

Monk
Level

ARMOR CLASS BONUS

+ AC

+ CMD

Bonus only applied when unarmored,
unencumbered and not helpless

Monk
Level

Non-Monk Levels

(Round down)

WAY OF THE WEAPON MASTER

LONG JUMP	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	DC	4	8	12	16	20	24	28	32	36	40	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							