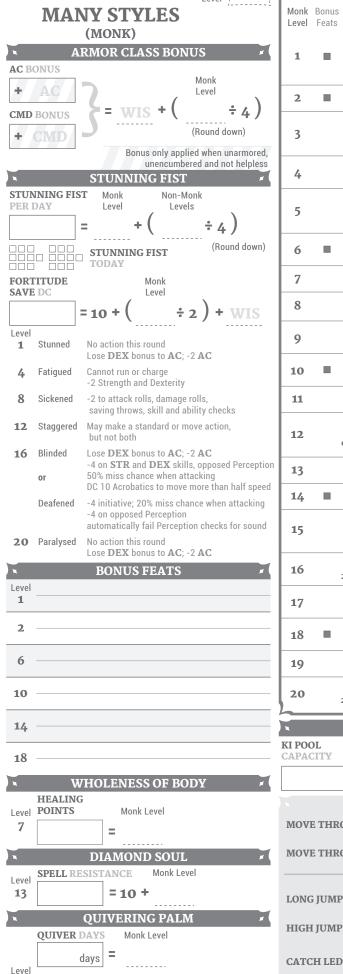
MASTER OF

Monk Level



FORTITUDE

SAVE DC

15

Monk

Level

=10+(

*			MO	NK
	Bonus Feats	Strike	Armor Class Bonus	
1		d6 d4/d8	Fuse Style 2 Unarmed Strike Stunning Fist	Use two styles at once 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 Maneuver Training Still Mind	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CM. +2 saving throws against enchantment
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	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
			Purity of Body	Immune to all diseases
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 Fuse Style 3	Enter up to 3 stances as a swift action
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
11			Diamond Body	Immune to all poisons
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 Fuse Style 4	Delayed death (which grants +20 to Acrobatics) Enter up to 4 stances immediately - 1 ki point
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 aging 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 Style Slow Fall Any distance	Use 5 styles at once, enter 5 stances as a free action

CAPACITY Monk Level KI POOL

50ft

10ft

50

55ft

55

11ft

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

at half speed

+10 to move at full speed

Distance 5ft 10ft 15ft 20ft 25ft 30ft 35ft 40ft 45ft LONG JUMP DC 5 10 30 35 15 20 25 40 45 Distance 1ft 2ft 3ft 4ft 5ft 6ft 7ft 8ft 9ft

> 12 16 20 24 28 32 36 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