

# TETORI

## (MONK)

Monk  
Level

### ARMOUR CLASS BONUS

#### AC BONUS

+ PK

#### CMD BONUS

+ CMD

Monk  
Level

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

(Naar beneden afgerond)

Bonus only applied when unarmoured, unencumbered and not helpless

### STUNNING FIST

#### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Non-Monk Levels}}{4} \right\rfloor + \left( \frac{\text{Monk Level}}{4} \right)$$

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STUNNING FIST  
TODAY (Naar beneden afgerond)

#### FORTITUDE SAVE DC

Monk  
Level

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

Level

- 1** Stunned Geen actie deze ronde BEHbonus aan PK; -2 PK
- 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** Paralysed Geen actie deze ronde BEHbonus aan PK; -2 PK

### BONUS PRESTATIES

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

$$7 \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

### FORM LOCK

Level

Monk Level

Caster Level

$$13 + WIS \geq 11 + \left( \frac{\text{Monk Level}}{4} \right)$$

### QUIVERING PALM

#### QUIVER DAYS

Monk Level

$$\left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor \text{ days} = \left\lfloor \frac{\text{Monk Level}}{4} \right\rfloor$$

Level

#### FORTITUDE SAVE DC

Monk  
Level

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

### PERFECT SELF

Treated as an Outsider

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

## MONK

Monk  
Level

Unarmed  
Strike  
Damage  
Sml / Lrg

**1**

**d6**

d4 / d8

Armour 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  
Manoeuvre 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

$$\left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor = \left\lfloor \frac{\text{Monk Level}}{2} \right\rfloor + WIS$$

KI POOL

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### ACROBATICS

#### MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

aan halve snelheid

+10 om aan volledige snelheid te bewegen

#### MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's CMD

aan halve snelheid

+10 om aan volledige snelheid te bewegen

#### 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