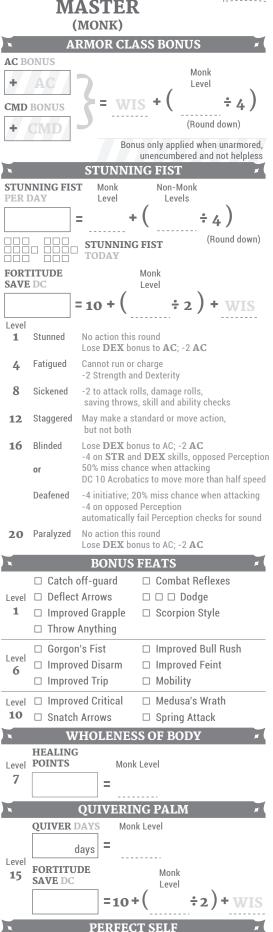
DRUNKEN MASTER

Monk Level



Treated as an Outsider

target non-outsiders.

Damage reduction 10/chaotic

20

Immune to Charm Person and other effects that

MONK				
	Bonus Feats	STrike	Armor Class Bonus	
1	•	d6 d4/d8	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 Drunken Ki	Grants +4 to Acrobatics Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking
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
			Drunken Strength 1d6	Inflict extra damage - 1 ki point
6			Fast Movement +20 ft Slow Fall 30 ft	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 Grants +12 to Acrobatics
10	-		Ki Pool (lawful) Slow Fall 50 ft Drunken Strength 2d6	Treat unarmed attacks as lawful weapons 2 ki points
11			Drunken Courage	Immune to fear
12		2d6 d10/3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points Grants +16 to Acrobatics
13			Drunken Resilience 1/-	Damage reduction
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft Drunken Strength 3d6	Delayed death Grants +20 to Acrobatics 3 ki points
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall 80 ft Drunken Resilience 2/ —	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	Grants +24 to Acrobatics
19			Firewater Breath Drunken Resilience 3/—	30ft cone of fire, deals 2d6 damage - 4 ki points
20		2d10 2d8/4d8	Perfect Self Slow Fall Any distance Drunken Strength 4d6	Treated as outsider 4 ki points
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KI POOL DRUNKEN				
CAPACITY Monk Level KI POOL KI				
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ACROBATICS MOVE THROUGH THREATENED SOUARE Acrobatics DC = Opponent's CMD

at half speed +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

10ft 20ft 30ft 35ft 40ft 45ft 50ft 55ft Distance 5ft DC 5 LONG JUMP 25 30 35 45 50 55 10 15 20 40 1ft 2ft 4ft 5ft 6ft 7ft 8ft 9ft 10ft 11ft Distance **HIGH JUMP** DC 4 8 12 20 24 28 32 36 40 44 16 for every 10ft of your standard move above 30ft Acrobatics skill +4

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