

Monk (priest class)

The monk is an ascetic that pursues spiritual enlightenment, mental, and physical perfection through martial prowess.

Ability Requirements: Strength 12, Dexterity 15, Constitution 9, Wisdom 15

Race: Human

Prime Requisite: Dexterity and Wisdom 16+

Alignment: Any Lawful

Weapons: Special

Armor: No armor or shields

Level	Experience Required	Abilities	Style Attacks	Unarmed Damage	Movement Rate	AC Bonus
1	0	Combat Style, Stunning Strike, Thief Skills	1	1d4	15	+0
2	2,500	Focused Combat	1	1d6	15	+0
3	5,000	Evasion	1	1d6	16	+0
4	10,000	Slow Fall 20'	3/2	1d8	16	+1
5	20,000	Blinding/Deafening Strike, Purity of Body	3/2	1d8	17	+1
6	40,000	Slow Fall 30'	3/2	1d8	17	+1
7	80,000	Metal Strike, Wholeness of Body	2	1d8	18	+2
8	160,000	Slow Fall 40'	2	1d10	18	+2
9	320,000	Magic Strike +1, Quiet Mind	2	1d10	19	+2
10	420,000	+1 Initiative, Slow Fall 50'	5/2	1d10	20	+3
11	620,000	Crippling Strike, Diamond Body	5/2	1d10	21	+3
12	820,000	Slow Fall 60'	5/2	2d6	22	+4
13	1,020,000	Magic Strike +2	3	2d6	23	+4
14	1,320,000	Improved Evasion	3	2d6	24	+5
15	1,720,000	+2 Initiative	3	2d6	25	+5
16	2,220,000	Magic Strike +3	7/2	2d8	26	+6
17	2,720,000	Tongue of the Sun and Moon	7/2	2d8	27	+7
18	3,220,000	Lethal Strike	7/2	2d8	28	+8
19	3,720,000	Empty Body	4	2d8	29	+9

20	4,220,000	Perfect Body	4	2d10	30	+10
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The monk uses the priest Hit Dice, THACO, and saving throw progression. Monks can use skills from the general, warrior, and rogue skill lists. Outside of their combat style selection, they can only use simple weapons, such as clubs, crossbows, daggers, darts, javelins, knives, polearms, slings, spears, and staves. Monks can use any magic item that is useable by rogues, but can own no more than five magic items and no more wealth than what is necessary to sustain themselves, donating most of their earnings to charities.

AC Bonus: When unarmored and unencumbered, monks can add their mental defense Wisdom modifier to their armor class.

Unarmed Damage: Monks gain the ability to do lethal damage with their attacks. As they advance in levels, the damage that they can do while unarmed increases.

Style Attacks: As the monk advances in levels, the number of attacks that they are able to perform with their chosen combat style increases. When fighting in a manner not consistent with their combat style, their number of attacks increases as a warrior of equivalent level.

Movement Rate: While unarmored and unencumbered, the monk's base movement rate increases as they advance in levels.

Combat Style: A monk chooses a combat style to use as their path to self perfection. Once a combat style is selected, it cannot be changed. The combat styles that can be selected are pugilism, wrestling, martial arts, and weapon focus. The monk can spend CSP's to specialize in other forms of combat, but their special class abilities will only work with this particular style that is chosen at creation, which can be further enhanced by spending additional CSPs as they advance in levels. Where appropriate, unarmed damage listed on referenced tables is replaced with the monk's unarmed damage.

Pugilism: This combat style grants the monk a +1 to hit and damage with their brawling attacks, and they can select the next two higher, or lower maneuver results on the brawling-attack table. The monk is viewed as having a single specialization in brawling-attack.

Wrestling: This combat style grants the monk a +1 to hit and damage with their wrestling attacks, and they can select the next two higher, or lower maneuver results on the wrestling table. The monk is viewed as having a single specialization in wrestling.

Martial Arts: This combat style costs the monk 1 CSP to select at creation and grants the monk +1 to hit and damage with their attacks, and they can select the next higher, or lower maneuver results on the martial arts table. The monk gains one additional martial arts attack per round if both hands are empty. The monk is viewed as having proficiency and specialization in martial arts.

Weapon Focus: This combat style costs the monk 1 CSP to select at creation and grants the monk +1 to hit and damage with attacks with their chosen weapon. The monk is viewed as having proficiency and specialization in their specific weapon.

In each chosen combat style, the monk may continue to spend CSP's to continue advancing their capabilities.

Stunning Strike: A monk may attempt to attack an opponent with an stunning attack a number of times per day equal to half their monk level, rounded up, with their chosen combat style. If the attack is successful, the

opponent must make a saving throw against paralyzation, or be stunned for one round dropping all held items and unable to perform any actions, or even defend themselves. Reference page 67 of FG&G for additional information on being stunned.

Thief Skills: The monk gains access to certain thieving skills as listed below with their starting base scores. All monks receive 30 points to add to their skills, no more than 15 can be added to a single skill. At each subsequent level they gain an additional 15 points, and no single skill can be raised by more than 10 points. As a thief, no skill can be raised above 95%, and a skill dropped below 1% cannot be used. The thieving skill modifiers can be used by the monk for dexterity and race, but not for armor. Note: the monk can find traps, but cannot remove them.

Find Traps	Move Stealthily	Hide in Shadows	Detect Noise	Climb Walls
5%	5%	5%	10%	50%

Focused Combat: Starting at 2nd level, the monk is able to use the warrior THACO when in combat using their chosen combat style, and when fighting a number of opponents that do not exceed half their level, rounded down, unaided. The monk will use their monk level as the corresponding warrior level.

Additionally, the monk also gets to add $\frac{1}{2}$ their monk level, rounded down, as bonus damage for their attacks. This bonus damage can only be used against living creatures with anatomies similar to monk (i.e. with a skeletal frame, muscles, a nervous system, etc.).

For example, a 4th level monk would use the warrior THACO of 17 when engaged in melee combat with two opponents, but if they are engaged in melee against three opponents they would use the priest THACO of 18. The same monk would be doing 1d8+2 points of damage for each attack when engaged with the two opponents as well.

Evasion: A monk can avoid damage from many area-effect attacks. If a monk makes a successful saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a monk is wearing no armor. A helpless monk does not gain the benefit of evasion.

Slow Fall: A monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. Each time he gains an adjustment to this ability, the fall is that much shorter.

Blinding/Deafening Strike: A monk may attempt to attack an opponent with a blinding or deafening attack a number of times per day equal to half their monk level, rounded up, with their chosen combat style. If the attack is successful, the opponent must make saving throw against petrification, or be blinded, or deafened, for one round, reference page 66 of FG&G for condition effects. This can only be used against living creatures with anatomies similar to monk (i.e. with a skeletal frame, muscles, a nervous system, etc.).

Purity of Body: The monk gains immunity to all diseases, natural and supernatural.

Metal Strike: The monk is capable of hitting creatures that can only be hit by special metal weapons when attacking with their chosen combat style. This can only be used against living creatures with anatomies similar to monk (i.e. with a skeletal frame, muscles, a nervous system, etc.).

Wholeness of Body: The monk gains the ability to heal 2 points of damage per monk level, once per day.

Magic Strike: The monk is capable of hitting creatures that can only be hit by magic weapons when attacking with their chosen combat style. Initially, this allows the monk to hit creatures requiring a +1, but it advances as the monk advances. This can only be used against living creatures with anatomies similar to monk (i.e. with a skeletal frame, muscles, a nervous system, etc.).

Quiet Mind: The monk is able to ignore charms, enchantments, or similar effects if they make a successful save against wands. If they fail this save, they may still make any normal saves if applicable.

Initiative Improvement: The monk's initiative rolls are improved by the amount indicated.

Crippling Strike: A monk may attempt to attack an opponent with a crippling attack a number of times per day equal to half their monk level, rounded up, with their chosen combat style. If the attack is successful, the opponent must make a saving throw against paralyzation, or be crippled for a number of rounds equal to the monk's mental defense Wisdom modifier. A crippled opponent suffers a -2 to all attacks, is restricted to ½ normal move, and if unarmored is stunned for 1d4 rounds. This can only be used against living creatures with anatomies similar to monk (i.e. with a skeletal frame, muscles, a nervous system, etc.).

Diamond Body: The monk gains immunity to all poisons.

Improved Evasion: As with evasion, the monk still takes no damage on a successful save against area effects, but now also takes only half damage on failed saves against area effects. Improved evasion can be used only if a monk is wearing no armor. A helpless monk does not gain the benefit of improved evasion.

Tongue of the Sun and Moon: The monk gains the ability to speak with any living creature.

Lethal Strike: A monk may attempt to kill their opponent with a single attack of the chosen combat style, sacrificing all other attacks for the combat round. If the attack is successful, the opponent must make a saving throw against death, or die. The monk may sacrifice hit points to increase the difficulty of the saving throw, for every 4 hit points the monk sacrifices, they may increase the difficulty by 1 point, to a maximum difficulty increase equal to half the monk's level, rounded down. This can only be performed upon an opponent who is no more than one HD higher than the monk, and is a living creature with an anatomy similar to monk (i.e. with a skeletal frame, muscles, a nervous system, etc.).

Empty Body: The monk gains the ability to assume an ethereal state once per day for a duration of 1 turn plus 1 additional for each bonus in the monk's mental defense Wisdom modifier. This ability only affects the monk and their carried equipment, and operates similar to the oil of etherealness as defined in FG&G on page 216, taking a full round of concentration from the monk to initiate.

Perfect Body: The monk no longer takes penalties to their ability scores for aging, and cannot be magically aged. Any penalties already sustained, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.