

SENSEI (MONK)

Monk
Level

STUNNING FIST

STUNNING FIST
PER DAY

Monk
Level

Non-Monk
Levels

$$\boxed{} = \boxed{} + \left(\boxed{} \div 4 \right)$$

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STUNNING FIST
TODAY

(Round down)

FORTITUDE
SAVE DC

Monk
Level

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{WIS}$$

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** Paralysed No action this round
Lose **DEX** bonus to **AC**; -2 **AC**

BONUS FEAT

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

ADVICE

PERFORMANCE
PER DAY

Monk
Level

$$\boxed{} = \boxed{} + \text{WIS}$$

Level **INSPIRE COURAGE**

- 1** ☐ Bonus against charm and compulsion
Bonus to attack and damage rolls

Level **INSPIRE COMPETENCE**

- 3** ☐

Level **INSPIRE GREATNESS** MAX AFFECTED

- 9** ☐ 2 Bonus hit dice
+ 2d10 (including CON)

WHOLENESS OF BODY

HEALING
POINTS

Level

Monk Level

$$\boxed{} = \boxed{}$$

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

Level

$$\boxed{} = 10 + \boxed{}$$

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\boxed{} \text{ days} = \boxed{}$$

Level

FORTITUDE
SAVE DC

Monk
Level

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{WIS}$$

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 | Bonus Feats | Unarmed Strike Damage Sml / Lrg | Armour 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 |
|---------------|----------------|--|---|--|
| 1 | ■ | d6 d4 / d8 | | |
| 2 | | | Insightful Strike | Use WIS in place of STR/DEX for monk weapons |
| 3 | | Advice 2 Manoeuvre Training Still Mind | | Inspire Competence Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment |
| 4 | | d8 d6 / d6 | 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 / d8 | 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 / d6 | 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 / d8 | Ki Pool (adamantine) Slow Fall 80 ft | Treat unarmed attacks as adamantite weapons |
| 17 | | Timeless Body Tongue of the Sun and Moon | | No age penalties or artificial ageing 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 / d8 | Perfect Self Slow Fall Any distance | Treated as outsider |

MYSTIC WISDOM

| Level | | |
|-----------|---|----------------------------|
| 6 | Grant a single ally within 30ft: | 1 ki point |
| 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 |
| 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

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{WIS}$$

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

| | Distance | 5ft | 10ft | 15ft | 20ft | 25ft | 30ft | 35ft | 40ft | 45ft | 50ft | 55ft |
|--------------------|----------|-----|-------------|------|------|------|------|------|------|------|------|------|
| LONG JUMP | DC | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| HIGH JUMP | DC | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 |
| CATCH LEDGE | DC | 20 | Reflex save | | | | | | | | | |
| FALL | DC | 15 | Acrobatics | | | | | | | | | |

if you fail a jump by 4 or less
to ignore 10ft of falling damage