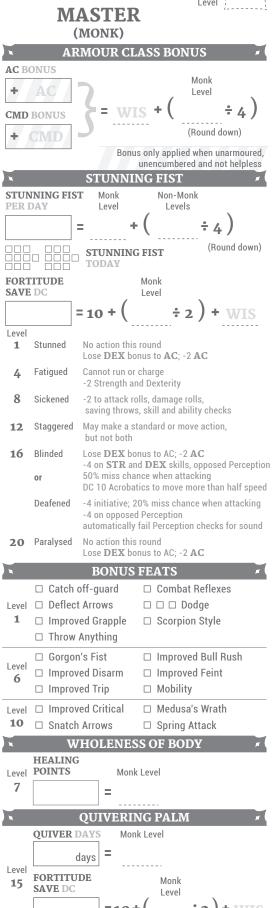
DRUNKEN **MASTER**

Monk Level



PERFECT SELF

Immune to Charm Person and other effects that

Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

20

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	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 Drunken Ki	Grants +4 to Acrobatics Use monk level in place of BAB for calculating Ct+1 temporary ki point (for 1 hour) on drinking	МВ				
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 +20 to jump checks - 1 ki point					
			Drunken Strength 1d6	Inflict extra damage - 1 ki point					
6			Fast Movement +20 ft Slow Fall 30 ft	Grants +8 to Acrobatics					
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 Grants +12 to Acrobatics					
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 Grants +16 to Acrobatics					
13			Drunken Resilience 1/-	Damage reduction					
14			Slow Fall 70 ft						
15			Quivering Palm Fast Movement +50 ft Drunken Strength 3d6	Delayed death Grants +20 to Acrobatics 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	Grants +24 to Acrobatics					
19			Firewater Breath Drunken Resilience 3/—	30ft cone of fire, deals 2d6 damage - 4 ki points					
20		2d10 2d8 / 4d8	Slow Fall Any distance						
			KI PC	·					
KI PO()L			DRUNI	KEN				
CAPA	CITY	N	Nonk Level	KI POOL KI					

CAPACITY Monk Level

ACROBATICS

at half speed

at half speed

+10 to move at full speed

+10 to move at full speed

MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD MOVE THROUGH ENEMY'S OWN SQUARE Acrobatics DC = 5 + Opponent's CMD

LONG JUMP	Distance DC	5ft 5				25ft 25		35ft 35	40ft 40	45ft 45		55ft 55
HIGH JUMP	Distance DC		2ft 8	3ft 12		5ft 20		7ft 28	8ft 32	9ft 36		11ft 44
		Acrob	atics ski	ill +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