------------|----------------|------------|------------|---|------------|--|------------|------------|------------|------------|------------|--|
| MOVE THROUGH ENEMY'S OWN SQUAR Acrobatics DC = 5 + Oppone | | | | | | | 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 | |
| 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 LEDGE | DC | 20 Reflex save | | | if you fail a jump by 4 or less | | | | | | | | |
| FALL | DC | 15 Acrobatics | | | to ignore 10ft of falling damage | | | | | | | | |