

DUNGEONS & DRAGONS[®]

4th Edition

Custom “Monk” Class

Version 2.1



Class Traits, Disciplines, Feats, and Weapons

*This custom class was created by Burnicus and Arius.
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Custom “Monk” Class

CLASS TRAITS

Role: Defender. You are very tough and have the exceptional ability to contain enemies in melee.

Power Source: Martial/Ki. You have become a master of combat through endless hours of practice, determination, and your own sheer physical toughness. You are also able to manipulate the primal energy of the world, ki, and use it to aid your allies or terrorize your enemies.

Key Abilities: Wisdom, Strength, Dexterity

Armor Proficiencies: Cloth

Weapon Proficiencies: Club, glaive, katana, quarterstaff, sickle, unarmed

Bonus to Defense: +1 to all (except AC)

Hit Points at 1st Level: 14 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier

Trained Skills: From the class skills list below, choose four trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Perception (Wis), Religion (Int), Stealth (Dex)

Build Recommendations: Ki Manipulator, Martial Master, Graceful Dancer

Class Features: Fearless Defender, Unarmed Master, Wisdom of Defense, Meditative Mark, Skill Practice

Dotted across the landscape are monasteries—small, walled cloisters inhabited by monks who pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armor. The inhabitants of monasteries headed by good masters serve as protectors of the people. Ready for battle even when barefoot and dressed in peasant clothes, monks can travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares. In contrast, the residents of monasteries headed by evil masters rule the surrounding lands through fear, as an evil warlord and his entourage might. Evil monks make ideal spies, infiltrators, and assassins.

An individual monk is unlikely to care passionately about championing commoners or amassing wealth. He cares primarily for the perfection of his art and, thereby, his personal perfection. His goal is to achieve a state that is beyond the mortal realm.

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CREATING A MONK

Monks depend greatly on Wisdom, Strength, and Dexterity. Constitution is also recommended, since as a defender you will be taking a lot of hits for your fellow adventurers. Depending on what type of monk you wish to play, you will want one of your three main abilities to be slightly higher than the others. The types of suggested builds are ki manipulator, martial master, and graceful dancer.

Ki Manipulator: You are in control of the raw, natural energy of the world. You manipulate and utilize this force as a feared weapon against your enemies, or as a beacon of soothing light for your allies. Just because you choose to let your ki shine in combat, though, doesn't mean that you're unable to hold your own in close range brawling. Your powers draw almost exclusively on your great wisdom regarding all things ki-related.

Suggested Feat: Ki Practitioner

Suggested Skills: Heal, Insight, Religion, Endurance

Suggested At-Will Powers: *focused strike, ki slash*

Suggested Encounter Power: *fireball!*

Suggested Daily Power: *ki wave*

Martial Master: You have spent your life devoted to the martial arts, for through its intensive training you have gained the power to annihilate your enemies. Why bother slashing them with a blade or piercing their armor with an arrow when you can simply crush their very bodies with your power and expertise. That's not to say that you shun weapons, for in your hands a sharp shuriken or a well-crafted katana only add to the damage you inflict, but unarmed you are easily able to compete with any fighter or ranger. Strength, to you, is more important than anything else, and it shows through your sheer power on the battlefield.

Suggested Feat: Improved Initiative

Suggested Skills: Acrobatics, Athletics, Endurance, Heal

Suggested At-Will Powers: *flurry of blows, knockback strike*

Suggested Encounter Powers: *roundhouse kick*

Suggested Daily Power: *power strike*

Graceful Dancer: Like the Martial Master, you have spent all of your life studying the martial arts. Rather than relying entirely on Strength, though, you have become graceful and fast, using your lightning reflexes and stunning open-handed strikes to subdue and defeat your opponents. Unlike your Martial Master brother, you balk at the idea of using weapons, claiming that your hands, feet, and mind are the only weapons a true master needs. The need for a high Dexterity overrides the temptation of Strength for a martial artist such as yourself, though higher than average Strength is still recommended.

Suggested Feat: Durable

Suggested Skills: Acrobatics, Athletics, Insight, Perception

Suggested At-Will Powers: *focused strike, flurry of blows*

Suggested Encounter Power: *switch strike*

Suggested Daily Power: *quick strike*

MONK CLASS FEATURES

Fearless Defender: Monks receive a +3 item bonus to AC when wearing cloth or no armor.

Meditative Mark: In combat, it can be foolish to ignore a monk. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target and takes 1d4 ki damage. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. In addition, whenever a marked enemy that is adjacent to you shifts or makes an attack that does not include you, that enemy takes ki damage equal to 1d4 + your Wisdom modifier.

Skill Practice: Add a +2 bonus to either Acrobatics or Athletics.

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Unarmed Master: A monk's unarmed attacks do 1d8 damage. Increase to 1d10 at 21st level.

Wisdom of Defense: Monks add their Wisdom modifier to AC and Reflex. This stacks with Dexterity or Intelligence that would normally be added.

MONK POWERS

Your powers are derived from the intense training and discipline that you've endured for most of your life. As such, monk powers are known as "Disciplines."

LEVEL 1 AT-WILL DISCIPLINES

Ki Slash (Monk Attack 1)

At-Will — Ki

Standard Action — Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier ki damage and you or one ally that you can see gain a power bonus of +1 to AC and Reflex against attacks from the target until the end of your next turn
(Increase damage to 2d6 + Wisdom modifier at 21st level)

Knockback Strike (Monk Attack 1)

At-Will — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied
(Increase damage to 2[W] + Strength modifier at 21st level)

Flurry of Blows (Monk Attack 1)

At-Will — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One or two creatures

Attack: Strength vs. AC (melee; both fists)

Hit: 1[W] damage per attack

(Increase damage to 2[W] at 21st level)

Focused Strike (Monk Attack 1)

At-Will — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Dexterity +2 vs. AC

Hit: 1[W] damage

(Increase to damage to 2[W] at 21st level)

LEVEL 1 ENCOUNTER DISCIPLINES

Fireball! (Monk Attack 1)

Encounter — Ki

Standard Action — Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier ki damage

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Roundhouse Kick (Monk Attack 1)**Encounter — Martial, Weapon****Standard Action — Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 1[W] + Strength modifier damage, and you knock the target prone**Evasive Strike (Monk Attack 1)****Encounter — Martial, Weapon****Standard Action — Melee weapon****Target:** One creature**Special:** You may shift a number of squares equal to 1 + your Wisdom modifier either before or after this attack**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage**Switch Strike (Monk Attack 1)****Encounter — Martial, Weapon****Standard Action — Melee weapon****Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage**Effect:** Switch places with any ally within 2 squares**LEVEL 1 DAILY DISCIPLINES****Ki Wave (Monk Attack 1)****Daily — Ki, Force****Standard Action — Close blast 3****Target:** Each creature in blast**Attack:** Wisdom vs. Fortitude**Hit:** 2d8 + Wisdom modifier force and ki damage and you knock the target(s) prone**Miss:** Half damage**Power Strike (Monk Attack 1)****Daily — Martial, Weapon****Standard Action — Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage**Quick Strike (Monk Attack 1)****Daily — Martial, Weapon****Minor Action — Melee weapon****Target:** One creature**Attack:** Strength vs. Reflex**Hit:** 2[W] + Strength modifier damage

LEVEL 2 UTILITY DISCIPLINES

Great Leap (Monk Utility 2)

At-Will — Martial

Move Action — Personal

Prerequisite: You must be trained in Athletics

Effect: Make a high or long jump and determine the DC as though you had had a running start. The distance jumped can exceed your speed

Ki Focus (Monk Utility 2)

Encounter — Ki

Minor Action — Personal

Effect: Gain +2 to your attack rolls until the end of your next turn

Tumble (Monk Utility 2)

Encounter — Martial

Move Action — Personal

Prerequisite: You must be trained in Acrobatics

Effect: You can shift a number of squares equal to one-half your speed

Ki Healing (Monk Utility 2)

Daily — Ki

Standard Action — Close burst 5

Target: One creature within burst

Effect: The target can spend a healing surge. Add 1d4 to the hit points regained

LEVEL 3 ENCOUNTER DISCIPLINES

Ki Mask (Monk Attack 3)

Encounter — Ki

Standard Action — Range 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier ki damage and the target is blinded (save ends)

Ki Charge (Monk Attack 3)

Encounter — Ki, Weapon

Standard Action — Melee weapon

Special: Must charge the target

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Wisdom modifier ki damage. Slide the target 2 squares

Somersault! (Monk Attack 3)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Shift one square away from the target

Precise Strike (Monk Attack 3)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Dexterity +4 vs. AC

Hit: 1[W] + Strength modifier damage

LEVEL 5 DAILY DISCIPLINES

Ki Rain (Monk Attack 5)

Daily — Ki, Zone

Standard Action — Close burst 2

Effect: The burst creates a zone of raining energy that heals an amount of hit points equal to 1 + your Wisdom modifier to all allies in the zone. Enemies in the zone take 1d6 + Wisdom modifier ki damage. You can move the zone 3 squares as a move action

Sustain Minor: The zone persists

Rain of Blows (Monk Attack 5)

Daily — Martial, Weapon

Minor Action — Personal

Effect: Any enemy that starts its turn adjacent to you takes 1[W] as long as you are able to make opportunity attacks

Setup Strike (Monk Attack 5)

Daily — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. One ally within 5 squares of you may make a basic ranged or melee attack against the target

Weakening Strike (Monk Attack 5)

Daily — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Strength modifier damage and the target is weakened (save ends)

Miss: Half damage and the target is not weakened

LEVEL 6 UTILITY DISCIPLINES

Nimble Climb (Monk Utility 6)

At-Will — Martial

Move Action — Personal

Prerequisite: You must be trained in Athletics

Effect: Make an Athletics check to climb a surface. You can move at your full speed during this climb

Absorb the Blow (Monk Utility 6)

Encounter — Ki

Immediate Reaction — Personal

Trigger: You are hit by an attack

Effect: Reduce the damage from the attack by 5 + Wisdom modifier

Weave Through the Fray (Monk Utility 6)

Encounter — Martial

Immediate Interrupt — Personal

Trigger: An enemy moves adjacent to you

Effect: You may shift a number of squares equal to your Wisdom modifier

Ki Cure Minor Wounds (Monk Utility 6)

Daily — Healing, Ki

Standard Action — Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge. Add your Wisdom modifier to the amount of hit points regained

LEVEL 7 ENCOUNTER DISCIPLINES

Cold Ki (Monk Attack 7)

Encounter — Cold, Ki

Standard Action — Close blast 3

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier cold and ki damage. Terrain in the area of effect becomes difficult terrain

Distracting Strikes (Monk Attack 7)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. The target takes a -2 penalty to AC until the end of your next turn

Whirlwind Kick (Monk Attack 7)

Encounter — Martial, Weapon

Standard Action — Close burst 1

Requirement: You must be unarmed

Target: Every enemy within burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Push the target a number of squares equal to your Wisdom modifier. The target is knocked prone

Blinding Ki (Monk Attack 7)

Encounter — Ki, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier ki damage. The target is blinded until the end of your next turn

LEVEL 9 DAILY DISCIPLINES

Ki Barrier (Monk Attack 9)

Daily — Conjuration, Ki

Standard Action — Area wall 5 within 10 squares

Effect: You conjure a wall of contiguous squares filled with constantly punching fists of ki that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the ki barrier are difficult terrain. If a creature enters the barrier's space or starts its turn there, it takes 2d6 + Wisdom modifier damage plus ongoing 5 damage (save ends)

Sustain Minor: The barrier persists

Focused Surge (Monk Attack 9)

Daily — Healing, Ki, Reliable, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier ki damage, and you regain hit points as if you had spent a healing surge

Mobile Attack (Monk Attack 9)

Daily — Martial, Weapon

Standard Action — Melee weapon

Target: One or two creatures

Attack: You can move your speed. At any point during your move, you can make two Strength vs. AC attacks with a melee weapon

Hit: 3[W] + Strength modifier damage

Miss: Half damage

Pressure Point (Monk Attack 9)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and the target is knocked unconscious (save ends). If the unconscious target takes damage, it is no longer unconscious

Miss: Half damage

LEVEL 10 UTILITY DISCIPLINES

Into the Fray (Monk Utility 10)

Encounter — Martial

Minor Action — Personal

Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy

Mass Ki Cure Light Wounds (Monk Utility 10)

Daily — Healing, Ki

Standard Action — Close burst 5

Target: You and each ally in burst

Effect: The targets regain hit points as if they had spent a healing surge. Add your Wisdom modifier to the hit points regained

Crane Stance (Monk Utility 10)

Daily — Martial, Stance

Minor Action — Personal

Effect: Your movement is not hindered by difficult terrain

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Turtle Stance (Monk Utility 10)

Daily — Martial, Stance

Minor Action — Personal

Effect: Enter total defense mode until the end of your next turn

LEVEL 13 ENCOUNTER DISCIPLINES

Sparking Strike (Monk Attack 13)

Encounter — Ki, Lightning

Standard Action — Melee touch

Primary Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier ki and lightning damage. Make a secondary attack

Secondary Target: One creature within 3 squares of you

Secondary Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier ki and lightning damage

Thwap! (Monk Attack 13)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn

Focused Defense (Monk Attack 13)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC (2 attacks if unarmed)

Hit: 1[W] + Strength modifier damage per attack. If you hit with either attack, you gain a power bonus to AC equal to 2 + your Wisdom modifier until the end of your next turn

Staggering Palm Strike (Monk Attack 13)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target cannot shift until the end of your next turn. If the target provokes an opportunity attack from you before the start of your next turn, you gain a bonus to the attack roll and damage roll of the opportunity attack equal to your Strength modifier, and you knock the target prone on a hit

LEVEL 15 DAILY DISCIPLINES

Ki Flame Burst (Monk Attack 15)

Daily — Fire, Healing, Ki

Standard Action — Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier fire and ki damage, and ongoing 10 fire damage (save ends). While this power's ongoing damage is in effect, you and your allies regain hit points equal to 5 + your Wisdom modifier when starting a turn adjacent to one or more targets taking the ongoing damage

Miss: Half damage, and no ongoing fire damage

Power Up! (Monk Attack 15)

Daily — Healing, Martial, Stance, Weapon

Minor Action — Personal

Effect: You gain regeneration equal to your Constitution modifier, a +1 power bonus to AC, and a +1 power bonus to saving throws. Any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, as long as you are able to make opportunity attacks

Hard, Fast, and Continuously! (Monk Attack 15)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirements: You must be unarmed

Targets: One or more creatures

Attack: Strength vs. AC. You alternate left and right fist attacks until you miss. As soon as an attack misses, this attack ends

Hit: 2[W] + Strength modifier damage per attack

LEVEL 16 UTILITY DISCIPLINES

Ki Shield (Monk Utility 16)

Encounter — Conjuration, Ki

Standard Action — Ranged 5

Effect: You conjure a shield that appears in 1 square within range. You and any allies adjacent to the shield gain a +2 bonus to AC. Every round, you can move the shield up to 3 squares within range as a move action. It can't be attacked or damaged and lasts until the end of the encounter

Jump to Safety (Monk Utility 16)

Encounter — Martial

Immediate Interrupt — Personal

Trigger: An enemy targets you with an attack

Prerequisite: You must be trained in Athletics

Effect: Make an Athletics check to jump with a +5 power bonus and move the appropriate distance

Die Hard (Monk Utility 16)

Daily — Healing, Martial

Minor Action — Personal

Effect: You spend a healing surge, regain additional hit points equal to 2d6 + your Constitution modifier, and make a saving throw against one effect that a save can end

Rush (Monk Utility 16)

Daily — Martial, Stance

Minor Action — Personal

Effect: Your speed increases by 2

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LEVEL 17 ENCOUNTER DISCIPLINES

Ki Lock (Monk Attack 17)

Encounter — Charm, Ki

Standard Action — Area burst 3 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier ki damage, and the target is immobilized and unable to make attacks against you until the end of your next turn

Outnumbered, Not Outmatched (Monk Attack 17)

Encounter — Martial, Weapon

Standard Action — Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. You push the target 1 square, and it is knocked prone

Wrathful Strikes (Monk Attack 17)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirements: You must be unarmed

Target: One creature

Attack: Strength vs. AC (right fist and left fist), two attacks

Hit: 1[W] + Strength modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is weakened until the end of your next turn

Blurring Dragon Strike (Monk Attack 17)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn, you can attack it again as an immediate interrupt and deal 2[W] + Dexterity modifier damage if you hit

LEVEL 19 DAILY DISCIPLINES

Ancestral Spirit (Monk Attack 19)

Daily — Conjuraton, Ki

Standard Action — Ranged 10

Target: One creature adjacent to the Ancestral Spirit

Attack: Wisdom vs. AC

Effect: You call upon the spirit of one of your ancestors that occupies 1 square within range, and the spirit attacks an adjacent creature. Once per round as a minor action, you can make the spirit attack an adjacent creature. Every round, you can move the spirit 5 squares as a move action. It lasts until the end of the encounter

Chosen Target (Monk Attack 19)

Daily — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage

Effect: Until the end of the encounter, you can make a melee basic attack against the target as a free action if you are adjacent to it and it either shifts or attacks one of your allies

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Fists of Three Winds (Monk Attack 19)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Targets: One, two, or three creatures

Attack: Strength vs. AC, three attacks

Hit: 2[W] + Strength modifier damage (first attack; right fist), 2[W] + Strength modifier damage (second attack; left fist), and 1[W] + Strength modifier damage (third attack; right fist). A target hit once is dazed until the end of your next turn. A target hit twice is stunned until the end of your next turn. A target hit three times is weakened and stunned until the end of your next turn.

Miss: Half damage per attack, and the target is not dazed, stunned, or weakened

Effect: After the first attack and after the second attack, you can shift 1 square

Wrist-Lock Flip (Monk Attack 19)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 4[W] + Dexterity modifier damage, and you slide the target a number of squares equal to your Strength modifier. If an obstacle (including a creature) arrests the slide, both the target and the obstacle take 1d6 damage and the target ends its movement in the square it occupied before it collided with the obstacle

LEVEL 22 UTILITY DISCIPLINES

Uncanny Mobility (Monk Utility 22)

Encounter — Martial

Move Action — Personal

Effect: Shift a number of squares equal to your Wisdom modifier

Ki Purification (Monk Utility 22)

Daily — Ki

Standard Action — Close burst 5

Targets: You and each ally in burst

Effect: Every effect that a save can end is removed from the targets

Life or Death Desperation (Monk Utility 22)

Daily — Martial

Minor Action — Personal

Requirement: An ally within 10 squares is dying

Effect: You gain an action point that you must spend during your current turn

LEVEL 23 ENCOUNTER DISCIPLINES

Ki Blast (Monk Attack 23)

Encounter — Ki

Standard Action — Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 6d6 + Wisdom modifier ki damage

Lure Them In (Monk Attack 23)

Encounter — Charm, Martial, Weapon

Standard Action — Close burst 4

Target: Each enemy in burst you can see

Effect: Each target must shift 3 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (close burst 1)

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage

Spinning Backhands (Monk Attack 23)

Encounter — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One or two creatures

Attack: Strength vs. AC (right and left fists), two attacks

Hit: 2[W] + Strength modifier damage per attack. If one attack hits, the target takes a -2 penalty to attack rolls until the end of your next turn. If both attacks hit the same target, this penalty worsens to -4

Effect: If any adjacent creature makes an attack against you and misses before the start of your next turn, make a melee basic attack against it with both your right and left fists as an immediate reaction

Advantage of the Moment (Monk Attack 23)

Encounter — Martial, Weapon

Immediate Reaction — Melee 1

Trigger: An ally damages a creature adjacent to you

Requirement: You must be unarmed

Target: The creature your ally damaged

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage

LEVEL 25 DAILY DISCIPLINES

Illuminating Strike (Monk Attack 25)

Daily — Ki

Standard Action — Melee touch

Target: One creature

Attack: Wisdom vs. AC

Hit: 6[W] + Wisdom modifier ki damage

Effect: The target takes a -2 penalty to all defenses (save ends)

Thunderous Smash (Monk Attack 25)

Daily — Martial, Reliable, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage, and all of your enemies you can see are marked until the end of your next turn

Hit and Run (Monk Attack 25)**Daily — Martial, Weapon****Standard Action — Melee** weapon**Requirement:** You must be unarmed**Target:** One creature**Attack:** Strength vs. AC (melee; both fists), two attacks**Hit:** 2[W] + Strength modifier damage per attack**Miss:** Half damage per attack**Effect:** After making these attacks, you can shift a number of squares equal to your Wisdom modifier**Hit Them Low (Monk Attack 25)****Daily — Martial, Weapon****Standard Action — Melee** weapon**Requirement:** You must be unarmed**Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 4[W] + Dexterity modifier damage, and the target takes ongoing 10 damage and is slowed (save ends both)**Miss:** Half damage, and the target takes ongoing 5 damage and is slowed (save ends both)**LEVEL 27 ENCOUNTER DISCIPLINES****Soothing Aura (Monk Attack 27)****Encounter — Healing, Ki****Standard Action — Area** burst 2 within 10 squares**Target:** Each enemy in burst**Attack:** Wisdom vs. Will**Hit:** 3d8 + Wisdom modifier ki damage**Effect:** You and each ally in the burst regain hit points equal to 10 + your Wisdom modifier and make a saving throw**Vicious Combo Assault (Monk Attack 27)****Encounter — Martial, Weapon****Standard Action — Close** burst 1**Primary Target:** Each enemy in burst you can see**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage**Effect:** You can shift 2 squares, and then make a secondary attack**Secondary Target:** Each enemy in close burst 1**Secondary Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage**Explosive Aura (Monk Attack 27)****Encounter — Ki****Standard Action — Close** burst 1**Target:** Each enemy in burst you can see**Attack:** Wisdom vs. AC**Hit:** 1[W] + Wisdom modifier ki damage**Effect:** You can shift a number of squares equal to 1 + your Wisdom modifier, and make another close burst 1 attack (as above)

Graceful Deflection (Monk Attack 27)

Encounter — Martial, Weapon

Standard Action — Close burst 1

Requirement: You must be unarmed

Target: Each enemy in burst you can see

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. If the target makes a melee attack against you before the end of your next turn, you can make it attack another creature of your choice instead, including itself

LEVEL 29 DAILY DISCIPLINES

Elemental Ki (Monk Attack 29)

Daily — Cold, Fire, Ki, Lightning, Thunder, Zone

Standard Action — Area burst 5 within 20 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 6d10 + Wisdom modifier cold, fire, ki, lightning, and thunder damage. Resistance doesn't reduce the damage unless the target has resistance to all five damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the four damage types is subject to that vulnerability

Miss: Half damage

Effect: The burst creates a stormy zone until the end of your next turn

Sustain Minor: When you sustain this power, make a Wisdom vs. Reflex attack against every enemy within the zone, dealing 2d10 + Wisdom modifier lightning damage if you hit and half damage if you miss

Merciless Blow (Monk Attack 29)

Daily — Martial, Reliable, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage

Reflexive Assault (Monk Attack 29)

Daily — Martial, Weapon

Immediate Interrupt — Melee weapon

Trigger: An enemy hits you with a melee attack

Requirement: You must be unarmed

Target: The triggering enemy

Attack: Strength vs. AC, two attacks (both fists)

Hit: 3[W] + Strength modifier damage (right fist) and 1[W] + Strength modifier damage (left hand). If both attacks hit, the target's attack misses

Miss: Half damage with your right fist, and no damage with your left fist

Immobilizing Pressure Point (Monk Attack 29)

Daily — Martial, Weapon

Standard Action — Melee weapon

Requirement: You must be unarmed

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 5[W] + Dexterity modifier damage, and the target is immobilized (save ends). If the target succeeds on its saving throw, it is slowed (save ends). Saving throws against these effects take a -5 penalty

Miss: Half damage, and the target is slowed (save ends). Saving throws against this effect take a -5 penalty

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PARAGON PATHS

KI WARRIOR

Prerequisite: Monk class

Through your intensive contact with ki energy, you have become a mighty warrior unrivaled in your ability to manipulate the planet's basest power source. By channeling that power through your body, you can perform amazing attacks in battle, as well as defending and healing your allies in the midst of combat.

Ki Warrior Path Features

Ki Critical (11th Level): Your powers that have the ki keyword can score critical hits on a roll of 19 or 20

Radiant Ki (11th Level): When you spend an action point to take an extra action, you can also choose an enemy within 5 squares of you. That enemy takes ongoing ki damage equal to your level

Blood and Ki (16th Level): An enemy that bloodies you with an attack is outlined with ki radiance, granting combat advantage to you and your allies until the end of your next turn

KI WARRIOR DISCIPLINES

Ki Explosion (Ki Warrior Attack 11)

Encounter — Divine, Ki

Standard Action — Close burst 8

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier ki damage. If the target is undead, it is stunned until the end of your next turn

Ki Step (Ki Warrior Utility 12)

Daily — Ki, Teleportation

Move Action — Personal

Effect: You may teleport up to 10 squares

Ki Destruction (Ki Warrior Attack 20)

Daily — Ki

Standard Action — Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier ki damage

Effect: At the start of your next turn, the target is the center of a burst 5 ki explosion that affects only your enemies

Attack: Wisdom vs. Reflex

Hit: 3d10 ki damage

Miss: Half damage

IRON WARRIOR

Prerequisite: Monk class

You've have trained your body to the point that it is stronger than iron. Your attacks are far more powerful than ever before, but now you have a greater chance of critically wounding anything foolish enough to oppose you in battle.

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Iron Warrior Path Features

Iron Warrior's Action (11th Level): You can spend an action point to reroll one attack roll or damage roll instead of taking an extra action

Fist Precision (11th Level): You score critical hits on a roll of 19 or 20

Fist Advantage (16th Level): When you score a critical hit, make another melee basic attack against the target

IRON WARRIOR DISCIPLINES

Critical Smash (Iron Warrior Attack 11)

Encounter — Martial, Weapon

Minor Action — Melee weapon

Target: The same creature that you just scored a critical hit against

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Meditative Preparation (Iron Warrior Utility 12)

Daily — Martial, Weapon

Minor Action — Personal

Effect: Until the end of the encounter, your attacks deal an extra amount of damage equal to your Strength modifier + your Constitution modifier

Cut Them Down! (Iron Warrior Attack 20)

Daily — Martial, Weapon

Standard Action — Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage and ongoing 10 damage (save ends)

Special: If you score a critical hit on this attack, the ongoing damage is 20 instead

Miss: 2[W] + Strength modifier damage and no ongoing

DRUNKEN MASTER

Prerequisite: Monk Class

Your love of the bottle has overtaken your drive to continue training. Though your enemies and even your allies may scoff at you, you simply smile to yourself knowingly. Strangely enough, within the stupor of your drunkenness, you have discovered an entirely new level of power and ferocity.

Drunken Master Path Features

Drunken Stupor Toughness (11th Level): Gain 2 extra healing surges per day

Drunken Action (11th Level): When you spend an action point to take an extra action, you may also shift 3 squares

Drunken Flailing (16th Level): As long as you are able to make opportunity attacks, two adjacent enemies of your choice take damage equal to your strength modifier at the end of your turn

DRUNKEN MASTER DISCIPLINES

Tangle the Legs (Drunken Master Attack 11)

Encounter — **Martial, Weapon**

Immediate Interrupt — **Melee** weapon

Trigger: An adjacent enemy shifts or moves

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and the target is immobilized until the end of its next turn

Stumbling Speed (Drunken Master Utility 12)

Daily — **Martial**

Move Action — **Personal**

Effect: Until the end of the encounter, your speed increases by 4. You can move no more than 3 squares in any one direction in a row

Gimme a Drink... Friendshh (Drunken Master Attack 20)

Daily — **Healing, Martial, Weapon**

Standard Action — **Melee** weapon

Requirement: You must be unarmed

Special: You may spend a healing surge before attacking

Primary Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage

Effect: The target is marked until the end of the encounter

Secondary Target: One creature other than the primary target

Attack: Strength vs. AC

Hit: 2 [W] + Strength modifier damage

Effect: The target is marked until the end of the encounter

DEATH DANCER

Prerequisite: Monk class

You have reached a pinnacle of martial arts ability. No movement is wasted, every opportunity to attack is taken advantage of as you dance across the battlefield, a blur to all but the most skilled warriors. Many find your graceful dance-like technique as amusing... But not for long.

Death Dancer Path Features

Nimble Step (11th Level): Instead of moving your speed during your move action, you may shift a number of squares equal to your speed -2

Graceful Action (11th Level): When you spend an action point, you may shift a number of squares equal to your speed

Bloody Dance (16th Level): Whenever you bloody an enemy in combat, add 2 to your speed until the end of your next turn and gain a power bonus to your Reflex defense equal to your Dexterity modifier

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DEATH DANCER DISCIPLINES

Stunning Palm Strikes (Death Dancer Attack 11)

Encounter — **Martial, Weapon**

Standard Action — **Melee** weapon

Requirement: You must be unarmed

Target: One or two creatures

Attack: Dexterity vs. AC (two attacks, left hand and right hand)

Hit: 2[W] damage per attack. The target is stunned (save ends)

Effect: If both attacks hit, you may shift a number of squares equal to your speed -3

Blurring Dance (Death Dancer Utility 13)

Daily — **Martial**

Move Action — **Personal**

Effect: You may shift 8 squares and you gain a +2 power bonus to your AC and Reflex defense

Point of Death (Death Dancer Attack 20)

Daily — **Martial, Weapon**

Standard Action — **Melee** weapon

Requirement: You must be unarmed

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4[W] + Dexterity modifier damage. For all effects and purposes, the target is dying, even if it is above 0 hit points. If the target fails its death saves, it dies

MONK SPECIFIC FEATS

Heroic Tier Feats

Ki Practitioner — **Prerequisite:** Wisdom 13

Benefit: You gain a +2 to attack rolls for any ability using the ki keyword

11th Level: +4 to attack rolls for any ability using the ki keyword

21st Level: +6 to attack rolls for any ability using the ki keyword

Paragon Tier Feats

Healing Ki — **Prerequisite:** Wisdom 17

Benefit: Any power with the ki keyword heals 1 + your Wisdom modifier hit points to any ally within close burst 2

Uber Fists — **Prerequisite:** Strength 17

Benefit: Increase the damage class of your unarmed attacks by 1 (1d8→1d10→1d12→2d8)

Epic Tier Feats

Ki Storm — **Prerequisite:** Monk, Ki Warrior Paragon Path

Benefit: When you score a critical hit with a power that has the ki keyword, the target begins to glow brightly (save ends).

The target's space and all squares adjacent to it are illuminated by bright light. Invisible creatures become visible while they are in affected squares, and attack rolls against creatures in those squares take no penalty for concealment. Any foe that ends its turn in an affected square (including the original target) takes 2d6 ki damage

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Godhands — **Prerequisites:** Monk, Uber Fists

Benefit: Increase the damage class of your unarmed attacks by 1 (1d8→1d10→1d12→2d8). Your unarmed attacks deal an extra amount of ki damage equal to your Wisdom modifier

Multiclass Feat

Combat Disciple — **Prerequisite:** Wisdom 13 or Strength 13

Benefit: You gain training in one skill from the Monk's skill list. Choose one of the following Monk At-Will powers when taking this feat: Ki Slash or Knockback Strike. You may use that power once per encounter

MONK SPECIFIC WEAPONS

Weapon	Proficiency	Damage	Range	Price	Weight	Group	Properties
Unarmed	+3	1d8	—	—	—	Unarmed	—
Katana (<i>Superior melee</i>)	+3	1d8	—	30 gp	2 ½ lb.	Light blade	Versatile, high crit
Nunchaku (<i>Superior melee</i>)	+2	1d6	—	5 gp	2 lb.	Flail	Off-hand

Enhancements: A monk may add any enhancement to his fists as if they were a weapon. When a monk chooses an enhancement for his fists, it is considered to be an enhancement to a pair of gloves that the monk has in his possession

VERSION HISTORY

Version 2.1 (June 16, 2009)

Changed the “Fearless Defender” class feature; it now adds the +3 bonus if the monk is wearing no armor as well as cloth armor.

Changed the katana weapon from a heavy blade to a light blade. After some research, it was discovered that a typical katana weighs only 2-2 ½ pounds rather than the 5 pounds it was stated as before. The katana is considered a superior melee weapon.

Changed the nunchaku weapon’s group from blunt (which doesn’t exist) to flail. The nunchaku is considered a superior melee weapon.

Version 2 (March 7, 2009)

Made several minor changes to most of the “ki” monk powers. Several of them had both “Ki” and “Martial” as keywords, and as they are each different power sources, I felt that it made no sense to have both of them on some of the powers. The “Ki Practitioner” feat has been changed, now adding a +2 bonus at heroic tier, a +4 bonus at paragon tier, and a +6 bonus at epic tier. Added “Uber Fists” as a prerequisite to the epic tier “Godhands” feat.

CREDITS

A huge thanks, of course, to Burnicus from the Bolermos boards (www.bolermos.forumotion.com) for starting this class (even if you DID dump it on me to finish!), and to Hayato Sakasuki (also from the Bolermos Boards) for play-testing it.

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