

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 <b>BAB</b> for calculating <b>CMB</b> Use weapon of the wrong type							
4		d8 d6/2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Increase range of a thrown object <b>20ft</b> - <b>1 ki point</b> Reduce effective falling height using wall							
			High Jump	Add monk level to Acrobatics checks for jumping							
5			Ki Weapons	+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		<b>d10</b> d8/2d8	Slow Fall <b>40 ft</b>								
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants <b>+12</b> to Acrobatics)							
10	-		Ki Pool (lawful) Slow Fall <b>50 f</b> t	Treat unarmed attacks as lawful weapons							
12		2d6 d10/3d6	Abundant step Fast Movement <b>+40 ft</b> Slow Fall <b>60 f</b> t	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 <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics)							
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	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 <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants <b>+24</b> to Acrobatics)							
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points							
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider							
KI POOL											
KI POO		N	Nonk Level	KI POOL							

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

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