

Treated as an Outsider

SAVE DO

Level Immune to Charm Person and other effects that

PERFECT SELF

Level

HUNGRY GHOST

Monk

20 target non-outsiders. Damage reduction 10/chaotic

×	KI POOL	*
KI POOL CAPACITY	Monk Level	KI POOL
	= (÷ 2) + WIS	

MONK

MOVE THROUGH THREATENED SQUARE Acrobatics DC = Opponent's CMD							at half speed +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													
	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	
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 10				ery 10ft	ft 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 igno	ore 10ft of falling damage							