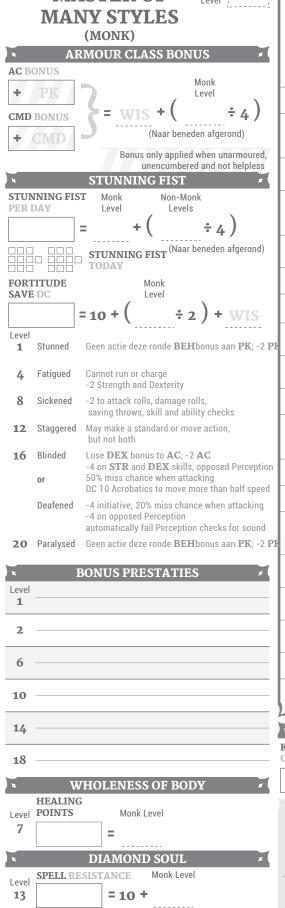


Monk Level



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×			MONK					
Monk LevelP	Bonu: restat	Unarmed S Strike lesDamage						
1	-	Sml / Lrg d6 d4 / d8	Armour Class Bonus Fuse Style 2 Unarmed Strike Stunning Fist	Use two styles at once 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 Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving 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 +20 to jump checks - 1 ki point Immune to all diseases				
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 Fuse Style 3	Enter up to 3 stances as a swift action				
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	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 Fuse Style 4	Delayed death (which grants +20 to Acrobatics checks for jumping) Enter up to 4 stances immediately - 1 ki point				
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall 80 ft	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			Empty Body	Assume ethereal state for 1 minute - 3 ki points				
20		2d10 2d8 / 4d8	Perfect Style Slow Fall Any distance	Use 5 styles at once, enter 5 stances as a free action				
KI POOL								



MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CMD Distance Sft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 Distance Ift 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft HIGH JUMP DC 4 8 12 16 20 24 28 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft CATCH LEDGE DC 15 Acrobatics to ignore 10ft of falling damage					AC	KODA	4110	3						
Acrobatics DC = 5 + Opponent's CMD	MOVE THROU													
LONG JUMP DC 5 10 15 20 25 30 35 40 45 50 55 Distance D								aan nare onemera						
Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft HIGH JUMP DC 4 8 12 16 20 24 28 32 36 40 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		Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft	
HIGH JUMP DC 4 8 12 16 20 24 28 32 36 40 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	LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55	
CATCH LEDGE DC 20 Reflex save if you fail a jump by 4 or less	HIGH JUMP													
	Acrobatics skill +4					for every 10ft of your standard move above 30ft								
FALL DC 15 Acrobatics to ignore 10ft of falling damage	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								