DRUNKEN MASTER (MONK)

Monk Level

ARMOUR CLASS BONUS

CA BONUS Monk Level **MDC BONUS**

> Bonus only applied when unarmoured, unencumbered and not helpless

(Round down)

×	STUNNING FIST		
STUNNING FIST	Monk	Non-Monk	

Level Levels ÷ 4 (Round down) STUNNING FIST

Fortitude Monk Resistência CD Level

Level

1 Stunned Sem ação nesta rodada Perde DES e ganha AC; -2 CA Cannot run or charge Fatigued -2 Strength and Dexterity 8 Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks

Staggered May make a standard or move action, 12 but not both

Blinded Lose DEX bonus to AC: -2 AC 16 -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed

-4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception

automatically fail Perception checks for sound Paralysed Sem ação nesta rodada 20 Perde DES bonus to AC; -2 CA

BONUS FEATS

☐ Catch off-guard □ Combat Reflexes Level ☐ Deflect Arrows □ □ □ Dodge

☐ Improved Grapple ☐ Scorpion Style □ Throw Anything

☐ Gorgon's Fist ☐ Improved Bull Rush Level ☐ Improved Disarm ☐ Improved Feint 6

□ Mobility

☐ Improved Critical ☐ Medusa's Wrath 10 ☐ Snatch Arrows ☐ Spring Attack

WHOLENESS OF BODY

HEALING POINTS Monk Level Level 7

☐ Improved Trip

OUIVERING PALM

QUIVER DAYS Monk Level Ξ days Level Fortitude Monk 15 Resistência CD Level

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that 20

target non-outsiders. Damage reduction 10/chaotic

MONK				
	Bonus Feats	STrike	Armour Class Bonus	
1	-	d6	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 +3m 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		d8 d6/2d6	Ki Pool (magic) Slow Fall 6m	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 +6m Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8/2d8	Slow Fall 12m	
9			Improved Evasion Fast Movement +9 m	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	-		Ki Pool (lawful) Slow Fall 15m 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 +12m Slow Fall 18m	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Drunken Resilience 1/-	Damage reduction
14			Slow Fall 21m	
15			Quivering Palm Fast Movement +15m Drunken Strength 3d6	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 24m 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 +18m Slow Fall 27m	(which grants +24 to Acrobatics checks for jumping)
19			Firewater Breath Drunken Resilience 3/—	cone de fogo de 9m, dá 2d6 de dano - 4 ki points
20		2d10	Perfect Self Slow Fall Any distance	Treated as outsider
	2d8 / 4d8		Drunken Strength 4d6	4 ki points

DRUNKEN PISCINA DE KI KI POOL CAPACIDADE Monk Level KI

KI POOT

ACROBATICS

at half speed MOVE THROUGH THREATENED SQUARE

CD de Acrobacia = do Oponente **MCD** +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE at half speed CD de Acrobacia = 5 + do Oponente MCD +10 to move at full speed

10ft 20ft 30ft 40ft 45ft 50ft 55ft Distance 5ft 15ft LONG JUMP DC 5 25 30 35 45 50 55 10 15 20 40 1ft 2ft 4ft 6ft 7ft 8ft 9ft 10ft 11ft Distance **HIGH JUMP** DC 4 8 12 20 24 28 32 36 40 16 44

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