

Ĭ.			MO	NK .					
	Bonus Feats	Damage	Armour Class Bonus						
1	•	Sml / Lrg  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 Manoeuvre Training Pain Points	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 to confirm critical hits					
4		<b>d8</b> d6/2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats					
5			High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point					
			Extreme Endurance	Immune to fatigue					
6			Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)					
7			Physical Resistance -1	Reduced ability damage					
8		<b>d10</b> d8/2d8							
9			Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)					
10	•		Ki Pool (lawful) Extreme Endurance <b>2</b> Physical Resistance <b>-2</b>	Treat unarmed attacks as lawful weapons Immune to exhaustion					
12		<b>2d6</b> d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)					
13			Defensive Roll Physical Resistance <b>-3</b>	Reflex for half damage to avoid hitting Ohp					
14									
15			Quivering Palm Fast Movement <b>+50 ft</b>	Delayed death (which grants +20 to Acrobatics checks for jumping)					
16		2d8 2d6/3d8	Ki Pool (adamantine) Physical Resistance -4	Treat unarmed attacks as adamantine weapons					
18			Fast Movement +60 ft	(which grants <b>+24</b> to Acrobatics checks for jumping)					
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll					
20		<b>2d10</b> 2d8 / 4d8	Extreme Endurance 4	Immune to death effects					

† Martial Artist cannot use ki abilities without gaining a ki pool from another class

## WISDOM Monk Level CHECK DC CHECK DC CHECK DC CHECK BONUS + = + WIS = 10 + CR As a swift action, make a wisdom check (above). If successful, gain +2 to attack until the end of your turn, and igners demons reduction and bardness hardness

until the end of your turn, and ignore damage reduction and hardness.

Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to **AC** until your next turn.

## **ACROBATICS**

ACRODATION													
MOVE THROU	at half speed +10 to move at full speed												
MOVE THROU	RE ent's CI	at half speed  CMD +10 to move at full speed											
	Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft	
LONG JUMP	DC	5	10	15	20	25	30	35	40	45	50	55	
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 44	
Acrobatics skill					for every 10ft of your standard move above 30ft								
CATCH LEDGE	20 Reflex save			if you fail a jump by 4 or less									
FALL	15 Acrobatics			to ignore 10ft of falling damage									