DnD

Monk Abilities

**Monk:**

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| 1 | Martial Arts | Mastery of attacking with unarmed or monk weapons +1 damage |
| 2 | Spiritual Energy | Gain spiritual energy +1 per Monk level, recover all Spirit Energy after rest |
| 3 | Enhanced Attack | Expend Spiritual Energy to deal extra +2 damage per 1 Spirit Energy |
| 4 | Enhanced Defense | Expend Spiritual Energy to reduce damage by -1 per 1 Spirit Energy |
| 5 | Deflection | Expend Spiritual Energy to deflect 1 ranged projectile per 1 Spirit Energy |
| 6 | Slow Fall | Reduce fall damage using Spiritual Energy |
| 7 | Evasion | Use a Dexterity saving throw to evade taking no damage if fail take half damage |
| 8 | Clear Mind | When activated removes and gives immune to charm/confuse/fear for battle (OPR) |
| 9 | Purity | When activated removes and gives immune to poison/disease for battle (OPR) |
| 10 | Transcendence | Expend all Spiritual Energy to become invulnerable for 3 turns (OPD) |