

EVASIONS

1. **Swing I** — Allows caster to leap up to 10' vertically or laterally, grasp and swing from a fixed object, and land perfectly (up to 20' away from the object). The object could be a tree, branch, rafter, rope, chandelier, etc.
2. **Speed I** — Caster may act at twice his normal rate (i.e., 200% activity per round), but immediately afterwards, he must spend a number of rounds equal to the rounds speeded at half rate (i.e., only 50% activity per round).
3. **Dodging I** — Allows caster to “dodge” one nonspell attack (missile or melee) that occurs during the same round that this spell is cast. The caster must be able to see the attack (i.e., they cannot be from the rear or invisible) and he must have room to dodge the attack; this results in the attack receiving a -50 modification.
4. **Swing III** — As *Swing I*, except three *Swing I*'s may be executed in rapid succession.
5. **Flip I** — Allows caster to “flip” in any direction, landing up to 10' away (facing in any direction).
6. **Haste I** — As *Speed I*, except no half rate rounds are required.
7. **Speed III** — As *Speed I*, except duration is 3 rounds.
8. **Dodging III** — As *Dodging I*, except 3 attacks can be dodged.
9. **Swing V** — As *Swing I*, except five *Swing I*'s may be executed in rapid succession.
10. **Speed V** — As *Speed I*, except duration is 5 rounds.
11. **Flip III** — As *Flip I*, except three *Flip I*'s may be executed in rapid succession.
12. **Haste III** — As *Haste I*, except duration is 3 rounds.
13. **Dodging IV** — As *Dodging I*, except 4 attacks can be dodged.
15. **Speed VII** — As *Speed I*, except duration is 7 rounds.
16. **Haste IV** — As *Haste I*, except duration is 4 rounds.
17. **Great Flip** — As *Flip I*, except total distance travelled is 1' per level.
18. **Dodging V** — As *Dodging I*, except 5 attacks can be dodged.
19. **Speed X** — As *Speed I*, except duration is 10 rounds.
20. **Haste V** — As *Haste I*, except duration is 5 rounds.
25. **Dodging True** — As *Dodging I*, except all attacks can be dodged
30. **Haste X** — As *Haste I*, except duration is 10 rounds
50. **Monk's Move True** — Caster can use any one of the lower level non- *Speed/Haste* spells (on this list) each round.

SPECIAL NOTES

See Section 7.1.24 for rules on *Speed* and *Haste*.

MONK BASE LIST 3.6.3

EVASIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
<input type="checkbox"/> 1)	Swing I *	caster	—	self	U
<input type="checkbox"/> 2)	Speed I *	caster	1 round	self	U
<input type="checkbox"/> 3)	Dodging I *	1 attack	1 round	self	U
<input type="checkbox"/> 4)	Swing III *	caster	—	self	U
<input type="checkbox"/> 5)	Flip I *	caster	—	self	U
<input type="checkbox"/> 6)	Haste I *	caster	1 round	self	U
<input type="checkbox"/> 7)	Speed III *	caster	3 rounds	self	U
<input type="checkbox"/> 8)	Dodging III *	3 attacks	1 round	self	U
<input type="checkbox"/> 9)	Swing V *	caster	—	self	U
<input type="checkbox"/> 10)	Speed V *	caster	5 rounds	self	U
<input type="checkbox"/> 11)	Flip III *	caster	varies	self	U
<input type="checkbox"/> 12)	Haste III *	caster	3 rounds	self	U
<input type="checkbox"/> 13)	Dodging IV *	4 attacks	1 round	self	U
<input type="checkbox"/> 14)					
<input type="checkbox"/> 15)	Speed VII *	caster	7 rounds	self	U
<input type="checkbox"/> 16)	Haste IV *	caster	4 rounds	self	U
<input type="checkbox"/> 17)	Great Flip *	caster	—	self	U
<input type="checkbox"/> 18)	Dodging V *	4 attacks	1 round	self	U
<input type="checkbox"/> 19)	Speed X *	caster	10 rounds	self	U
<input type="checkbox"/> 20)	Haste V *	caster	5 rounds	self	U
<input type="checkbox"/> 25)	Dodging True *	all attacks	1 round	self	U
<input type="checkbox"/> 30)	Haste X *	caster	10 rounds	self	U
<input type="checkbox"/> 50)	Monk's Move True	caster	1 rnd/lvl	self	U