]	MONGE	Nível de Monge		
×	FLURRY OF BL	ows		
FLURRY ATTACK BONUS				
INTEGRIDADE CORPORAL				
HEALING POIL PER DAY	NTS Nível de Monge			
	= × 2			
	Points Healed			
		hp		
×	ABUNDANT S	TEP		
CASTER LEVE	L Nível de Monge			
	= ÷ 2	(Arredonda para Baixo)		
DIAMOND SOUL				
SPELL RESIST	ANCE Nível de Mon	ge		
	= 10 +			
×	QUIVERING PA	ALM		
QUIVER DAYS	Nível de Monge			
	=	-		
SAVE DC	Nível de Mo	onge		
	= 10 + (÷ 2) + SAB		
CORPO VAZIO				
ETHERIAL ROUNDS	Nível de Monge	Rounds Today		
rds	=			
) x	PERFECT SE	LF		

Treated as an Outsider

Damage reduction 10/magic

X	I	MONGE
Nível de Monge		
1	□ { Rajada de Golpes Ataque Desarmado	Use a full attack action for more attacks Treat hands as weapons
2	□ Evasão	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	□ Queda Leve 9m	
7	☐ Wholeness of Body	Heal wounds
8	□ Queda Leve 12m	
9	☐ Evasão Aprimorada	Take only half damage even on failed reflex
10	□ { Ki Strike (lawful) Queda Leve 15m	Treat unarmed attacks as lawful weapons
11	□	Immune to all poisons
12	□ Abundant Step Queda Leve 18m	Use dimension door once per day
13	☐ Diamond Soul	Spell resistance
14	☐ Queda Leve 21m	
15	☐ Quivering Palm	Delayed death by days equal to monk level, once a week
16	□ { Ki Strike (adamantine) Queda Leve 24m	Trata o ataque desarmado como arma de adamante
17	□ Corpo Atemporal Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18	□ Queda Leve 27m	
19	☐ Empty Body	Assume ethereal state
20	□	Treated as outsider