Unarmed MASTER Monk Bonus Strike LevelPrestatiesDamage (MONK) **Armour Class Bonus** Sml / Lrg ARMOUR CLASS BONUS Flurry of Blows Use a full attack action for more attacks d6 1 **Unarmed Strike** Treat hands, feet, knees and elbows as weapons AC BONUS d4 / d8 Stunning Fist Stun (or other effects) target for one round Monk Level 2 Evasion Avoid all damage on successful reflex save **CMD** BONUS Fast Movement +10 ft (which grants +4 to Acrobatics checks for jumping) (Naar beneden afgerond) Manoeuvre Training Use monk level in place of BAB for calculating CMB 3 +1 temporary ki point (for 1 hour) on drinking Drunken Ki Bonus only applied when unarmoured, unencumbered and not helpless d8 Ki Pool (magic) Treat unarmed attacks as magic weapons STUNNING FIST 4 Slow Fall 20 ft Reduce effective falling height using wall d6 / 2d6 STUNNING FIST Non-Monk Monk High Jump Add monk level to Acrobatics checks for jumping PER DAY Levels Level +20 to jump checks - 1 ki point 5 ÷ 4 Drunken Strength 1d6 Inflict extra damage - 1 ki point STUNNING FIST (Naar beneden afgerond) Fast Movement +20 ft (which grants +8 to Acrobatics checks for jumping) 6 Slow Fall 30 ft **FORTITUDE** Monk 7 Wholeness of Body Heal your own wounds - 2 ki points SAVE DC Level d10 8 Slow Fall 40 ft d8 / 2d8 Avoid half damage on failed reflex save Improved Evasion Level 9 Geen actie deze ronde BEHbonus aan PK; -2 PF Fast Movement +30 ft (which grants +12 to Acrobatics checks for jumping) 1 Stunned Ki Pool (lawful) Treat unarmed attacks as lawful weapons Fatigued Cannot run or charge 10 Slow Fall 50 ft -2 Strength and Dexterity Drunken Strength 2d6 2 ki points 8 -2 to attack rolls, damage rolls, Sickened saving throws, skill and ability checks 11 Drunken Courage Immune to fear Staggered May make a standard or move action, 12 Abundant step Slip magically between spaces - 2 ki points but not both 2d6 (which grants +16 to Acrobatics checks for jumping) 12 Fast Movement +40 ft Blinded Lose DEX bonus to AC: -2 AC 16 d10 / 3d6 Slow Fall 60 ft -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking or 13 Drunken Resilience 1/-Damage reduction DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened Slow Fall 70 ft 14 -4 on opposed Perception automatically fail Perception checks for sound Quivering Palm Delayed death Paralysed Geen actie deze ronde BEHbonus aan PK; -2 PK 15 Fast Movement +50 ft (which grants +20 to Acrobatics checks for jumping) Drunken Strength 3d6 3 ki points **BONUS PRESTATIES** Ki Pool (adamantine) Treat unarmed attacks as adamantine weapons 2d8 16 Slow Fall 80 ft ☐ Combat Reflexes ☐ Catch off-guard 2d6 / 3d8 Drunken Resilience 2/-Level ☐ Deflect Arrows □ □ □ Dodge Timeless Body No age penalties or artificial ageing ☐ Improved Grapple □ Scorpion Style 17 Tongue of the Sun and Moon Speak with any living creature □ Throw Anything Fast Movement +60 ft (which grants +24 to Acrobatics checks for jumping) 18 ☐ Improved Bull Rush □ Gorgon's Fist Slow Fall 90 ft Level ☐ Improved Disarm ☐ Improved Feint 6 Firewater Breath 30ft cone of fire, deals 2d6 damage - 4 ki points 19 ☐ Improved Trip □ Mobility Drunken Resilience 3/-☐ Medusa's Wrath ☐ Improved Critical Perfect Self Treated as outsider 2.010 10 ☐ Snatch Arrows ☐ Spring Attack 20 Slow Fall Any distance 2d8 / 4d8 4 ki points Drunken Strength 4d6 WHOLENESS OF BODY HEALING ZI POOL **POINTS** Level Monk Level KI POOL 7 KI POOL Monk Level QUIVERING PALM OUIVER DAYS Monk Level **ACROBATICS** days MOVE THROUGH THREATENED SQUARE aan halve snelheid Level Acrobatics DC = Opponent's CMD +10 om aan volledige snelheid te bewegen FORTITUDE Monk 15 MOVE THROUGH ENEMY'S OWN SQUARE aan halve snelheid SAVE DO Level Acrobatics DC = 5 + Opponent's CMD +10 om aan volledige snelheid te bewegen 40ft Distance 5ft 10ft 25ft 30ft 35ft 45ft 50ft LONG JUMP DC 5 10 15 30 35 40 45 50 20 25 PERFECT SELF 5ft 6ft 7ft 9ft Distance 1ft 2ft 3ft 4ft 8ft 10ft Treated as an Outsider **HIGH JUMP** DC 4 8 12 20 24 28 32 36 40 16 Immune to Charm Person and other effects that for every 10ft of your standard move above 30ft 20 target non-outsiders. Acrobatics skill +4

CATCH LEDGE

FALL

DC 20 Reflex save

DC 15 Acrobatics

if you fail a jump by 4 or less

to ignore 10ft of falling damage

MONK

DRUNKEN

55ft

11ft

55

44

KI

DRUNKEN

Damage reduction 10/chaotic

Monk

Level