MONK OF THE Monk Level FOUR WINDS						
ARMOR CLASS BONUS						
AC BONUS	Monk					
+ AC	Level					
CMD BONUS = WIS + ( ÷4)						
+ CMD	(Round down)					
	us only applied when unarmored,					
	unencumbered and not helpless  ELEMENTAL FIST					
ELEMENTAL FIST Monk	Non-Monk					
PER DAY Level Levels						
= +	÷ 4 )					
ELEMENTAL FIST (Round down)						
Declare an elemental damage type before making an attack:  Acid, Cold, Electricityor Fire						
	onk evel					
= 1 + (	÷ 5 ) (Round down)					
BONUS						
☐ Catch off-guard	☐ Combat Reflexes					
Level □ Deflect Arrows  1 □ Improved Grapple	□ □ □ Dodge □ Scorpion Style					
☐ Throw Anything	- Scorpion Style					
☐ Gorgon's Fist	☐ Improved Bull Rush					
Level ☐ Improved Disarm	☐ Improved Feint					
☐ Improved Trip	□ Mobility					
Level   Improved Critical	□ Medusa's Wrath					
10 ☐ Snatch Arrows	☐ Spring Attack					
WHOLENES HEALING	S OF BODY					
Level POINTS Monk	Level					
7 =						
DIAMON	D SOUL					
SPELI, RESISTANCE	Monk Level					
13 = 10 +						
QUIVERING PALM						
QUIVER DAYS Monk	k Level					
days =						
15 FORTITUDE	Monk					
Level						
=10+( ÷2)+WIS						
ASPECT MASTER						
Aspect						
Special Abilities						
امريما						

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``			MO	NK	
	Bonus Feats	STILKE	Armor Class Bonus		
1		<b>d6</b> d4 / d8	Flurry of Blows Unarmed Strike Elemental Fist	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Add elemental damage to an attack	
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		d8 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 - 2 ki points	
8		d10 d8 / 2d8	Slow Fall <b>40 ft</b>		
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 <b>50 ft</b>	Treat unarmed attacks as lawful weapons	
11			Diamond Body	Immune to all poisons	
12		2d6 d10 / 3d6	Slow Time Fast Movement +40 ft Slow Fall 60 ft	Gain two extra standard actions - <b>6 ki points</b> (which grants <b>+16</b> to 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>	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping)	
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	Treat unarmed attacks as adamantine weapons	
17			Aspect Master Tongue of the Sun and Moon	Choose an aspect of the natural world Speak with any living creature	
18			Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants <b>+24</b> to Acrobatics checks for jumping)	
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>	
20		2d10 2d8 / 4d8	Immortality Slow Fall <b>Any distance</b>	Never age, spontaneously reincarnate	
KI POOL					
KI POOL					

## 

**ACROBATICS** 

## MOVE THROUGH THREATENED SQUARE at half speed Acrobatics DC = Opponent's CMD +10 to move at full speed at half speed MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's **CMD** +10 to move at full speed Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft 50ft 55ft DC 5 10 15 20 25 30 35 40 45 50 55 LONG JUMP Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft DC 4 8 12 16 20 24 28 32 36 40 44 HIGH JUMP 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