

MONK OF THE

Monk

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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 Versatile Improvisation	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB Use weapon of the wrong type						
4		d8 d6/2d6	Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Increase range of a thrown object 20ft - 1 ki point Reduce effective falling height using wall						
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Enhance improvised weapons						
6	-		Fast Movement +20 ft Slow Fall 30 ft	(which 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 (which grants +12 to Acrobatics)						
10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons						
12		2d6 d10/3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics)						
13			Diamond Soul	Spell resistance						
14			Slow Fall 70 ft							
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics)						
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	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	(which grants +24 to Acrobatics)						
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points						
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider						
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KI POOL
CAPACITY

Monk Level

** 2) + WIS

KI WEAPONS

As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon

Damage bonus lasts for one round - 1 ki point

evel Spend up to 3 ki points to enhance an improvised weapon, granting magical enhancement or additional weapon effects. Enhancement lasts for one round, and does not require a suitable weapon.

MOVE THROU		+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 +4					for every 10ft of your standard move above 30ft							
CATCH LEDGE DO		20 Reflex save		if you fail a jump by 4 or less								
FALL DC		15 Acrobatics			to ignore 10ft of falling damage							