

MONK											
	Bonus Feats	STrike	Armour Class Bonus								
1	•	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 +20 to jump checks - 1 ki point							
			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 WEAKNESS WISDOM WISDOM Challenge Monk **CHECK BONUS** CHECK DO Level Rating = 10 + or object's As a swift action, make a wisdom check (above). If successful, gain +2 to attack hardness

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

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	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 IIIMD	DC	1	9	12	16	20	24	20	22	26	40	11

Acrobatics skill +4 for every 10ft of your standard move above 30ft

DC 20 Reflex save if you fail a jump by 4 or less CATCH LEDGE DC 15 Acrobatics to ignore 10ft of falling damage FALL