

MONK OF THE

Monk

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	Bonus Feats	Damage								
1		Sml / Lrg d6 d4 / d8	Armour Class Bonus 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 Versatile Improvisation	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Use weapon of the wrong type						
4		d8 d6/2d6	Ki Pool (magic) Slow Fall 6m	Treat unarmed attacks as magic weapons Increase range of a thrown object 6m - 1 ki point Reduce effective falling height using wall						
5			High Jump Ki Weapons	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Enhance improvised weapons						
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 +9m	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)						
10			Ki Pool (lawful) Slow Fall 15m	Treat unarmed attacks as lawful weapons						
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			Diamond Soul	Spell resistance						
14			Slow Fall 21m							
15			Quivering Palm Fast Movement +15m	Delayed death (which grants +20 to Acrobatics checks for jumping)						
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall 24m	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 Self Slow Fall Any distance	Treated as outsider						
KI POOL										

Monk Level

DC 15 Acrobatics

Piscina de KI

KI WEAPONS

As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon Damage bonus lasts for one round - 1 ki point

Spend up to 3 ki points to enhance an improvised weapon, granting magical enhancement or additional weapon effects. Enhancement lasts for one round, and does not require a suitable weapon.

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													
LONG JUMP	Distance		10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55	
HIGH JUMP	Distance DC	1ft	2ft	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 LEDGI	20 Reflex save			if you fail a jump by 4 or less									

to ignore 10ft of falling damage