SENSEI
(MONK)

Monk Level

STUNNING FIST

STUNNING FIST PER DAY = Monk Level + (Non-Monk Levels ÷ 4) (Round down)

STUNNING FIST TODAY

FORTITUDE SAVE DC = 10 + (Monk Level ÷ 2) + 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 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	or	
	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 FEAT

- ☐ Catch off-guard
- ☐ Deflect Arrows
- ☐ Improved Grapple
- ☐ Throw Anything
- ☐ Combat Reflexes
- ☐ ☐ ☐ Dodge
- ☐ Scorpion Style

ADVICE

PERFORMANCE PER DAY = Monk Level + WIS

Level 1 **INSPIRE COURAGE** +
Bonus against charm and compulsion
Bonus to attack and damage rolls

Level 3 **INSPIRE COMPETENCE** +

Level 9 **INSPIRE GREATNESS** MAX AFFECTED
2 Bonus hit dice
+ 2d10 (including CON)

WHOLENESS OF BODY

Level 7 **HEALING POINTS** = Monk Level

DIAMOND SOUL

Level 13 **SPELL RESISTANCE** = 10 + Monk Level

QUIVERING PALM

QUIVER DAYS = Monk Level
days

Level 15 **FORTITUDE SAVE DC** = 10 + (Monk Level ÷ 2) + WIS

PERFECT SELF

Level 20
Treated as an Outsider
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction **10/chaotic**

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg		
1	■	d6 d4 / d8	Armor Class Bonus Advice Unarmed Strike Stunning Fist	 Inspire Courage Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2			Insightful Strike	Use **WIS**in place of **STR/DEX**for monk weapons
3			Advice **2** Maneuver Training Still Mind	Inspire Competence Use monk level in place of **BAB**for calculating **CMB** **+2**saving throws against enchantment
4		d8 d6 / 2d6	Ki Pool (magic) Slow Fall **20 ft**	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump Purity of Body	Add monk level to Acrobatics checks for jumping **+20**to jump checks - **1 ki point** Immune to all diseases
6			Mystic Wisdom Slow Fall **30 ft**	Grant bonus to an ally - **1 ki point**
7			Wholeness of Body	Heal your own wounds - **2 ki points**
8		d10 d8 / 2d8	Slow Fall **40 ft**	
9			Advice **3**	Inspire Greatness
10			Ki Pool (lawful) Slow Fall **50 ft**	Treat unarmed attacks as lawful weapons
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Mystic Wisdom **2** Slow Fall **60 ft**	Slip magically between spaces - **2 ki points** Grant bonus to allies in 30ft. - **1 ki point**
13			Diamond Soul	Spell resistance
14			Slow Fall **70 ft**	
15			Quivering Palm	Delayed death
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall **80 ft**	Treat unarmed attacks as adamantine weapons
17			Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18			Mystic Wisdom **3** Slow Fall **90 ft**	Grant more abilities to allies - **2 ki points**
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

MYSTIC WISDOM

Level 6	Grant a single ally within 30ft:	**1 ki point**
Level 12	Grant all allies within 30ft: Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall	**1 ki point**
Level 18	Grant all allies within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall Grant a single ally within 30ft: Diamond Body, Diamond Soul, Improved Evasion	**2 ki points** **2 ki points**

KI POOL

KI POOL CAPACITY = (Monk Level ÷ 2) + WIS

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE at half speed
Acrobatics DC = Opponent's **CMD** +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE at half speed
Acrobatics DC = 5 + Opponent's **CMD** +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

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