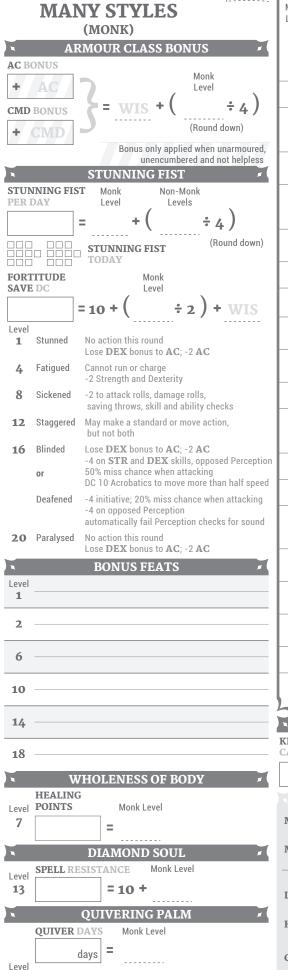
## MASTER OF MANY STYLES

Monk Level



**FORTITUDE** 

SAVE DC

15

Monk

Level

=10+(

÷2)+WIS

<b>\</b>			MON	NK ,						
	Bonus Feats	Damage	Armour Class Bonus							
1	•	Sml / Lrg  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 <b>+10 ft</b> Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment						
4		<b>d8</b> d6/2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall						
5			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases						
6	-		Fast Movement +20 ft Slow Fall 30 ft	(which grants +8 to Acrobatics checks for jumping)						
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>						
8		<b>d10</b> d8/2d8	Slow Fall <b>40 ft</b> Fuse Style <b>3</b>	Enter up to 3 stances as a swift action						
9			Improved Evasion Fast Movement <b>+30 ft</b>	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)						
10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons						
11			Diamond Body	Immune to all poisons						
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement <b>+40 ft</b> Slow Fall <b>60 ft</b>	Slip magically between spaces - <b>2 ki points</b> (which grants <b>+16</b> to Acrobatics checks for jumping)						
13			Diamond Soul	Spell resistance						
14			Slow Fall 70 ft							
15			Quivering Palm Fast Movement +50 ft Fuse Style 4	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Enter up to 4 stances immediately - <b>1 ki point</b>						
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 ageing Speak with any living creature						
18			Fast Movement <b>+60 ft</b> Slow Fall <b>90 ft</b>	(which grants +24 to Acrobatics checks for jumping)						
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>						
20		<b>2d10</b> 2d8 / 4d8	Perfect Style Slow Fall <b>Any distance</b>	Use 5 styles at once, enter 5 stances as a free action						
KI POOL										



ACROBATICS													
MOVE THROUGH	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	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 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								