	MONK	Monk Level		
FLURRY OF BLOWS				
FLURRY ATTACK BONUS				
WHOLENESS OF BODY				
HEALING POI PER DAY	INTS Monk Level			
] =×2	2		
Points Healed				
		7		
		hp		
ABUNDANT STEP				
CASTER LEVEL Monk Level				
	= ÷ 2	(Round down)		
DIAMOND SOUL				
SPELL RESISTANCE Monk Level				
	= 10 +			
QUIVERING PALM				
QUIVER DAYS	Monk Level			
	=	-		
SAVE DC	Monk L	evel		
	= 10 + (÷ 2) + WIS		
EMPTY BODY				
ETHERIAL ROUNDS	Monk Level	Rounds Today		
rds	=			
*	PERFECT S	ELF		

Treated as an Outsider

Damage reduction 10/magic

×		MONK
Monk Level	(F) (D)	n (II n I s (
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	□ { Ki Strike (magic) Slow Fall 20 ft	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	□ { Perfect Self Slow Fall any distance	Treated as outsider