

MONK

Monk
Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

WHOLENESS OF BODY

HEALING POINTS

PER DAY

Monk Level

=

×

2

Points Healed

pf

ABUNDANT STEP

CASTER LEVEL

Monk Level

=

÷

2

(Arrotondato per difetto)

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

=10+

QUIVERING PALM

QUIVER DAYS

Monk Level

=

SAVE DC

Monk Level

=10+(

÷

2)+SAG

EMPTY BODY

ETHERIAL

ROUNDS

Monk Level

Rounds Today

rds

=

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/magic

MONK

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1

Flurry of Blows
Unarmed Strike

Use a full attack action for more attacks
Treat hands as weapons

2

Eludere

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

Diamond Body
Greater Flurry

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