## **DRUNKEN MASTER** (MONK) **AC BONUS**

Monk	1		_		_		_	
Level	1							
	/-	_	-	_	-	_	_	



CMD	BONUS	= W1S + (	4 /
+	CMD .	(Round do	wn)
		Bonus only applied when una unencumbered and not	
•		STUNNING FIST	<b>#</b> (
STUI PER	NNING FIS DAY	Level Levels	
	:	= + (÷4,	)
		STUNNING FIST (Rour TODAY	id down)
FOR'S SAVE	TITUDE E DC	Monk Level	
	:	= 10 + ( ÷ 2 ) + 1	WIS
Level <b>1</b>	Stunned	No action this round Lose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b>	
4	Fatigued	Cannot run or charge -2 Strength and Dexterity	
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks	3
12	Staggered	May make a standard or move action, but not both	
16	Blinded	Lose <b>DEX</b> bonus to AC; -2 <b>AC</b> -4 on <b>STR</b> and <b>DEX</b> skills, opposed	Perception

01	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

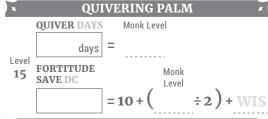
50% miss chance when attacking

No action this round Lose **DEX** bonus to AC; -2 **AC** 20 Paralysed

or

*	BONUS	FEATS	#
	□ Catch off-guard	□ Combat Reflexes	
Level 1	□ Deflect Arrows	□ □ □ Dodge	
	☐ 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



## PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that 20 target non-outsiders.

Damage reduction 10/chaotic

X.			MON	NK , (
	Bonus Feats	Damage	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 <b>+10 ft</b> Manoeuvre Training Drunken Ki	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +1 temporary ki point (for 1 hour) on drinking
4		<b>d8</b> d6 / 2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	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	(milen grante to to not butter of the famping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		<b>d10</b> 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 <b>50 ft</b> Drunken Strength <b>2d6</b>	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 <b>70 ft</b>	
15			Quivering Palm Fast Movement <b>+50 ft</b> Drunken Strength <b>3d6</b>	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b> Drunken Resilience <b>2/</b> —	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 <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants +24 to Acrobatics checks for jumping)
19			Firewater Breath Drunken Resilience 3/—	30ft cone of fire, deals 2d6 damage - <b>4 ki points</b>
20		2d10	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider
		2d8 / 4d8	Drunken Strength 4d6	4 ki points

KI POOL CAPACITY	Monk Level	KI POOL	DRUNKEN KI
	= (÷2)+	- WIS	+ 0000

ACROBATICS												
MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's							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 LEDGE DC 20 Reflex save				if you fail a jump by 4 or less								

to ignore 10ft of falling damage

DC 15 Acrobatics

FALL