

# 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 **7**  $\boxed{\phantom{000}} = \boxed{\phantom{000}}$  Monk Level

## DIAMOND SOUL

**SPELL RESISTANCE**

Monk Level

- Level **13**  $\boxed{\phantom{000}} = 10 + \boxed{\phantom{000}}$

## QUIVERING PALM

**QUIVER DAYS**

Monk Level

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

**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 **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	Armour Class Bonus Advice	Inspire Courage
<b>1</b>	■	<b>d6</b> d4 / d8	Unarmed Strike Stunning Fist	Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
<b>2</b>			Insightful Strike	Use <b>WIS</b> in place of <b>STR/DEX</b> for monk weapons
<b>3</b>		Advice 2 Manoeuvre Training Still Mind		Inspire Competence Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2 saving throws against enchantment
<b>4</b>		<b>d8</b> d6 / d6	Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
<b>5</b>		High Jump Purity of Body		Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases
<b>6</b>		Mystic Wisdom Slow Fall 30 ft		Grant bonus to an ally - 1 ki point
<b>7</b>		Wholeness of Body		Heal your own wounds - 2 ki points
<b>8</b>		<b>d10</b> d8 / d8	Slow Fall 40 ft	
<b>9</b>		Advice 3		Inspire Greatness
<b>10</b>		Ki Pool (lawful) Slow Fall 50 ft		Treat unarmed attacks as lawful weapons
<b>11</b>		Diamond Body		Immune to all poisons
<b>12</b>		<b>2d6</b> 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
<b>13</b>		Diamond Soul		Spell resistance
<b>14</b>		Slow Fall 70 ft		
<b>15</b>		Quivering Palm		Delayed death
<b>16</b>		<b>2d8</b> 2d6 / d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
<b>17</b>		Timeless Body Tongue of the Sun and Moon		No age penalties or artificial ageing Speak with any living creature
<b>18</b>		Mystic Wisdom 3 Slow Fall 90 ft		Grant more abilities to allies - 2 ki points
<b>19</b>		Empty Body		Assume ethereal state for 1 minute - 3 ki points
<b>20</b>		<b>2d10</b> 2d8 / d8	Perfect Self Slow Fall Any distance	Treated as outsider

## MYSTIC WISDOM

Level		
<b>6</b>	Grant a single ally within 30ft:	1 ki point
<b>12</b>	Grant all allies within 30ft: Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall	1 ki point
<b>18</b>	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