

# TETORI (MONK)

Monk  
Level

## ARMOR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left( \frac{\text{Monk Level}}{4} \right)$$

Bonus only applied when unarmored, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

$$\left[ \text{Box} \right] = \left[ \text{Box} \right] + \left( \frac{\text{Monk Level}}{4} \right)$$

□□□□ □□□□  
□□□□ □□□□

STUNNING FIST  
TODAY

(Round down)

### FORTITUDE SAVE DC

Monk  
Level

$$\left[ \text{Box} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

Level

- 1** Stunned No action this round  
Lose **DEX**bonus to **AC**; -2 **AC**
- 4** Fatigued Cannot run or charge  
-2 Strength and Dexterity
- 8** Sickened -2 to attack rolls, damage rolls,  
saving throws, skill and ability checks
- 12** Staggered May make a standard or move action,  
but not both
- 16** Blinded Lose **DEX**bonus to **AC**; -2 **AC**  
-4 on **STR**and **DEX**skills, opposed Perception  
or 50% miss chance when attacking  
DC 10 Acrobatics to move more than half speed
- Deafened -4 initiative; 20% miss chance when attacking  
-4 on opposed Perception  
automatically fail Perception checks for sound
- 20** Paralyzed No action this round  
Lose **DEX**bonus to **AC**; -2 **AC**

## BONUS FEATS

Level

- 1** ☐ Improved Grapple
- 2** ☐ Crushing Embrace
- 6** ☐ Greater Grapple
- 10** ☐ Twin Lock
- 14** ☐ Choke Hold
- 18** ☐ Backbreaker

## WHOLENESS OF BODY

### HEALING POINTS

Level

Monk Level

$$7 \left[ \text{Box} \right] = \left[ \text{Box} \right]$$

## FORM LOCK

Level

Monk Level

Caster Level

$$13 \left[ \text{Box} \right] + WIS \geq 11 + \left[ \text{Box} \right]$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\left[ \text{Box} \right] \text{ days} = \left[ \text{Box} \right]$$

Level

### FORTITUDE SAVE DC

Monk  
Level

$$\left[ \text{Box} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

## PERFECT SELF

Treated as an Outsider

Level

**20** Immune to Charm Person and other effects that  
target non-outsiders.

Damage reduction **10/chaotic**

## MONK

Monk  
Level

Unarmed  
Strike  
Damage  
Sm / Lg

**1**

**d6**

d4 / d8

Armor Class Bonus  
Graceful Grappler  
Unarmed Strike  
Stunning Fist

Use monk level in place of **BAB**when grappling  
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 **+10 ft**  
Maneuver 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**

**d8**

d6 / 2d6

Ki Pool (magic)  
Counter-grapple  
Graceful Grappler

Treat unarmed attacks as magic weapons  
Make attack of opportunity when grapple attempted  
No attack penalty, may attack of opportunity when grappling  
Keep **DEX**bonus when pinning or grappled

**5**

Break Free  
Purity of Body

Add monk level to checks for escaping a grapple  
Retry failed saves against entanglement - **1 ki point**  
Immune to all diseases

**6**

Fast Movement **+20 ft**  
Counter-grapple

(which grants **+8**to Acrobatics checks for jumping)  
Make attack of opportunity even through total concealment

**7**

Wholeness of Body

Heal your own wounds - **2 ki points**

**8**

**d10**

d8 / 2d8

Graceful Grappler  
Counter-grapple

Heal your own wounds - **2 ki points**  
Make attack of opportunity even when flat-footed

**9**

Inescapable Grasp  
Fast Movement **+30 ft**

Suppress foe's magical bonus to escape - **1 ki point**  
(which grants **+12**to Acrobatics checks for jumping)

**10**

Ki Pool (lawful)  
Counter-grapple

Treat unarmed attacks as lawful weapons  
Make attack of opportunity when foe has exceptional reach

**11**

Diamond Body

Immune to all poisons

**12**

**2d6**

d10 / 3d6

Fast Movement **+40 ft**

(which grants **+16**to Acrobatics checks for jumping)

**13**

Form Lock  
Inescapable Grasp

Negate a polymorph attempt by touch - **2 ki points**  
Dimensional anchor when using inescapable grasp

**15**

Quivering Palm  
Fast Movement **+50 ft**  
Graceful Grappler

Delayed death  
(which grants **+20**to Acrobatics checks for jumping)  
Deals unarmed strike damage on a successful grapple

**16**

**2d8**

2d6 / 3d8

Ki Pool (adamantine)

Treat unarmed attacks as adamantite weapons

**17**

Inescapable Grasp

Ghost touch when using inescapable grasp  
Incorporeal creatures grappled on touch

**18**

Fast Movement **+60 ft**

(which grants **+24**to Acrobatics checks for jumping)

**19**

Iron Body

Gain effect of *Iron Body*spell for 1 min - **3 ki points**

**20**

**2d10**

2d8 / 4d8

Perfect Self

Treated as outsider

## KI POOL

### KI POOL CAPACITY

Monk Level

$$\left[ \text{Box} \right] = \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

### KI POOL

□□□□ □□□□  
□□□□ □□□□  
□□□□ □□□□

## ACROBATICS

### MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's **CMD**

at half speed

+10 to move at full speed

### MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD**

at half speed

+10 to move at full speed

### LONG JUMP

Distance	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
DC	5	10	15	20	25	30	35	40	45	50	55

### HIGH JUMP

Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
DC	4	8	12	16	20	24	28	32	36	40	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