

# SENSEI (MONK)

Monk  
Level

## STUNNING FIST

**STUNNING FIST**  
PER DAY

Monk  
Level

Non-Monk  
Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right)$$

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**STUNNING FIST**  
TODAY

(Round down)

**FORTITUDE**  
SAVE DC

Monk  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

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

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \text{WIS}$$

INSPIRE COURAGE

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

INSPIRE COMPETENCE

- 3** +

INSPIRE GREATNESS MAX AFFECTED

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

## WHOLENESS OF BODY

**HEALING**  
POINTS

Level

Monk Level

$$\boxed{\phantom{000}} = \boxed{\phantom{000}}$$

## DIAMOND SOUL

**SPELL RESISTANCE**

Monk Level

$$\boxed{\phantom{000}} = 10 + \boxed{\phantom{000}}$$

## QUIVERING PALM

**QUIVER DAYS**

Monk Level

$$\boxed{\phantom{000}} \text{ days} = \boxed{\phantom{000}}$$

Level

**FORTITUDE**  
SAVE DC

Monk  
Level

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

## PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

## MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sml / Lrg	Armor Class Bonus Advice	
1	■	d6 d4 / d8	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 <b>WIS</b> in place of <b>STR/DEX</b> for monk weapons
3		Advice 2 Maneuver Training Still Mind		Inspire Competence Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +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 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 / 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

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

**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
<b>LONG JUMP</b>	DC	5	10	15	20	25	30	35	40	45	50	55
<b>HIGH JUMP</b>	DC	4	8	12	16	20	24	28	32	36	40	44
<b>CATCH LEDGE</b>	DC	20	Reflex save									
<b>FALL</b>	DC	15	Acrobatics									

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