

Mönch

Mönch-
stufe

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Unversehrtheit des Körpers

HEALING POINTS

PER DAY

Mönchstufe

=

×

2

Points Healed

TP

ABUNDANT STEP

CASTER LEVEL

Mönchstufe

=

÷

2

(abrunden)

Diamatseel

ZAUBER RESISTENZ

Mönchstufe

= 10 +

Vibriierende Handfläche

QUIVER DAYS

Mönchstufe

=

SAVE DC

Mönchstufe

= 10 + (

÷

2

) + WE

Körper lösen

ETHERIAL

ROUNDS

Mönchstufe

Runden heute

Runden

=

Pefektes Selbst

Treated as an Outsider

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

Damage reduction 10/magic

Mönch

Mönch-
stufe

1

Schlaghagel
Waffenloser Schlag

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

2

Entrinnen

Avoid all damage on successful reflex

3

Still Mind

+2 to saves against enchantments

4

Ki Strike (magic)
Slow Fall 20 ft

Behandle unbewaffnete Attacken als ob mit Magischen waffen
Reduce effective falling height using wall

5

Purity of Body

Immun gegen alle Krankheiten

6

Slow Fall 30 ft

7

Wholeness of Body

Heal wounds

8

Slow Fall 40 ft

9

Verbessertes Ausweichen

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

Immun gegen alle Gifte

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

Behandle deine unbewaffnnten Angrife als mit einer Adamantin Waffe

17

Zeitloser Körper
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