DRUNKEN MASTER (MONK)

Mönchstufe

ARMOUR CLASS BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

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|--------------------------|-------------------|--------------------|----------------|
| `* | STUNNING | FIST | - |
| STUNNING FIST PER DAY | Mönch- stufe | Non-Monk Levels | |
| = | + (| * | 4) |
| | STUNNING FISTODAY | ST | (abrunden) |

| SAVE DC | stuf | fe . | |
|---------|----------|---------|----|
| | = 10 + (| ÷ 2) + | WE |

Mönch-

FORTITUDE

| Stufe | | |
|-------|-----------|--|
| 1 | Stunned | No action this round Lose DEX bonus to AC ; -2 AC |
| 4 | Fatigued | Cannot run or charge -2 Strength and Dexterity |
| 8 | Kränkelnd | -2 to attack rolls, damage rolls, saving throws, skill and ability checks |
| 12 | Staggered | May make a standard or move action, but not both |
| 16 | Blinded | Lose DEX bonus to AC; -2 AC -4 on STR and DEX skills, opposed Pe |
| | - d - v | 50% mice chance when attacking |

| 0 | der | 50% | miss ch | ance whe | en attac | king | Perception half speed | |
|---|-----|-----|---------|----------|----------|------|-----------------------|--|
| | | | | | | | | |

-4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound

20 Paralysed No action this round Lose **DEX** bonus to AC; -2 **AC**

| • | BONUS FEATS | | | | | | | | | | |
|------------|------------------------------------|----------------------|--|--|--|--|--|--|--|--|--|
| | □ Catch off-guard | □ Combat Reflexes | | | | | | | | | |
| Stufe | □ Deflect Arrows | □ □ □ Dodge | | | | | | | | | |
| 1 | $\ \square \ \ Improved \ Grapple$ | □ Scorpion Style | | | | | | | | | |
| | ☐ Throw Anything | | | | | | | | | | |
| 04 | ☐ Gorgon's Fist | ☐ Improved Bull Rush | | | | | | | | | |
| Stufe 6 | ☐ Improved Disarm | ☐ Improved Feint | | | | | | | | | |
| | ☐ Improved Trip | ☐ Mobility | | | | | | | | | |
| Stufe | ☐ Improved Critical | ☐ Medusa's Wrath | | | | | | | | | |
| 10 | ☐ Snatch Arrows | ☐ Spring Attack | | | | | | | | | |

WHOLENESS OF BODY HEALING Stufe POINTS Mönchstufe 7

QUIVERING PALM QUIVER DAYS Mönchstufe Tage Stufe **FORTITUDE** Mönch-**15** SAVE DO stufe =10+

PERFECT SELF

Treated as an Outsider

Stufe Immune to Charm Person and other effects that 20 target non-outsiders.

Damage reduction 10/chaotic

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|-----------------------------|----------------|-----------------------|--|--|
| Mönch- stufe 1 | Bonus Feats | STrike | Armour Class Bonus Flurry of Blows Waffenloser Schlag 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 | | | Entrinnen | Avoid all damage on successful reflex save |
| 3 | | | Fast Movement +10 ft Manoeuvre Training Drunken Ki | (which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking |
| 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 Drunken Strength 1d6 | Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Inflict extra damage - 1 ki point |
| 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 | |
| 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 Drunken Strength 2d6 | Treat unarmed attacks as lawful weapons 2 ki points |
| 11 | | | Drunken Courage | Immune to fear |
| 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 | | | Drunken Resilience 1/- | Damage reduction |
| 14 | | | Slow Fall 70 ft | |
| 15 | | | Quivering Palm Fast Movement +50 ft Drunken Strength 3d6 | Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points |
| 16 | 2 | 2W8 2W6/3W8 | Ki-Vorrat (Adamant) 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 ageing Speak with any living creature |
| 18 | | | Fast Movement +60 ft Slow Fall 90 ft | (which grants +24 to Acrobatics checks for jumping) |
| 19 | | | Firewater Breath Drunken Resilience 3/- | 30ft cone of fire, deals 2d6 damage - 4 ki points |
| 20 | | 2W10 | Perfect Self Slow Fall Any distance | Treated as outsider |
| | 2 | 2W8 / 4W8 | Drunken Strength 4d6 | 4 ki points |

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|---|---------------------|------------|-----------|---------------|
| | KI POOL CAPACITY | Mönchstufe | Ki-Vorrat | DRUNKEN KI |
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Ki-Vorrat

| = (÷ 2) + WE | 000 000 + 000 |
|---|--|
| ACROBATIO | CS |
| 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 |

| | Entfernung | | | | | | 30ft | | 40ft | 45ft | 50ft | 55ft |
|-----------|------------------|---------------------|----------|-----------|---|-----------|-----------|-----------|-----------|-----------|------------|------------|
| LONG JUMP | SG | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| HIGH JUMP | Entfernung SG | | 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 SG 20 Reflex save if you fail a jump by 4 or less SG 15 Acrobatics to ignore 10ft of falling damage FALL