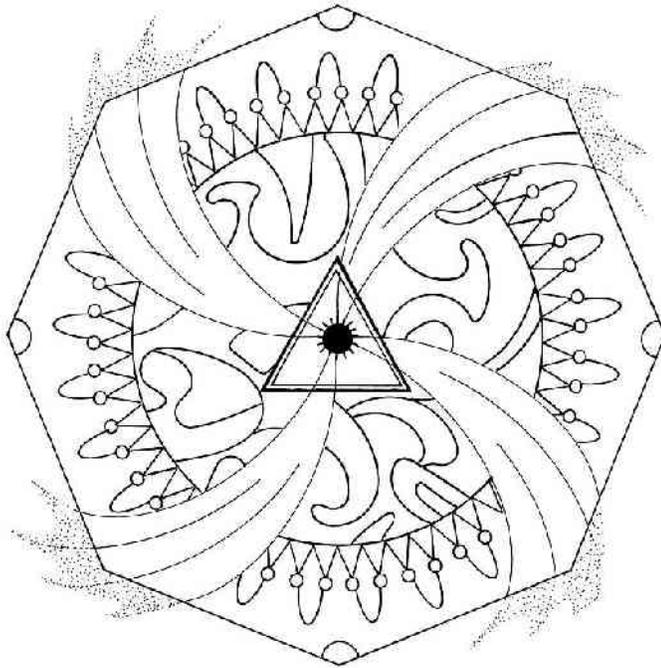


# THE PSIONIC MONK

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All the material that follows is open content.

# The Monk

**Alignment:** Any lawful  
**Hit Die:** d6  
**Starting Gold:** 4d4 (10 gp)

## Class Skills

The monk's class skills are Autohypnosis, Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge (Psionic), Listen, Move Silently, Perform, Profession, Sense Motive, Spot, Swim, and Tumble.

**Skill points per level:** 6 + Int modifier

## Class Features

**Weapon and Armor Proficiency:** Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus and the ability to use strikes or stances.

**AC Bonus (Ex):** When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC.

This bonus to AC applies even against touch attacks or when the monk is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

**Unarmed Strike:** At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of powers and effects that enhance or improve either manufactured weapons or natural weapons.

**Table 1-1: The Monk**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	Techniques Known
1st	+0	+0	+2	+2	Unarmed strike, base style, techniques (waking)	1d6	1
2nd	+1	+0	+3	+3	Ki strike (hard)	1d6	2
3rd	+2	+1	+3	+3	Style skill bonus +1	1d6	2
4th	+3	+1	+4	+4	Ki strike (psionic)	1d8	3
5th	+3	+1	+4	+4	Improved style	1d8	3
6th	+4	+2	+5	+5	Techniques (awakened)	1d8	4
7th	+5	+2	+5	+5	Style skill bonus +2	1d8	4
8th	+6/+1	+2	+6	+6		1d10	5
9th	+6/+1	+3	+6	+6	Superior style	1d10	5
10th	+7/+2	+3	+7	+7	Ki strike (lawful)	1d10	6
11th	+8/+3	+3	+7	+7	Techniques (ascendant), Style skill bonus +3	1d10	7
12th	+9/+4	+4	+8	+8		2d6	7
13th	+9/+4	+4	+8	+8	Style Mastery	2d6	8
14th	+10/+5	+4	+9	+9		2d6	8
15th	+11/+6/+1	+5	+9	+9		2d6	9
16th	+12/+7/+2	+5	+10	+10	Techniques (perfect)	2d8	10
17th	+12/+7/+2	+5	+10	+10	Timeless body	2d8	10
18th	+13/+8/+3	+6	+11	+11		2d8	11
19th	+14/+9/+4	+6	+11	+11		2d8	11
20th	+15/+10/+5	+6	+12	+12		2d10	12

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table: The Monk. The unarmed damage on Table: The Monk is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: 1-2.

**Table 1-2: Small or Large Monk Unarmed Damage**

<i>Level</i>	<i>Damage (Small)</i>	<i>Damage (Large)</i>
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

**Techniques:** A monk devotes herself to learning certain mystical and martial techniques; unlike powers, these techniques are always accessible and do not require power points to use. They can simply be used at will. There are three types of techniques a monk can learn: Mantras, strikes, and styles.

Mantras are techniques which are quite similar to powers. They are considered psi-like abilities and by default require a standard action to manifest. However, their use provokes an attack of opportunity, and damage or other distractions might require a Concentration check for successful manifestation. Also like powers, they can be manifested defensively. The manifest level for mantras is the monk's level.

Strikes are techniques used to deal special melee attacks. They call upon mastery of the body rather than psionic ability, and as such are considered extraordinary abilities. Strikes can only be used while unarmored and unencumbered, and in conjunction with an unarmed strike.

The third type of technique, the fighting style, is detailed below. All styles are considered waking techniques.

A saving throw against a mantra or strike is of DC 10 + mantra's equivalent level + your wisdom modifier.

There exist four grades of strikes and mantras: waking, awakened, ascendant, and perfect. A monk begins with the knowledge of one waking technique and one style, and gains more as indicated in Table 1-1. For the purposes of learning new techniques, all style techniques are considered to be of the waking grade.

Upon reaching 6th level, and every even numbered level after that, the monk can choose to learn a new technique in place of one she already knows. The new technique's grade must not be greater than the technique being exchanged, and it must be at least one grade less than the highest grade the monk can learn.

**Styles:** At first level the monk starts with one style known. Other styles may be learned as waking techniques. When a monk learns a technique of the awakened grade or higher, she can choose to learn two style techniques instead.

Styles allow the monk to adopt a particular fighting stance. While in that stance, the monk initially gains the use of one combat feat. At 5th and 9th level, the stance grants an additional feat. At 3rd level the monk gains a +1 bonus with the skill associated with a stance while in it; this bonus improves by one at levels 7 and 11. Stances can only be used while unarmored and unencumbered. See Table: 1-3 for a list of styles, their associated skills, and the feats granted by each style.

**Ki Strike (Su):** At 2nd level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks bypass an object's hardness if it is less than her monk level. Ki strike improves with the character's monk level. At 4th level, her unarmed attacks are treated as psionic weapons for the purpose of dealing damage to creatures with damage reduction. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction.

**Style Mastery:** At 13th level, the monk gets Extend Style as a bonus feat. The feat chosen must have as its prerequisite at least one feat already granted by the style chosen.

**Timeless Body (Ex):** Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be supernaturally aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

# STYLES

Each style you know grants you bonus feats, which are usable only when in the stance of that style. The first feat is granted at 1st level, the second at 5th, and the final at 9th. Each style also has an associated skill; you get a +1 bonus to that skill at 3rd level, and a +2 bonus at 7th.

Adopting a particular stance normally requires a move action. However, the monk can switch stances as a free action whenever she gains psionic focus. You can only be in one stance at a time.

Following is a list of the styles available, and the bonus feats granted by them. The feats are listed in the order gained.

## ***Bear***

The bear style grants great strength and a powerful grip.

*Feats:* Improved Grapple, Improved Natural Attack, Power Critical (Unarmed Strike)

*Skill:* Climb

## ***Cobra***

The cobra style trains one to move across the battlefield without danger.

*Feats:* Dodge, Mobility, Spring Attack

*Skill:* Tumble

## ***Hydra***

Utilising the hydra style allows control of the battlefield.

*Feats:* Combat Reflexes, Stand Still, Hold the Line

*Skill:* Balance

## ***Lion***

Those using the lion style bring a powerful forward momentum to their strikes.

*Feats:* Reckless Offense, Improved Bullrush, Knockdown

*Skill:* Jump

## ***Minotaur***

The minotaur style focuses on powerful, punishing attacks.

*Feats:* Power Attack, Cleave, Greater Cleave

*Skill:* Intimidate

## ***Mirror***

Defense and misdirection are the hallmarks of this style.

*Feats:* Combat Expertise, Improved Feint, Sidestep Charge

*Skill:* Bluff

## ***Open Palm***

The way of the open palm teaches nonaggression, but it's students are far from defenseless.

*Feats:* Improved Disarm, Deflect Arrows, Improved Trip

*Skill:* Sense Motive

**Table 1-3: Monk Styles**

<i>Style</i>	<i>Level 1</i>	<i>Level 5</i>	<i>Level 9</i>	<i>Skill</i>
<b>Bear</b>	Improved Grapple	Imp. Natural Attack	Power Critical (Unarmed Strike)	Climb
<b>Cobra</b>	Dodge	Mobility	Spring Attack	Tumble
<b>Hydra</b>	Combat Reflexes	Stand Still	Hold the Line	Balance
<b>Lion</b>	Reckless Offense	Improved Bullrush	Knockdown	Jump
<b>Minotaur</b>	Power Attack	Cleave	Great Cleave	Intimidate
<b>Mirror</b>	Combat Expertise	Improved Feint	Sidestep Charge	Bluff
<b>Open Palm</b>	Improved Disarm	Deflect Arrows	Improved Trip	Sense Motive

# MANTRAS

There are four grades of mantra, each of which is considered equivalent to a power of a certain level: Waking (1st), Awakened (3rd), Ascendant (5th), and Perfect (7th). A saving throw against a mantra is of DC 10 + mantra's level + your wisdom modifier. If a mantra is augmented, it can at your option be treated as a power of half your level. Any mantra can be thus augmented, even those without an additional effect.

A mantra which has a continuing effect upon you (the majority of them do) is called a continuous mantra. Only one such mantra may be augmented at any time. You may change which continuous mantra is augmented as a standard action by expending your psionic focus. Except where otherwise noted, a continuous mantra has a duration of 24 hours.

Mantra are augmented by expending your psionic focus when manifesting them.

## *Waking*

**Anchored Soul:** Know where you are and resist teleportation.

**Gaze of the Sun:** Your vision pierces darkness and invisibility.

**Gaze of the Moon:** Detect psionic auras and psychic impressions.

**Harmonious Balance:** Walk on any surface, even walls.

**Ignorance to Truth:** Break free from illusions.

**Mighty Exhalation:** Breathe out a *gust of wind*.

**Pierce the Mind's Veil:** Use *read thoughts* at will.

**Speed of the Wind:** Gain an enhancement bonus to speed.

**Sufficiency:** Forgo food and water, ignore harsh climates, and heal more quickly.

**Tiger's Jump:** Jump far and land safely on your feet.

**Tongue of the Sun and Moon:** Speak with any intelligent creature.

## *Awakened*

**Abundant step:** Use *dimension door* at will.

**Brilliant Soul:** Radiate bright light which hinders undead.

**Diamond Body:** Immunity to poison and disease, and -2 from ability damage.

**Mind over Body:** You no longer need to breathe or sleep, and can add your wisdom bonus to all Fortitude saves.

**Mirror the Body:** Produce 1d3 *mirror images* at will.

**Omniscient Vision:** Gain the benefits of *ubiquitous vision* and evasion.

**Voice of Reason:** Use *command* and *calm emotions* at will, and add your wisdom to Diplomacy checks.

**Gaze of the Void:** Gain blindsense 30 feet.

**Iron Skin:** Gain a natural armor bonus.

## *Ascendant*

**Diamond Soul:** Gain power resistance equal to 10 plus your level.

**Harmony of motion:** Continual freedom of movement.

**Roots of Eternity:** Use *immovability* at will.

**Touch of Reality:** Use a targeted greater dispel magic with a touch.

**Voice of Thunder:** Use *shout* at will, and all creatures that can hear you and have less HD than you become shaken.

## *Perfect*

**Empty Body:** Become ethereal at will.

**Effortless Flight:** Fly with perfect maneuverability.

**Foresight:** Continual foresight effect upon you.

**Still Mind:** Continual, personal mind blank

**Perfect Defense:** A +4 bonus to AC and DR 5/-.

**Perfect Offense:** A +3 bonus to all attack rolls, and your attacks pierce any DR.

# MANTRA DESCRIPTIONS

## *Abundant Step*

Awakened

You can use *dimension door* as a psi-like ability, with a range of short. (40 ft. + 5 ft. / 2 levels.)

*Augment:* The range changes to medium. (100 ft. + 10 ft./level).

## *Anchored Soul*

Waking (Continuous)

Using this mantra grants all the knowledge gained by using *know direction and location*, as you reach your consciousness out into the world. Additionally, you become immune to hostile teleportation effects for 24 hours.

## *Brilliant Soul*

Awakened (Continuous)

You shed light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Undead consider the radiance difficult terrain, and are dazzled while they remain within it. You can recite this mantra to counter or dispel any darkness effect of equal or lower level.

## *Diamond Soul*

Ascendant (Continuous)

You gain power resistance equal to 10 plus your level for 24 hours.

*Augment:* The power resistance is 3 points higher.

## ***Diamond Body***

Awakened (Continuous)

You are immune to poison and disease. Any time you are dealt ability damage or drain, you take 2 points less than normal.

*Augment:* You receive a +4 bonus on saves against all death effects or negative energy effects.

## ***Effortless Flight***

Perfect (Continuous)

This mantra grants flight with perfect maneuverability for 24 hours, using the same speed as your land speed. While flying you may split your movement both before and after a standard action, (as if you had the Fly-by Attack feat), and your movement does not provoke an attack of opportunity.

*Augment:* Your flying speed increases by 10 feet.

## ***Empty Body***

Perfect

You can move to the ethereal plane or back as a standard action.

*Augment:* Cross planes as a move action.

## ***Foresight***

Perfect (Continuous)

Reciting this mantra grants you a powerful prescient sense. You benefit from *foresight* for the next 24 hours.

## ***Gaze of the Sun***

Waking (Continuous)

By reciting this mantra, you gain darkvision out to 60 feet. This vision pierces even magical darkness.

*Augment:* You can also see invisible or ethereal objects and creatures, just as the spell *see invisibility*.

## ***Gaze of the Moon***

Waking

As you recite this mantra, you gain the benefits of both *detect psionics* and *sensitivity to psychic impressions*. The effect continues for as long as you concentrate.

*Augment:* The round in which you use this mantra counts as the first two rounds of detect psionics.

## ***Gaze of the Void***

Awakened (Continuous)

You gain blindsense out to 30 feet.

*Augment:* The range of your blindsense increases to 60 feet.

## ***Harmonious Balance***

Waking (Continuous)

You can walk on any surface. You gain the effects of the *wall walker* power for 24 hours, and you can even jump while wall walking.

*Augment:* You gain the benefits of the *body equilibrium*

power as well, allowing you to walk even upon water.

## ***Harmony of Motion***

Ascendant (Continuous)

You move with supernatural fluidity and grace, gaining the benefits of *freedom of motion* for 24 hours. You also become immune to effects or attacks which would render you prone. (You might suffer damage or other effects, but you remain on your feet.)

*Augment:* Your movement is so fluid that you are treated as one size smaller for squeezing through small places.

## ***Ignorance to Truth***

Waking

Reciting this mantra instantly reveals the unreal to you, negating the effects of illusions upon you. You become aware of the nature of figments and glamers, although you can not discern the true nature of a glamer. Phantasms affecting you are negated, although they might continue to affect another.

*Augment:* You can recite this mantra as a swift action.

## ***Mighty Exhalation***

Waking

This mantra allows you to issue a steady and powerful stream of air from your lungs. You can use *gust of wind* as a psi-like ability. The duration becomes concentration plus 1 round.

## ***Mind over Body***

Awakened (Continuous)

You no longer need to breathe or sleep, and can add your wisdom bonus to all Fortitude saves.

*Augment:* You are immune to fatigue and exhaustion. If you activate this augment while already fatigued or exhausted, the condition is suppressed but not removed by this mantra.

## ***Mirror of the Flesh***

Awakened

You can produce 1d3 *mirror images* (as the spell) as a psi-like ability.

*Augment:* You produce 1d4+1 images.

## ***Omniscient Vision***

Awakened (Continuous)

You can see in all directions. You cannot be flanked, gain a +4 bonus on spot and search checks, and benefit from *evasion*.

*Augment:* You gain a +2 bonus on all Reflex saves.

## ***Perfect Defense***

Perfect (Continuous)

Through skill and focus you ward off powerful attacks. You receive a +4 bonus to AC, which applies both to touch and flat-footed AC. You also gain DR 5/-, which stacks with any damage reduction of the same kind.

*Augment:* The damage reduction increases by 2 points.

## ***Perfect Offense***

Perfect (Continuous)

Nothing can prevent your blows from landing. You gain a +3 bonus on all attack rolls, and damage from any of your attacks ignores any form of damage reduction.

*Augment:* You gain an additional +1 to attack rolls, and ignore the miss chance due to concealment. (But not total concealment.)

## ***Pierce the Mind's Veil***

Waking

You can use *read thoughts* as a psi-like ability.

## ***Roots of Eternity***

Ascendant

You can use the power *immovability* at will.

*Augment:* You gain an additional +10 on any opposed strength check made to move you.

## ***Skin of Iron***

Awakened (Continuous)

You gain a natural armor bonus equal to 1 plus 1/5th your level.

*Augment:* Get an additional +2 bonus to your armor.

## ***Speed of the Wind***

Waking (Continuous)

You gain a +10 enhancement bonus to speed, plus an additional +10 for every 4 monk levels you possess.

*Augment:* You don't lose your Dexterity bonus to AC while running.

## ***Still Mind***

Perfect (Continuous)

This mantra wards the mind from all outside intrusion. For 24 hours you gain the benefits of *mind blank*.

*Augment:* Whenever a power or effect is prevented by this mantra, you receive a mental image of the being behind it as well as learning their name.

## ***Sufficiency***

Waking (Continuous)

You gain control of your body's metabolism. You no longer need to eat or drink, and do not suffer ill effects from hot and cold environments. Additionally, your natural healing occurs at twice the normal rate.

*Augment:* You gain a +2 bonus on all fortitude saves.

## ***Thunderous Yell***

Ascendant

You can let loose a powerful, bowel-shaking cry. This duplicates the effects of *shout*, with the addition that all

creatures with less hit dice than you who fail their Fortitude save become shaken.

## ***Tiger's Jump***

Waking (Continuous)

For the next 24 hours, you gain a +10 bonus on jump checks. You also take no damage from falling, and always land on your feet.

*Augment:* You take no penalty on jump checks for not having a running start.

## ***Tongue of the Sun and Moon***

Waking (Continuous)

You can use *tongues, psionic* as a psi-like ability.

## ***Touch of Truth***

Ascendant

Your touch can dismiss the unnatural and unreal. You can use a targeted *greater dispel magic* as a standard action, with a range of touch. When dispelling an effect of the illusion school, or an effect which is mind affecting, you roll the dispel check twice and use the higher result.

*Augment:* The dispel check is made with a +2 bonus.

## ***Voice of Reason***

Awakened

Your voice resonates with calm power. You may use *command* and *calm emotions* as psi-like abilities, and add your wisdom modifier to Diplomacy checks. This last ability doesn't require any action to use.

# STRIKES

These are techniques used to make special attacks. Like mantras they can be augmented by expending psionic focus, and the same rules are used for determining saving throw DCs. Unlike mantras, strikes seldom take a standard action to activate. Most require either a swift action or a full round action (allowing at most two strikes to be used in one round). Unless otherwise noted, strikes are extraordinary abilities.

## *Waking*

**Deliberate Strike:** Make a single attack which deals double damage.

**Flurry of Blows:** An extra attack at a -2 penalty

**Mindknife Strike:** Deal additional damage to your targets mind.

**Staggering Strike:** Cause an opponent to become staggered.

**Unbalancing Strike:** Reduce an opponents AC unless they can make a balance check.

## *Awakened*

**Elemental Strikes:** Deal elemental damage instead of physical.

**Dancing Assault:** You may move between each attack.

**Ki Projection:** Strike at a distance.

**Knockback Strike:** Send a foe tumbling back to land prone.

**Reflex Strike:** Make an extra attack of opportunity with a bonus.

## *Ascendant*

**Sickening Strike:** A foe you hit becomes nauseated for 1 round.

**Storm of Blows:** Attack every foe you threaten.

**Wounding Strike:** Deal physical ability damage with an attack.

**Vital Strikes:** Resolve your attacks as touch attacks.

## *Perfect*

**Unbounded Assault:** Keep on attacking until you miss.

**Empty Strike:** You attack through the ethereal plane.

**Fatal Strike:** An attack which can paralyze or even kill.

# STRIKE DESCRIPTIONS

## *Dancing Assault*

Awakened

**Activation:** Full round action.

You make a full attack, but can take a 5 foot step after each attack, as well as one before your initial attack. These movements do not provoke attacks of opportunity, but the total distance you travel cannot exceed your move.

*Augment:* You gain a +1 to attack rolls for each previous

attack you made this round.

## *Deliberate Strike*

Waking

**Activation:** Full round action

When you use this technique, you make a single attack with a -2 penalty. If successful, that attack deals double damage.

*Augment:* Activating this technique requires only a standard action.

## *Elemental Strikes*

Awakened

**Activation:** Swift action

When you learn this technique, choose an elemental type. After using this technique, all your attacks until the beginning of your next turn deal that type of damage, instead of physical damage. This technique is a supernatural ability.

*Augment:* Your attacks do an extra 1d6 damage, and on a critical hit deal an extra 1d10 (just like a burst weapon).

## *Empty Strike*

Waking

**Activation:** Full round action

You reach through the ethereal plane to attack your target, piercing physical barriers and striking from unusual angles. It is resolved as an incorporeal touch attack made by an invisible opponent. (Unless the target can see ethereal objects.) Critical hits are always confirmed, as you simply reach into your opponents body to deal the damage. Likewise, cover of any type is ignored unless it also extends into the ethereal plane. (Many sources of cover might also provide concealment, however.) This technique is a supernatural ability.

*Augment:* Activating this technique requires only a standard action.

## *Fatal Strike*

Perfect

**Activation:** Swift

If your next attack succeeds, your opponent must make a Fortitude save. On a failed save, they take an additional 25 damage. If they initially had less than 100 hit points, they also become paralyzed for one round. When this strike is used against an already helpless foe, failure means instant death. When this strike kills your opponent, you may choose to behead or dismember them as part of the attack.

## *Flurry of Blows*

Waking

**Activation:** Full round action.

You make a full attack, and get an additional attack at your highest attack bonus. This attack takes a -2 penalty, as does each other attack made that round.

*Augment:* Your attacks do not take the -2 penalty.

## ***Ki Projection***

Awakened

**Activation:** Swift action

You can project the power of your blows across a distance. Your next melee attack counts as a ranged attack with an increment of 5'.

*Augment:* You can choose to use this technique on any number of attacks you make until the beginning of your next turn.

## ***Knockback Strike***

Awakened

**Activation:** Swift action

Your next attack, if successful, hits with such force that the target must make a Reflex save or be thrown backward 1d6 squares and land prone.

*Augment:* You can choose to use this technique on any number of attacks you make until the beginning of your next turn.

## ***Mindknife Strike***

Waking

**Activation:** Swift action

Your next attack acts as a conduit for a mental attack. If successful, your opponent takes an additional 1d6 damage, plus 1d6 for every two levels above 1 that you possess. A Will save negates this extra damage. This is a mind-affecting supernatural ability.

## ***Reflex Strike***

Awakened

**Activation:** Immediate action

You may make an attack of opportunity at a +2 bonus. This doesn't count against your attacks of opportunity for the round.

*Augment:* Instead of making an attack of opportunity, you can make a normal attack against any target, even though it isn't your turn. You don't get a +2 bonus to this attack.

## ***Sickening Strike***

Ascendant

**Activation:** Swift action

If you succeed in your next attack, the target must make a Fortitude save or become nauseated for 1 minute.

## ***Staggering Strike***

Waking

**Activation:** Swift action

If your next attack hits, your opponent must make a Fortitude save or become staggered for 1 round.

## ***Storm of Blows***

Ascendant

**Activation:** Full round action

When you use this technique, you may make a single attack against every foe who you threaten at your highest attack

bonus.

*Augment:* You may attack any enemy adjacent to a square you threaten as well.

## ***Unbounded Assault***

Perfect

**Activation:** Full round action

You make a series of attacks against a single target. The first is at your normal attack bonus, and each successive attack takes a cumulative -3 penalty. If you miss with an attack, you can't make any more until the beginning of your next turn, including attacks of opportunity. After any successful hit, you can choose to end the assault.

*Augment:* The cumulative penalty is -2 instead of -3.

## ***Unbalancing Strike***

Waking

**Activation:** Swift action

You can land a blow which disrupts your opponents defenses. If your next attack succeeds, the target takes a -3 penalty to AC for one round. An opponent with 5 or more ranks in balance can make a balance check to avoid the effect: the DC is 15 + the damage dealt.

*Augment:* In addition to the AC penalty, your target loses its Dexterity bonus to AC.

## ***Vital Strikes***

Ascendant

**Activation:** Swift Action

You place your blows in such a way that the merest touch damages your opponents. You may resolve all attacks until the end of your turn as touch attacks. You do not add your strength bonus to damage on such attacks, nor can you benefit from extra damage due to the power attack feat. You cannot use this ability against creatures immune to critical hits,

*Augment:* You may add bonus damage from strength as normal to each attack.

## ***Wounding Strike***

Ascendant

**Activation:** Swift action

You make a gruesome strike which aims to debilitates your opponent. If you succeed with your next attack, they take 2 points of damage to their strength, dexterity, or constitution. (Your choice.)

*Augment:* The ability damage is dealt to all three physical attributes.

# FEATS

The following feats supplement the revised monk class.

## *Extend Style*

You extend your style in a new and novel way.

**Prerequisite:** Base attack bonus +1, one style known

**Benefit:** When you select this feat, choose one style and one feat. While you must meet the feat's prerequisites as normal, you can count any bonus feats granted by the chosen style towards these prerequisites. That style now grants you the chosen feat.

**Normal:** You cannot take a feat unless you meet all of its prerequisites.

**Special:** You can take this feat multiple times. Each time, select a new feat.

## *Extra Technique*

You learn a new technique.

**Prerequisite:** One awakened technique

**Benefit:** When you select this feat, choose one technique of a grade below the highest grade you know. You add this technique to your list of techniques known.

**Special:** You may take this feat more than once. Each time you do so, select a new technique.

## *Force of Intellect*

You have applied your intellect to make your mantras harder to resist.

**Prerequisite:** One mantra

**Benefit:** The saving throw DCs of your mantras are modified by your intelligence in place of your wisdom.

## *Mantra Surge*

You temporarily augment a continuous mantra.

**Prerequisite:** Concentration 7 ranks

**Benefit:** As a full round action which expends your psionic focus, you gain the augmented effect of a continuous mantra known to you. This benefit lasts for one minute, and is in addition to the benefit of any currently augmented mantra. This feat can't be used again for a minute.

**Normal:** Augmenting a continuous mantra replaces any other such augmentations.

## *Monk Weapon Training*

When you take this feat, choose one type of weapon.

**Prerequisite:** One monk strike technique, proficiency with selected weapon.

**Benefit:** You can apply your strikes to attacks with the selected weapon. If a strike affects or allows multiple attacks, you can freely mix unarmed strikes and attacks with the selected weapon.

**Normal:** Monk strike techniques only work in conjunction with unarmed strikes.

## *Powerful Strikes*

Your sheer muscular power makes your strikes difficult to resist.

**Prerequisite:** One strike

**Benefit:** The saving throw DCs of your strikes are modified by your strength in place of your wisdom.

## *Style Versatility*

You can quickly switch from one style to another, fast enough to respond to a changing battlefield.

**Prerequisite:** Dex 15, Balance 5 ranks, two or more style techniques known

**Benefit:** You may switch your stance as an immediate action rather than a move action.

### *OPTIONAL RULES: EXTENDING STYLES FROM BELOW*

What if you select a feat that a style grants as one of your normal feats? Then that extra training makes a style slightly stronger. If you take the style's basic feat, then while in its stance you gain an additional +2 bonus to its associated skill. If you then also take the 2nd or 3rd tier feat, you can extend the style as described in the extend style feat.

As an example, if a monk with the Minotaur style took Power Attack as a normal feat, she would gain an additional +2 bonus on Intimidate checks while in the Minotaur stance. If she then took Cleave as well, she could then add Improved Sunder to the feats granted by the minotaur stance.

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