

MONK

Hit Die: d10.

Class Skills: Autohypnosis (Wis)*, Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (psionics) (Int)*, Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha)*.

*These skills are only on the monk class skill list if the campaign makes use of psionics.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Monk

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	AC bonus, Improved Unarmed Strike, greater unarmed strike, Wild Talent
2nd	+2	+3	+3	+3	Bonus feat
3rd	+3	+3	+3	+3	
4th	+4	+4	+4	+4	Bonus feat
5th	+5	+4	+4	+4	
6th	+6/+1	+5	+5	+5	Bonus feat
7th	+7/+2	+5	+5	+5	
8th	+8/+3	+6	+6	+6	Bonus feat
9th	+9/+4	+6	+6	+6	
10th	+10/+5	+7	+7	+7	Bonus feat
11th	+11/+6/+1	+7	+7	+7	
12th	+12/+7/+2	+8	+8	+8	Bonus feat
13th	+13/+8/+3	+8	+8	+8	
14th	+14/+9/+4	+9	+9	+9	Bonus feat
15th	+15/+10/+5	+9	+9	+9	
16th	+16/+11/+6/+1	+10	+10	+10	Bonus feat
17th	+17/+12/+7/+2	+10	+10	+10	
18th	+18/+13/+8/+3	+11	+11	+11	Bonus feat
19th	+19/+14/+9/+4	+11	+11	+11	
20th	+20/+15/+10/+5	+12	+12	+12	Bonus feat

Weapon and Armor Proficiency

Monks are proficient with all simple weapons.

AC Bonus (Ex)

The monk gains a +4 bonus to AC.

The monk loses this bonus when she is immobilized or helpless, when she uses any armor or shield, when she carries a medium or heavy load, or when she is not in her natural form.

Improved Unarmed Strike

Monks gain Improved Unarmed Strike as a bonus feat.

Greater Unarmed Strike (Ex)

A Medium monk's unarmed strike deals 1d10 points of bludgeoning damage, and has a 19-20 critical threat range. (A Small monk deals 1d8, while a Large monk deals 2d8.)

A monk's unarmed strike requires the effort of her entire body, thus, a monk's unarmed strike is considered a two-handed weapon, and follows the normal rules for two-handed weapons (including requiring both hands to use). A monk can still use the Weapon Finesse feat with her unarmed strikes, and can still use her unarmed strike in a grapple.

A monk's unarmed strike is treated as a manufactured weapon.

Wild Talent

Monks gain Wild Talent as a bonus feat. Ignore this class ability if your campaign does not use psionics.

Bonus Feat

Monks gain various abilities which reflect their growing knowledge of their physical bodies and spiritual selves. At each even numbered-level, a monk gains a bonus feat off of the following list or any feat that says it can be selected as a monk bonus feat.

Combat Expertise, Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Grapple, Improved Trip, Snatch Arrows, Stunning Fist.

A monk must still meet all prerequisites for a bonus feat except for base attack bonus prerequisites. The monk loses the benefits of these feats when she uses any armor or shield or when she carries a medium or heavy load.

If you are using the psionics in your campaign, a monk can take psionic feats as monk bonus feats. A monk does have to meet base attack bonus prerequisites to select a psionic feat.

NEW FEATS

ABUNDANT STEP

You can slip between spaces by passing through the spirit realm.

Prerequisites: Wis 15, monk level 8th.

Benefit: You can use *dimension door* once per day as a spell-like ability. The caster level for this ability is equal to your monk level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

ARMOR OF INSIGHT

You are protected by your intuitive danger sense.

Prerequisites: Wis 13, monk level 2nd.

Benefit: You add your Wisdom bonus to AC.

Special: This feat can be selected as a monk bonus feat.

The monk loses this bonus when she is immobilized or helpless, when she uses any armor or shield, when she carries a medium or heavy load, or when she is not in her natural form.

BASTION OF THE SOUL

Your spirit will not be weakened by corruption.

Prerequisites: Wis 15, monk level 8th.

Benefit: You can use *death ward* once per day as a spell-like ability. The caster level for this ability is equal to your monk level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

EVASION

You dodge area attacks with great aplomb.

Prerequisite: Monk level 2nd.

Benefit: If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.

Special: This feat can be selected as a monk bonus feat.

DIAMOND BODY

Your body is hardened by your training, rendering it partially incorruptible.

Prerequisite: Monk level 2nd.

Benefit: You are immune to poison and disease.

Special: This feat can be selected as a monk bonus feat.

DIAMOND SOUL

Your spiritual strength drives magic away from your body.

Prerequisites: Wis 15, Still Mind, monk level 6th.

Benefit: You gain spell resistance equal to your monk level + 10.

Special: This feat can be selected as a monk bonus feat.

EMPTY BODY

You subsume your body in your spirit, allowing you to pass unhindered through the physical world.

Prerequisites: Wis 19, monk level 18th.

Benefit: You can use *etherealness* once per day as a spell-like ability. The caster level for this ability is equal to your class level.

Special: This feat can be selected as a monk bonus feat.

EYES OF MYSTIC SIGHT

You can see magical auras with your naked eye.

Prerequisite: Wis 15, monk level 6th.

Benefit: You can use *arcane sight* once per day as a spell-like ability. The caster level for this ability is equal to your class level.

Special: This feat can be selected as a monk bonus feat.

FIND THE PATH

You walk the world without a step misplaced.

Prerequisite: Wisdom 17, monk level 12th.

Benefit: You can use *find the path* once per day as a spell-like ability. The caster level for this ability is equal to your class level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

FLEETNESS OF THE CHEETAH

Your feet are swift and powerful.

Prerequisite: Monk level 2nd.

Benefit: You gain a +5 enhancement bonus to land speed for every two monk levels you have.

Special: This feat can be selected as a monk bonus feat.

FORTITUDE OF THE STONE

You feel heat and cold as a stone does.

Prerequisite: Monk level 2nd.

Benefit: You can use *endure elements* at will as a spell-like ability. The caster level for this ability is equal to your class level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

FREEDOM OF MOVEMENT

Nothing can bar your passage.

Prerequisite: Wisdom 15, monk level 8th.

Benefit: You can use *freedom of movement* once per day as a spell-like ability. The caster level for this ability is equal to your class level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

IMPROVED EVASION

You are unparalleled at dodging area attacks.

Prerequisites: Evasion, monk level 8th.

Benefit: If you fail a Reflex saving throw against an attack that normally deals half damage on a successful save, you take half damage.

Special: This feat can be selected as a monk bonus feat.

KNOWLEDGE OF THE SELF

You can look inside yourself for the answer to a question.

Prerequisites: Wis 15, monk level 8th.

Benefit: You can use *divination* once per day as a spell-like ability. The caster level for this ability is equal to your monk level.

Special: This feat can be selected as a monk bonus feat.

LEAP OF THE CLOUDS

You leap as though you sought the clouds.

Prerequisites: Jump 5 ranks, monk level 2nd.

Benefit: When making a Jump check, the DC doesn't double if you don't get a running start, and a running start grants you a +10 bonus on your Jump check.

Special: This feat can be selected as a monk bonus feat.

LEAP OF THE HEAVENS

You leap beyond the limits of flesh and bone.

Prerequisite: Wisdom 11, Jump 5 ranks, Leap of the Clouds, monk level 2nd.

Benefit: You can use *jump* once per day as a spell-like ability. The caster level for this ability is equal to your class level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

MOTION WITHOUT THOUGHT [PSIONIC]

You react to danger before you know of danger.

Prerequisite: Wisdom 13, monk level 6th.

Benefit: You can use *danger sense* once per day as a psi-like ability. The manifester level for this ability is equal to your monk level.

Special: This feat can be selected as a monk bonus feat.

PERFECT STRIKE

You have trained yourself to act with perfect clarity in battle.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, monk level 18th.

Benefit: To use this ability, a monk must expend three daily uses of the Stunning Fist feat. For 1 round, all unarmed strikes the monk makes gain a +6 bonus on attack and damage rolls.

Special: This feat can be selected as a monk bonus feat.

QUIVERING PALM

You have learned the dreaded technique of the quivering palm.

Prerequisites: Wis 15, monk level 10th.

Benefit: You can use *slay living* once per day as a spell-like ability. The caster level for this ability is equal to your monk level. The save DC is 10 + one-half your monk level + your Wisdom bonus.

Special: This feat can be selected as a monk bonus feat.

SIGHT WITHOUT SIGHT [PSIONIC]

You can see without eyes, and hear without ears.

Prerequisites: Wis 11, monk level 2nd.

Benefit: You can use *synesthesia* at will as a psi-like ability. The manifester level for this ability is equal to your monk level.

Special: This feat can be selected as a monk bonus feat.

SLOW FALL

You have conditioned your body to absorb the impact of a fall.

Prerequisite: Monk level 2nd.

Benefit: You treat a fall as 10 feet shorter for every two monk levels you have.

Special: This feat can be selected as a monk bonus feat.

STILL MIND

Your mind is calm and steady, protecting you from outside interference.

Prerequisite: Monk level 2nd.

Benefit: You gain a +3 bonus on saving throws vs. enchantment effects.

Special: This feat can be selected as a monk bonus feat.

TIMELESS BODY

Your body is as unhampered by age as your soul.

Prerequisites: Wis 15, monk level 16th.

Benefit: You no longer take penalties to your ability scores for aging and cannot be magically aged. Bonuses still accrue, and you still die of old age when your time is up.

Special: This feat can be selected as a monk bonus feat.

TONGUE OF THE SUN AND MOON

You can speak with any creature.

Prerequisites: Wis 13, monk level 6th.

Benefit: You can use *tongues* at will as a spell-like ability. The caster level for this ability is equal to your monk level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

TRANSCENDENCE

You are a magical creature, not a mere man.

Prerequisites: Wis 19, monk level 20th.

Benefit: Your type changes to outsider, although you can still be raised or resurrected as though you were your previous type. You gain damage reduction 10/magic. You can use *miracle* once per day as a spell-like ability. The caster level for this ability is equal to your monk level. You must still pay the XP cost for using *miracle*.

Special: This feat can be selected as a monk bonus feat.

UNBLINKING EYE

You see through the petty tricks of lesser creatures.

Prerequisites: Wis 15, monk level 10th.

Benefit: You can use *true seeing* once per day as a spell-like ability. The caster level for this ability is equal to your class level. You can only use this ability on yourself.

Special: This feat can be selected as a monk bonus feat.

VOICE OF IRON

Your words have strength beyond their sound.

Prerequisites: Wis 15, monk level 10th.

Benefit: You can use *greater command* once per day as a spell-like ability. The caster level for this ability is equal to your monk level. The save DC is 10 + one-half your monk level + your Wisdom bonus.

Special: This feat can be selected as a monk bonus feat.

WALK OF PASSAGE

You can pass through walls.

Prerequisites: Wis 17, monk level 14th.

Benefit: You can use *phase door* once per day as a spell-like ability. The caster level for this ability is equal to your monk level.

Special: This feat can be selected as a monk bonus feat.

WAY OF THE STONE [PSIONIC]

You fight the same way a stone does—by enduring.

Prerequisites: Wis 15, monk level 8th.

Benefit: You can use *immovability* once per day as a psi-like ability. The manifester level for this ability is equal to your monk level.

Special: This feat can be selected as a monk bonus feat.

WHOLENESS OF BODY

You can restore your body by focusing your spirit.

Prerequisite: Monk level 2nd.

Benefit: You gain the spell-like ability to heal yourself of a number of hit points of damage equal to twice your monk level each day. You can spread this healing out among several uses. This ability is the equivalent of a 1st level spell.

Special: This feat can be selected as a monk bonus feat.

WORD OF SPIRIT

You can speak a single word of power that exemplifies your spirit.

Prerequisite: Wis 17, alignment other than true neutral, monk level 14th.

Benefit: You can use *blasphemy*, *dictum*, *holy word*, or *word of chaos* once per day as a spell-like ability. The caster level for this ability is equal to your monk level. You can only use the spell-like ability if its alignment descriptor matches your alignment.

Special: This feat can be selected as a monk bonus feat.

NEW WEAPON

Studded Leather Gloves

Simple light melee weapon—Cost: 2 gp; Weight: 1 lb.

Studded leather gloves allow a character to deal lethal damage with unarmed strikes without suffering a -4 penalty on attack rolls.

Masterwork bonuses or magical properties applied to the gloves affect the unarmed strike of their user. For example, +2 *flaming studded leather gloves* would give their user a +2 enhancement bonus on attack and damage rolls with unarmed strikes, and the unarmed strikes would deal an additional +1d6 fire damage.

The striking surface of studded leather gloves is metallic, allowing studded leather gloves to be made of adamantine, alchemical silver, or cold iron. (The gloves do not have enough metal content to benefit from mithral.)

Note: A campaign with this piece of equipment should not allow the *amulet of mighty fists*.

NEW MAGIC ITEM

Amulet of Slashing Claws

This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with natural weapons.

Faint evocation; CL 5th; Craft Wondrous Item, greater magic fang, creator's caster level must be at least three times the amulet's bonus;

Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5).