

# 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

Level

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

### INSPIRE COMPETENCE

Level

- 3** +

### INSPIRE GREATNESS MAX AFFECTED

Level

- 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

Level

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

- 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

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

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

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

### 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