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	Bonus Feats	Damage	Armour Class Bonus	
1	•	Sml / Lrg 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 Pain Points	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 to confirm critical hits
4		d8 d6 / 2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats
5			High Jump	Add monk level to Acrobatics checks for jumping †
			Extreme Endurance	Immune to fatigue
6			Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
7			Physical Resistance -1	Reduced ability damage
8		d10 d8 / 2d8		
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) Extreme Endurance 2 Physical Resistance -2	Treat unarmed attacks as lawful weapons Immune to exhaustion
12		2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13			Defensive Roll Physical Resistance -3	Reflex for half damage to avoid hitting Ohp
14				
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Physical Resistance -4	Treat unarmed attacks as adamantine weapons
18			Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance 4	Immune to death effects

† Martial Artist cannot use ki abilities without gaining a ki pool from another class

) %	EXPLOIT W	VEAKNESS	ľ
WISDOM CHECK BONUS	Monk Level	WISDOM CHECK DC	Challenge Rating
+ =	+ WIS	=	10 + CR
As a swift action, mak	sful, gain +2 to attack	or object's	

As a swift action, make a wisdom check (above). It successful, gain +2 to attack until the end of your turn, and ignore damage reduction and hardness.

Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to AC until your next turn.

ACROBATICS												
MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD							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												
	Distance		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	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								
FALL	DC	15 A	crobatic	s	to ign	ore 10f	t of fallir	ig dama	ge			