

Monk

A Monk is a student of every martial art, and often a master of several. His body is a finely tuned instrument, and his mind and spirit work in synergy with it. He understands that what he knows of the universe is but one perspective. He seeks enlightenment through meditation, combat and conversation. He is forever seeking knowledge, and is never satisfied in this quest.

Select this prestige class if you want your character to master unarmed combat, gain mystic powers and become a Monk.

The fastest path into this prestige class is from the strong hero basic class, and then the Martial Artist advanced class, though other paths are possible.

Requirements

To qualify to become a Monk, a character must fulfil the following criteria.

Base Attack Bonus: +9

Skills: Balance 6 ranks, Concentration 6 ranks, Jump 12 ranks, Knowledge (theology and philosophy) 6 ranks, Tumble 6 ranks.

Feats: Combat Martial Arts, Improved Combat Martial Arts, Defensive Martial Arts, Elusive Target, Weapon Focus (Unarmed Strike).

Class information

The following information pertains to the Monk prestige class.

Hit die

The Monk gains 1d8 hit points per level. The character's constitution modifier applies.

Action points

The Monk gains a number of action points equal to 7+ one-half her character level, rounded down, every time he attains a new level in this class.

Class skills

The Monk's class skills are as follows.

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Listen (Wis), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 5+ Int Modifier

Table: The Monk

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Rep Bonus</u>
1 st	+1	+1	+1	+1	Autohypnosis, great leap,	+1	+0
2 nd	+2	+2	+2	+2	Deflect missiles, living weapon,	+2	+0
3 rd	+3	+2	+2	+2	Intuitive defense	+2	+0
4 th	+4	+2	+2	+2	Living weapon, storm of blows	+3	+0
5 th	+5	+3	+3	+3	Slow fall, timeless body	+4	+1

CLASS FEATURES

All of the following features pertain to the Monk prestige class.

Autohypnosis

At 1st level, a Monk gains access to the Autohypnosis skill, as detailed below.

Autohypnosis (Wis): Trained only.

The Monk has trained his mind to resist certain injuries and threats while also gaining a few select benefits.

Check: The DC and effect depend on the task attempted.

Task	DC
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Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

Resist Fear: In response to a fear effect, the Monk can make an Autohypnosis check on his next action even if the Monk has been overcome by fear. A successful check grants the Monk another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: The Monk can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information. Each successful check allows the Monk to memorize up to 250 words or the equivalent of what could be comfortably contained on an 8 1/2-by-11-inch sheet of paper. The Monk always retains this information; however, he can only recall it with a successful Autohypnosis check.

Tolerate Poison: In response to being poisoned, the Monk can make an Autohypnosis check on his next action. A successful check grants the Monk a +4 morale bonus on his saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (disabled), the Monk may make an Autohypnosis check. If successful, the Monk can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—the Monk can choose not to perform the strenuous action. If the Monk does perform the strenuous action after failing the check, he takes 1 point of damage, as normal.

Try Again?: For resist fear and memorize, a Monk can make a check once per round. A Monk can't try again to tolerate poison. A Monk can't try again in the same round for willpower.

Special: A Monk can take 10 on Autohypnosis checks, but can't take 20. Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

Great Leap

A Monk is not limited in the height he may jump. He may jump the full height rolled, regardless of his size (normally 8 feet for a medium-sized Monk).

Living Weapon

At 2nd level, and again a 4th level, a Monk increases in unarmed combat ability.

The Monk attacks with either fist interchangeably, or even with elbows, knees, and feet. This means that the Monk may even make unarmed strikes when his hands are full, and there is no such thing as an off-hand attack for a Monk striking unarmed.

Each time he gains this ability, his CMA damage increases by one step, as given on the table below.

Previous damage	Improved damage
1d4	1d6
1d6	1d8
1d8	1d10
1d10	2d6
2d6	2d8

Deflect Missiles

At 2nd level, the Monk can deflect projectiles from their path.

He must have at least one hand free (holding nothing) to use this ability. When he would normally be hit with a ranged weapon, he may deflect it so that he takes no damage from it. He must be aware of the attack, and not flat-footed.

Deflecting a missile requires the expenditure of an action point and a Reflex save (DC 20 + enhancement bonus of projectile). A successful save means that the Monk takes no damage.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons can't be deflected.

Intuitive Defense

From 3rd level, a Monk gains an intuitive sense of danger. He adds his Wisdom bonus as an insight bonus to his Defense score.

Storm of Blows

At 4th level, a Monk gains the ability to strike with a storm of blows at the expense of accuracy. The Monk must be unarmoured to use this talent, and he must make unarmed strikes to gain the benefit. With a storm of blows, the Monk may make one extra attack in a round at his highest base attack bonus. This attack and each other attack made in the round take a –2 penalty. Alternatively, the Monk may make two extra attacks in a round at his highest base attack bonus. This attacks and each other attack made in the round take a –5 penalty. Either way, using this ability is a full-round action.

Slow Fall

At 5th level, a Monk learns how to fall great distances with minimal damage. If he makes a jump or tumble check to reduce falling damage and succeeds on the check by 5 points or more, he reduces the effective distance fallen by an additional 10 feet for every 5 points the DC is exceeded by.

Timeless Body

Upon attaining 5th level, a Monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when his time is up.