

# Monk



**Requirements:** STR 12, DEX 15, WIS 15

**Prime Requisite:** None

**Hit Dice:** 1d4

**Maximum Level:** 16

Monks seek inner enlightenment, they finely hone themselves to their full potential through training of both mind and body. As a result, they are able to perform feats unattainable by other classes. Monks may be of any alignment; the sphere they adhere to reveals the path they take toward inner perfection, whether it be through law, chaos, or a balance of forces in neutrality.

Monks may only have small amounts of money. They may wear no armor. However, they may use any weapon and attack as thieves. Their study of the body grants them +1 hp damage when using weapons, per every 2 levels of experience. Monks do not benefit from bonuses to hit and damage from STR, or bonuses to AC from DEX. When fighting with bare hands, if a monk succeeds in an attack by 5 more than needed on a d20, the opponent is stunned for 1d6 rounds. Further, there is a base probability equal to the opponent's AC that the opponent is killed instantly. This probability increases by 1% per level above 7<sup>th</sup>. For example, an opponent with AC 4 attacked by a monk of 8<sup>th</sup> level would have a 5% chance of being killed instantly. If the AC were -2 and the monk were 10<sup>th</sup> level, there would be a 1% chance of instant death. When fighting bare-handed, monks gain additional attacks and higher damage. Further, natural AC improves each level. These are indicated on the table below.

Monks save as clerics; they may dodge missiles of a non-magical nature with a successful saving throw versus breath attacks or dodge magic missiles with a successful save versus spell-like devices. When saving against other effects that deal damage, successful saving throws result in no damage even when damage would normally be half. At 9<sup>th</sup> level, even an unsuccessful save results in half damage.

Monks have the following additional special abilities:

They advance as thieves of an equal level in the following abilities, sometimes with bonuses as indicated: pick locks (+5%), find and remove traps (+10%), move silently (+10%), climb walls, hide in shadows (+10%), and hear noise.

Monks are surprised only with 1 in 6 on a d6.

**Reaching 4<sup>th</sup> level:** Monks gain the ability to *speak with plants*.

**Reaching 5<sup>th</sup> level:** At 5<sup>th</sup> level, monks may *feign death* for a number of turns equal to 1d6 x their level. Further, at this level a monk gains the ability to fall 20' and suffer no damage, so long as he is no further than 1' from a wall to help break the fall.

**Reaching 6<sup>th</sup> level:** At 6<sup>th</sup> level, *ESP* will only work on a monk 10% of the time, -1% per level above 6th. At 6<sup>th</sup> level a monk gains the ability to fall 30' and suffer no damage, so long as he is no further than 4' from a wall to help break the fall.

**Reaching 7<sup>th</sup> level:** Monks may meditate for 1 turn, healing 1d6+1 hp of damage once per day. An additional point is added for each level above 7<sup>th</sup>.

**Reaching 8<sup>th</sup> level:** Monks gain the ability to *speak with animals*, and they become completely immune to hypnotizing effects and *suggestion*. They are 50% immune to *charm* related effects. A monk may attract 1d4+1 1<sup>st</sup> level monk followers, and one or two additional followers per level of experience beyond 8th.

**Reaching 10<sup>th</sup> level:** At 10<sup>th</sup> level monks become immune to the effects of *geas* and *quest*. In addition, they are immune to all poison.

**Reaching 13<sup>th</sup> level:** At 13<sup>th</sup> level a monk gains his much-feared "quivering palm" attack. The monk announces he has begun the vibrations in his palm, and he must succeed in an attack against an opponent within 3 rounds. If successful, the monk immediately decides when the transferred quivering sensation of death will cause instant fatality, which can be any time within 1 day per level of the monk. Note that this ability, once initiated and regardless of whether successful, can only be used once per week. In addition, this effect does not work against beings under the influence of *feign death*, any form of undead, or creatures with more HD or levels than the attacking monk. Finally, at this level a monk gains the ability to fall from an unlimited height and suffer no damage, so long as he is no further than 8' from a wall to help break the fall.

### Monk Level Progression

Experience	Level	Hit Dice (1d4)
0	1	2
2,235	2	3
4,765	3	4
10,025	4	5
18,251	5	6
45,501	6	7
93,001	7	8
195,001	8	9
340,001	9	10
560,001	10	11
780,001	11	12
1,000,001	12	13
1,220,001	13	14
1,440,001	14	15
1,660,001	15	16
1,880,001	16*	17

\*Maximum level attainable for monks.

### Monk Special Abilities

Class Level	AC Bonus	Unarmed Attack Damage	Unarmed Attacks per Round**	Movement Rate
1	0	1d4	1/1	120' (40')
2	-1	1d4+1	1/1	120' (40')
3	-2	1d6	1/1	150' (50')
4	-3	1d8	4/3	150' (50')
5	-4	1d10	4/3	180' (60')
6	-5	1d12	3/2	180' (60')
7	-6	2d8	3/2	210' (70')
8	-7	3d6	3/2	210' (70')
9	-7	2d10	2/1	240' (80')
10	-8	2d12	2/1	240' (80')
11	-8	3d8	5/2	270' (90')
12	-9	3d10	5/2	270' (90')
13	-9	5d6	3/1	300' (100')
14	-10	4d8	3/1	300' (100')
15	-11	3d12	4/1	330' (110')
16	-12	4d10	4/1	330' (110')

\*The number before the slash is the number of attacks, after the slash is the interval in rounds. For example, 3/2 means 3 attacks every 2 rounds, with the extra attack occurring on the second round.

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None

## DESIGNATION OF OPEN GAME CONTENT

All text and tables.

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