

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

STUNNING FIST
TODAY

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

$$13 + WIS \geq 11 +$$

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

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

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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