



Athnui

Female Human Monk



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +2	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL — <input type="checkbox"/> 1 <input type="checkbox"/> 2	
CONSTITUTION d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
For your Melee combat check, you may recharge a card to add your Wisdom skill and the Bludgeoning trait (<input type="checkbox"/> and you may add the Magic trait); you may not play a Weapon on this check.		
You may reveal a blessing to evade your encounter. (<input type="checkbox"/> Then you may recharge that blessing to explore your location.)		

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STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +2	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL — <input type="checkbox"/> 1 <input type="checkbox"/> 2	
CONSTITUTION d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
For your Melee combat check, you may recharge a card to add your Wisdom skill and the Bludgeoning trait (<input type="checkbox"/> and you may add the Magic trait); you may not play a Weapon on this check.		
You may reveal a blessing to evade your encounter. (<input type="checkbox"/> Then you may recharge that blessing to explore your location.)		
<input type="checkbox"/> When you play a spell and would banish it, you may bury (<input type="checkbox"/> or discard) it instead.		
<input type="checkbox"/> When you encounter a monster, you may examine the next card in your location deck; if it is a weapon or an armor (<input type="checkbox"/> or any boon), add 1d6 (<input type="checkbox"/> plus its adventure deck number) to your check to defeat that monster.		
<input type="checkbox"/> Blessings played on your check to defeat a villain or henchman may add d12 instead of the normal die. (<input type="checkbox"/> You may recharge any such blessing you played instead of discarding it.)		

Monk of the Ki Fist





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Female Human Monk



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SKILLS	CARDS	FT: BLESSING
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +2	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL — <input type="checkbox"/> 1 <input type="checkbox"/> 2	
CONSTITUTION d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
For your Melee combat check, you may recharge a card to add your Wisdom skill and the Bludgeoning trait (<input type="checkbox"/> and you may add the Magic trait); you may not play a Weapon on this check.		
You may reveal a blessing to evade your encounter. (<input type="checkbox"/> Then you may recharge that blessing to explore your location.)		

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SKILLS	CARDS	FT: BLESSING
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +2	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL — <input type="checkbox"/> 1 <input type="checkbox"/> 2	
CONSTITUTION d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
For your Melee combat check, you may recharge a card to add your Wisdom skill (<input type="checkbox"/> plus the card's adventure deck number) and the Piercing trait (<input type="checkbox"/> and you may add the Magic trait); you may not play a Weapon on this check. (<input type="checkbox"/> You may also add another 1d8 and the Mental trait.)		
You may reveal a blessing to evade your encounter. (<input type="checkbox"/> Then you may recharge that blessing to explore your location.)		
<input type="checkbox"/> You gain the skill DIVINE: WISDOM +1 (<input type="checkbox"/> +3).		
<input type="checkbox"/> You may recharge a card to add 1d4 (<input type="checkbox"/> 2d4) (<input type="checkbox"/> 3d4) and the Piercing trait to a combat check by a character at your location.		
<input type="checkbox"/> When you attempt a check to defeat a barrier, you may use your Fortitude skill instead of any listed skill.		

Keen Strike Monk



Rooboo

Female Tengu Monk



Played by:

PFS Number:



Rooboo

Female Tengu Monk



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PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 STEALTH: DEXTERITY +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR —	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
For your combat check, you may reveal a weapon to use your Dexterity skill + 1d6 (<input type="checkbox"/> 1d8) plus the weapon's adventure deck number; you may additionally discard that weapon to add another 1d6 and the weapon's traits.		
When you encounter a barrier (<input type="checkbox"/> or a monster), you may evade it, then move; then end your turn.		
When you attempt a check before your act (<input type="checkbox"/> or a check to acquire an item), you may use your Dexterity skill instead of any listed skill.		

SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 STEALTH: DEXTERITY +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR —	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH <input type="checkbox"/> Weapons		
For your combat check, you may reveal a weapon to use your Dexterity skill + 1d6 (<input type="checkbox"/> 1d8) (<input type="checkbox"/> 1d12) plus the weapon's adventure deck number; you may additionally discard that weapon to add another 1d6 and the weapon's traits.		
When you encounter a barrier (<input type="checkbox"/> or a monster), you may evade it, then move; then end your turn.		
When you attempt a check before your act (<input type="checkbox"/> or a check to acquire an item), you may use your Dexterity skill instead of any listed skill.		
<input type="checkbox"/> When you defeat a monster on your turn, you may bury (<input type="checkbox"/> or discard) a card to explore your location.		
<input type="checkbox"/> You gain the skill ACROBATICS: DEXTERITY +2, and you may reduce Ranged Combat damage dealt to you to 0.		
<input type="checkbox"/> When you move during your turn (<input type="checkbox"/> or any turn), you may add 1d6 to your next combat check on that turn.		

Monk of the Seven Forms

Rooboo

Female Tengu Monk



Played by:

PFS Number:



Rooboo

Female Tengu Monk



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 STEALTH: DEXTERITY +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR —	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
For your combat check, you may reveal a weapon to use your Dexterity skill + 1d6 (<input type="checkbox"/> 1d8) plus the weapon's adventure deck number; you may additionally discard that weapon to add another 1d6 and the weapon's traits.		
When you encounter a barrier (<input type="checkbox"/> or a monster), you may evade it, then move; then end your turn.		
When you attempt a check before your act (<input type="checkbox"/> or a check to acquire an item), you may use your Dexterity skill instead of any listed skill.		

SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 STEALTH: DEXTERITY +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR —	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 PERCEPTION: WISDOM +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH <input type="checkbox"/> Weapons		
For your combat check, you may reveal a weapon to use your Dexterity skill + 1d6 (<input type="checkbox"/> 1d8) (<input type="checkbox"/> 1d10) plus the weapon's adventure deck number; you may additionally discard that weapon to add another 1d6 (<input type="checkbox"/> 1d12) and the weapon's traits.		
When you encounter a barrier (<input type="checkbox"/> or a monster), you may evade it, then move; then end your turn.		
When you attempt a check before your act (<input type="checkbox"/> or a check to acquire an item), you may use your Dexterity skill instead of any listed skill.		
<input type="checkbox"/> When you are dealt Combat damage, reduce the damage by half (round down).		
<input type="checkbox"/> During your encounter, when you are dealt damage before you act, you may add to your combat check the number of cards you discarded as damage.		
<input type="checkbox"/> If you move during your move step, you may move after your first exploration of the turn.		
<input type="checkbox"/> Reduce damage dealt to another character at your location by 1 (<input type="checkbox"/> 2).		

Flowing Monk



Sajan

Male Human Monk



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +3	SPELL —	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Weapons		
If your combat check has the Slashing trait, add 2 (<input type="checkbox"/> 4).		
Blessings played on your combat check may add a d12 instead of the normal die; you may recharge any such blessing you played instead of discarding it.		
<input type="checkbox"/> Reduce Combat damage dealt to you by 1 (<input type="checkbox"/> 3).		

Sajan

Male Human Monk



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PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +3	SPELL —	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Weapons		
If your combat check has the Slashing trait, add 2 (<input type="checkbox"/> 4). (<input type="checkbox"/> If you succeed at the check, you may draw a card.)		
Blessings played on your combat check may add a d12 instead of the normal die; you may recharge any such blessing you played instead of discarding it.		
<input type="checkbox"/> Reduce Combat damage dealt to you by 1 (<input type="checkbox"/> 3).		
<input type="checkbox"/> When you encounter a monster, you may discard (<input type="checkbox"/> or recharge) a weapon to evade it. (<input type="checkbox"/> You may put the monster under the top card of the location deck it came from.)		
<input type="checkbox"/> When you begin your turn with no weapons in your hand, you may draw a card (<input type="checkbox"/> then you may recharge a card).		

Temple Guardian



Sajan

Male Human Monk



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +3	SPELL —	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Weapons		
If your combat check has the Slashing trait, add 2 (<input type="checkbox"/> 4).		
Blessings played on your combat check may add a d12 instead of the normal die; you may recharge any such blessing you played instead of discarding it.		
<input type="checkbox"/> Reduce Combat damage dealt to you by 1 (<input type="checkbox"/> 3).		

Sajan

Male Human Monk



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +3	SPELL —	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR —	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA d6 <input type="checkbox"/> +1	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Weapons		
If your combat check has the Slashing trait, add 2 (<input type="checkbox"/> 4). (<input type="checkbox"/> You may also add 1d8 and the Acid, Cold, Electricity, or Fire trait.)		
Blessings played on your combat check may add a d12 instead of the normal die; you may recharge any such blessing you played instead of discarding it.		
<input type="checkbox"/> Reduce Combat damage dealt to you by 1 (<input type="checkbox"/> 3).		
<input type="checkbox"/> When would fail a combat check, you may bury a blessing (<input type="checkbox"/> or any card) to reroll the check; take the new result.		
<input type="checkbox"/> After you die, you are no longer dead. Shuffle your buried cards into your deck, bury the top 5 cards of your deck, and end your turn. This power may be used only once per scenario.		
<input type="checkbox"/> You may add 1d6 to any combat check that has the Acid, Cold, Electricity, or Fire trait attempted by (<input type="checkbox"/> you or) another character at your location.		
<input type="checkbox"/> You automatically succeed at checks required to move.		

Monk of the Four Winds