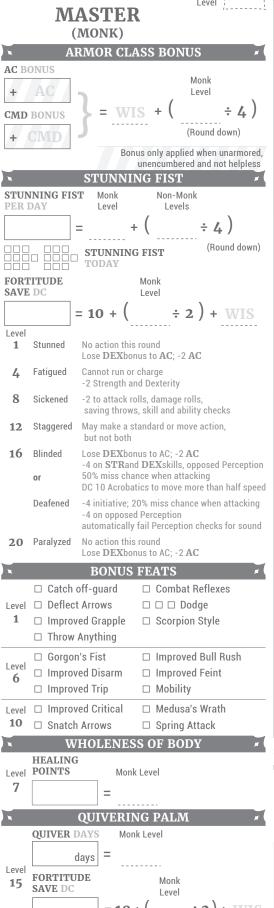
DRUNKEN **MASTER**

Monk Level



×			MOI	NK								
	Bonus Feats	Damage Sm / Lg	Armor Class Bonus Flurry of Blows	Use a full attack action for more attacks								
1		d6 d4 / d8	Unarmed Strike Stunning Fist	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 BABfor calculating CMB +1temporary ki point (for 1 hour) on drinking								
4		d8 d6 / 2d6	Ki Pool (magic) Slow Fall 20 f t	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								
			Drunken Strength 1d6	Inflict extra damage - 1 ki point								
6			Fast Movement +20 ft Slow Fall 30 ft	(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	Treated as outsider								
		, 44.5	Drunken Strength 4d6	4 ki points								
N.	KI POOL											
KI POC CAPAC		N	lonk Level	KI POOL KI								

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

ACROBATICS													
MOVE THROU		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													
LONG JUMP	Distance DC		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55	
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44	
Acrobatics skill +				kill +4	for every 10ft of your standard move above 30ft								
CATCH LEDGE	20 Reflex save			if you fail a jump by 4 or less									
FALL DC		15 Acrobatics			to ignore 10ft of falling damage								