

MONK

Monk
Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

WHOLENESS OF BODY

HEALING POINTS
PER DAY

Monk Level

=

×

2

Points Healed

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 Level

=10+(

÷

2)+WIS

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

Monk Level		
1	<input type="checkbox"/> { Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands as weapons
2	<input type="checkbox"/> Evasion	Avoid all damage on successful reflex
3	<input type="checkbox"/> Still Mind	+2 to saves against enchantments
4	<input type="checkbox"/> { Ki Strike (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5	<input type="checkbox"/> Purity of Body	Immune to all diseases
6	<input type="checkbox"/> Slow Fall 30 ft	
7	<input type="checkbox"/> Wholeness of Body	Heal wounds
8	<input type="checkbox"/> Slow Fall 40 ft	
9	<input type="checkbox"/> Improved Evasion	Take only half damage even on failed reflex
10	<input type="checkbox"/> { Ki Strike (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11	<input type="checkbox"/> { Diamond Body Greater Flurry	Immune to all poisons
12	<input type="checkbox"/> { Abundant Step Slow Fall 60 ft	Use dimension door once per day
13	<input type="checkbox"/> Diamond Soul	Spell resistance
14	<input type="checkbox"/> Slow Fall 70 ft	
15	<input type="checkbox"/> Quivering Palm	Delayed death by days equal to monk level, once a week
16	<input type="checkbox"/> { Ki Strike (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
17	<input type="checkbox"/> { Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18	<input type="checkbox"/> Slow Fall 90 ft	
19	<input type="checkbox"/> Empty Body	Assume ethereal state
20	<input type="checkbox"/> { Perfect Self Slow Fall any distance	Treated as outsider