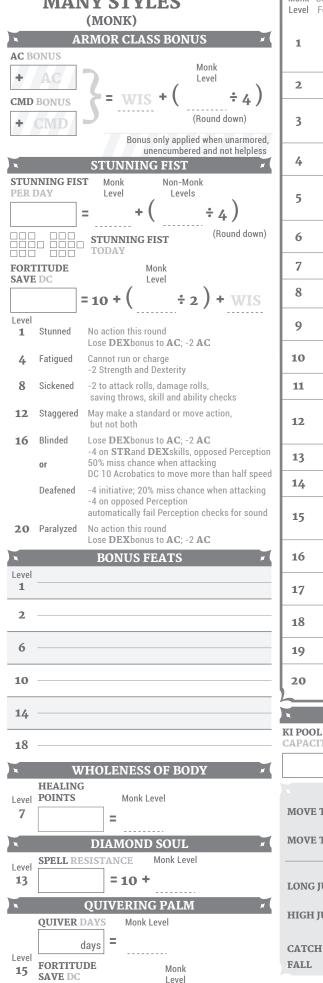
## MASTER OF MANY STYLES

Monk Level



=10+(

<b>X</b>			MO	NK
	Bonus Feats	Damage	Armor Class Bonus	
1	•	d6 d4/d8	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 Maneuver Training Still Mind	(which grants +4to Acrobatics checks for jumping) Use monk level in place of BABfor calculating CMB +2saving throws against enchantment
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 Purity of Body	Add monk level to Acrobatics checks for jumping +20to jump checks - 1 ki point Immune to all diseases
6			Fast Movement +20 ft Slow Fall 30 ft	(which grants +8to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8		d10 d8/2d8	Slow Fall <b>40 ft</b> Fuse Style <b>3</b>	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 <b>+12</b> to Acrobatics checks for jumping)
10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	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 +16to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall <b>70 ft</b>	
15			Quivering Palm Fast Movement <b>+50 ft</b> Fuse Style <b>4</b>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Enter up to 4 stances immediately - <b>1 ki point</b>
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	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 <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants +24to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20		<b>2d10</b> 2d8 / 4d8	Perfect Style Slow Fall <b>Any distance</b>	Use 5 styles at once, enter 5 stances as a free action
KI POOL				



CAPACITY

| Monk Level | ÷ 2 ) + WIS



50ft

50

55ft

55

11ft

## **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

Acrobatics DC = 5 + Opponent's CMD

at half speed +10 to move at full speed

Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft LONG JUMP DC 5 10 30 35 15 20 25 40 45

Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft HIGH JUMP 12 16 20 24 28 32 36 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 Acrobatics to ignore 10ft of falling damage