	MONK	Monk Level		
×	FLURRY OF I	BLOWS		
FLURRY ATTA	ACK BONUS			
WHOLENESS OF BODY				
HEALING POI PER DAY	NTS Monk Level			
	=×	2		
	Points Heal	ed		
		hp		
×	ABUNDANT	STEP		
CASTER LEVE	L Monk Level			
	= ÷:	2 (Round down)		
DIAMOND SOUL				
SPELL RESIST	TANCE Monk Le	evel		
	= 10 +			
QUIVERING PALM				
QUIVER DAYS	Monk Level			
	=			
SAVE DC	Monk			
	= 10 + (	÷ 2 ) + WIS		
EMPTY BODY				
ETHERIAL ROUNDS	Monk Level	Rounds Today		
rds	=			
×	PERFECT S	SELF		

Treated as an Outsider

target non-outsiders. Damage reduction 10/magic

Immune to Charm Person and other effects that

Monk

		MONK
Monk Level		
1	Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands as weapons
2	□ Evasion	Avoid all damage on successful reflex
3	☐ Still Mind	+2 to saves against enchantments
4	□	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5	☐ Purity of Body	Immune to all diseases
6	☐ Slow Fall 30 ft	
7	☐ Wholeness of Body	Heal wounds
8	□ Slow Fall 40 ft	
9	☐ Improved Evasion	Take only half damage even on failed reflex
10	□   Ki Strike (lawful)  Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11	□	Immune to all poisons
12	□ { Abundant Step Slow Fall 60 ft	Use dimension door once per day
13	☐ Diamond Soul	Spell resistance
14	☐ Slow Fall 70 ft	
15	☐ Quivering Palm	Delayed death by days equal to monk level, once a week
16	□   Ki Strike (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
17	□ { Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18	☐ Slow Fall 90 ft	
19	☐ Empty Body	Assume ethereal state
20	□	Treated as outsider