

×			MON	NK ,
	Bonus Feats	Damage	Armour Class Bonus	
1	•	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 +3m 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		d8 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 Extreme Endurance	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to fatique
6			Fast Movement +6m	(which grants +8 to Acrobatics checks for jumping)
7			Physical Resistance -1	Reduced ability damage
8		d10 d8/2d8		
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) Extreme Endurance 2 Physical Resistance -2	Treat unarmed attacks as lawful weapons Immune to exhaustion
12	-	2d6 d10 / 3d6	Fast Movement +12m	(which grants +16 to Acrobatics checks for jumping)
13			Defensive Roll Physical Resistance -3	Reflex for half damage to avoid hitting 0hp
14				
15			Quivering Palm Fast Movement +15m	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 +18m	(which grants +24 to Acrobatics checks for jumping)
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance 4	Immune to death effects
19		2d8 / 4d8	Greater Defensive Roll Physical Resistance -5 Extreme Endurance 4	Reduced damage on Defensive Roll

EXPLOIT WEAKNESS WISDOM WISDOM Challenge Monk **CHECK BONUS** CHECK DO Level Rating = 10 + or object's As a swift action, make a wisdom check (above). If successful, gain +2 to attack 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.

ACRODATICS													
MOVE THROU	CD	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 s					for every 10ft of your standard move above 30ft								
CATCH LEDG	20 Reflex save			if you	if you fail a jump by 4 or less								

to ignore 10ft of falling damage

DC 15 Acrobatics

FALL