

Monk
Level

CA BONUS

Bonus only applied when unarmoured,
unencumbered and not helpless

ELEMENTAL FIST PER DAY

Declare an elemental damage type before making an attack:
Acid, Cold, Electricity or Fire

ELEMENTAL DAMAGE

$$\boxed{} = 1 + \left(\frac{\text{LEVEL}}{} \div 5 \right) \quad (\text{Round down})$$

Level	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
10	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

HEALING POINTS

DIAMOND SOUL

SISTANCE

QUIVERING PALM

QUIVER DAYS

Level			
15	Fortitude Resistência CD		Monk Level

ASPECT MASTER

Aspect

Special Abilities

Level
17

Treated as an Outsider

Level 20 Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

20	2d10	Immortality	Never age, spontaneously reincarnate
	2d8 / 4d8	Slow Fall Any distance	

PISCINA DE KI CAPACIDADE

Piscina de KI

MOVE THROUGH THREATENED SQUARE

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

MOVE THROUGH ENEMY'S OWN SQUARE

CD de Acrobacia = 5 + do Oponente **MCD** +10 to move at full speed

LONG JUMP	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	DC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	DC	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 DC 20 Reflex save if you fail a jump by 4 or less

FALL DC 15 Acrobatics to ignore 10ft of falling damage