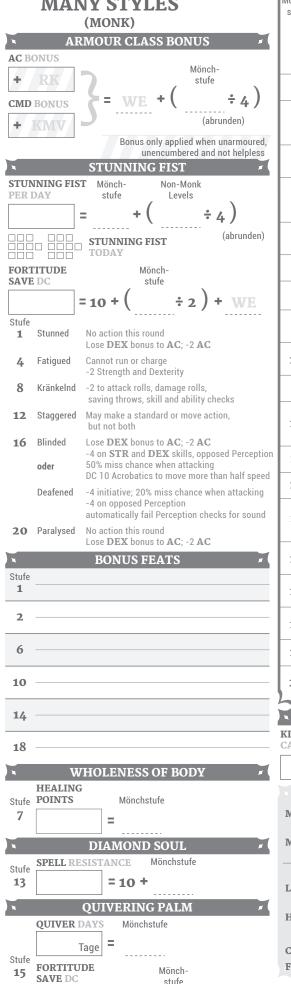
MASTER OF MANY STYLES

Mönchstufe



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X			Mön	ich , (
Mönch- stufe 1	Bonus Feats	Strike	Armour Class Bonus Fuse Style 2 Waffenloser Schlag Stunning Fist	Use two styles at once Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round							
2			Entrinnen	Avoid all damage on successful reflex save							
3			Fast Movement +10 ft 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		W8 W6/2W6	Ki-Vorrat (Magisch) Slow Fall 20 ft	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 Immun gegen alle Krankheiten							
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 - 2 ki points							
8		W10 W8/2W8	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 checks for jumping)							
10	-		Ki-Vorrat (Rechtschaffen) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons							
11			Diamond Body	Immun gegen alle Gifte							
12	,	2W6 W10 3W6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 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 +20 to Acrobatics checks for jumping) Enter up to 4 stances immediately - 1 ki point							
16	2	2W8 2W6/3W8	Ki-Vorrat (Adamant) Slow Fall 80 ft	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 +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)							
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points							
20	2	2W10 2W8 / 4W8	Perfect Style Slow Fall Any distance	Use 5 styles at once, enter 5 stances as a free action							
	Ki-Vorrat ,										

KI POOL CAPACITY Mönchstufe *2 + WE ACROBATICS

ACRODATICS														
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						
Entf	ernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft		
LONG JUMP	SG	5	10	15	20	25	30	35	40	45	50	55		
Entf	ernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft		
HIGH JUMP	SG	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 SG		20 Reflex save			if you fail a jump by 4 or less									
FALL SG		15 Acrobatics			to ignore 10ft of falling damage									