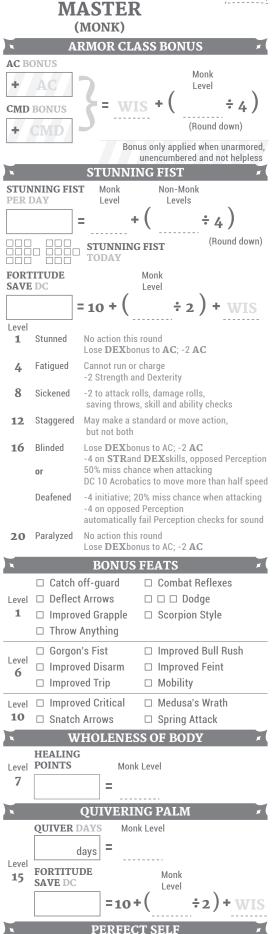
DRUNKEN **MASTER**

Monk Level



Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

20

Immune to Charm Person and other effects that

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	Bonus Feats	STEIKE	Armor 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 Maneuver Training Drunken Ki	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1temporary 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 +20to jump checks - 1 ki point
6			Prunken Strength 1d6 Fast Movement +20 ft Slow Fall 30 ft	Inflict extra damage - 1 ki point (which grants +8to 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 +12to 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 +16to 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 +20to 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 aging Speak with any living creature
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24to 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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ACROBATICS

MOVE THROU	at half speed +10 to move at full speed												
MOVE THROU		OWN DC = 5 +	at half speed +10 to move at full speed										
LONG JUMP	Distance DC	0	10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55	
HIGH JUMP	Distance DC	4	2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44	
		Acrobatics skill +4 for even				ery 10f	Oft of your standard move above 30ft						

if you fail a jump by 4 or less

to ignore 10ft of falling damage

CATCH LEDGE

FALL

DC 20 Reflex save

DC 15 Acrobatics