

MONK OF THE

Monk

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	Bonus Feats	STRIKE	Armor Class Bonus 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 Maneuver Training Versatile Improvisation	(which grants +4 to Acrobatics) Use monk level in place of BAB for calculating CMB Use weapon of the wrong type
4		d8 d6/2d6	Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Increase range of a thrown object 20ft - 1 ki point Reduce effective falling height using wall
5			High Jump Ki Weapons	Add monk level to Acrobatics checks for jumping +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		d10 d8/2d8	Slow Fall 40 ft	
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
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	Delayed death (which grants +20 to Acrobatics)
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 Self Slow Fall Any distance	Treated as outsider
KI POO			KI PC	OOL

KI POOL Monk Level

KI WEAPONS

As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon Damage bonus lasts for one round - 1 ki point

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