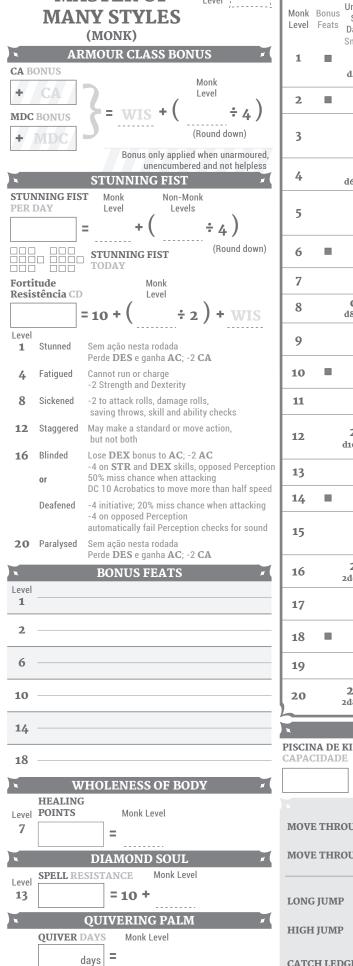
## **MASTER OF**

Monk Level



Level

15

**Fortitude** 

Resistência CD

Monk

Level

=10+(

*			MOI	NK					
	Bonus Feats	STrike	Armour Class Bonus						
1	•	<b>d6</b> d4/d8	Fuse Style 2 Unarmed Strike Stunning Fist	Use two styles at once 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 <b>+3m</b> Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment					
4		<b>d8</b> d6/2d6	Ki Pool (magic) Slow Fall <b>6m</b>	Treat unarmed attacks as magic weapons Reduce effective falling height using wall					
5			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases					
6	-		Fast Movement +6m Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)					
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>					
8		<b>d10</b> d8/2d8	Slow Fall <b>12m</b> Fuse Style <b>3</b>	Enter up to 3 stances as a swift action					
9			Improved Evasion Fast Movement <b>+9m</b>	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)					
10			Ki Pool (lawful) Slow Fall <b>15m</b>	Treat unarmed attacks as lawful weapons					
11			Diamond Body	Immune to all poisons					
12		2d6 d10/3d6	Abundant step Fast Movement <b>+12m</b> Slow Fall <b>18m</b>	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)					
13			Diamond Soul	Spell resistance					
14			Slow Fall 21m						
15			Quivering Palm Fast Movement +15m Fuse Style 4	Delayed death (which grants <b>+20</b> to Acrobatics checks for jumping) Enter up to 4 stances immediately - <b>1 ki point</b>					
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>24m</b>	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			Empty Body	Assume ethereal state for 1 minute - 3 ki points					
20		2d10 2d8 / 4d8	Perfect Style Slow Fall <b>Any distance</b>	Use 5 styles at once, enter 5 stances as a free action					
KI POOL ,									

CAPACIDADE

Piscina de KI Monk Level

## **ACROBATICS**

MOVE THROUGH THREATENED SQUARE CD de Acrobacia = do Oponente **MCD**  at half speed

+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													
	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 +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								