DRUNKEN MASTER (MONK)

Monk Level

ARMOUR CLASS BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

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T.	STUNNIN	G FIST	
STUNNING FIST PER DAY	Monk Level	Non-Monk Levels	
=	+ ((<u></u>	4)
	STUNNING I	FIST	(Round down)

SAVE DC		Level	
	= 10 + (÷ 2) + WIS

Monk

FORTITUDE

Level 1	Stunned	No action this round Lose DEX bonus to AC; -2 AC
		,
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Blinded	Lose DEX bonus to AC; -2 AC -4 on STR and DEX skills, opposed Perception
	or	50% miss chance when attacking

0.	DC 10 Acrobatics to move more than half speed
Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception

		automatically fail Perception checks for sound
20	Paralysed	No action this round

20	Paralysed	No action this round
		Lose DEX bonus to AC; -2 AC

``	BONUS	FEATS	,
	☐ Catch off-guard	☐ Combat Reflexes	
Level	□ Deflect Arrows	□ □ □ Dodge	
1	☐ Improved Grapple	□ Scorpion Style	
	☐ Throw Anything		
Laural	☐ 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	
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Level	HEALING POINTS	Monk Level	
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	QUIVER DAYS	Monk Leve	اد	
Level 15	days FORTITUDE SAVE DC		Monk Level	2)+WIS

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that **20** target non-outsiders.

Damage reduction 10/chaotic

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Level	Bonus Feats	Damage Sml / Lrg	Armour 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 Manoeuvre Training Drunken Ki	Grants +4 to Acrobatics Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking
4		d8 d6/2d6	Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump Drunken Strength 1d6	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point 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 ageing 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	Perfect Self Slow Fall Any distance Drunken Strength 4d6	Treated as outsider 4 ki points

KI POOL CAPACITY	Monk Level	KI POOL	DRUNKEN KI
	= (÷ 2) + WIS	000 000 +	

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						MD	at half s		full spe	ed		
LONG JUMP	Distance DC	5	10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55

	Long John													
-		Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft	
	HIGH JUMP	DC	4	8	12	16	20	24	28	32	36	40	44	
				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	15 Acrobatics			to ignore 10ft of falling damage									