

# TETORI (MONK)

Monk  
Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Monk  
Level

Non-Monk  
Levels

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

STUNNING FIST  
TODAY

### FORTITUDE SAVE DC

Monk  
Level

$$\text{Fortitude Save DC} = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

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

## BONUS FEATS

- Level
- 1** ☐ Improved Grapple
  - 2** ☐ Crushing Embrace
  - 6** ☐ Greater Grapple
  - 10** ☐ Twin Lock
  - 14** ☐ Choke Hold
  - 18** ☐ Backbreaker

## WHOLENESS OF BODY

### HEALING POINTS

$$\text{Healing Points} = \text{Monk Level} \times 7$$

## FORM LOCK

$$\text{Form Lock} = \text{Monk Level} + WIS \geq 11 + \text{Caster Level}$$

## QUIVERING PALM

### QUIVER DAYS

Monk Level

$$\text{Quiver Days} = \left( \frac{\text{Monk Level}}{4} \right) \text{ days}$$

### FORTITUDE SAVE DC

Monk  
Level

$$\text{Fortitude Save DC} = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

## 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

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

$$\text{Ki Pool Capacity} = \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

### 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

	Distance	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
<b>HIGH JUMP</b>	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