



# Monk

“Perfection does not consist of any singular state or condition of life, but the mastery of all aspects of life.”

## MONK CLASS TRAITS

**Role:** Striker. You are unencumbered by armor and deadly even when unarmed. You are a fluid, elusive combatant and can readily adapt to your tactics to suit your battleground. As paragon athlete and acrobat, you are able to overcome nearly any physical obstacle or challenge.

**Power Source:** Martial. You have developed your mind, body, and soul into a mighty instrument of power, focus, and agility. Your powers take your body to the pinnacle of mortal achievement.

**Key Abilities:** Dexterity, Strength, Wisdom

**Armor Training:** Cloth

**Weapon Proficiencies:** Monk Weapons\* and Sling

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1st Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges:** 6 + Constitution modifier

**Trained Skills:** Acrobatics and Athletics plus chose three others from the list below at 1st level.

**Class Skills:** Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex).

**Build Options:** Grappler, Pugilist, or Contemplative

**Class Features:**

\*See Monk Weapon Tables Below

Monks are enlightened warriors who can see through the chaos of battle to achieve their target. While they train for combat, they realize there is more to fighting than brute strength. Monks rarely wear armor and prefer to use their bare hands or unique monk weapons in combat. Monk weapons are based on familiar farming tools that often are overlooked or dismissed. They are considered superior weapons for all other classes. Monks can wear cloth armor, anything heavier impairs their martial prowess and negates their class powers.

As a monk you know there are many paths to enlightenment. Some monks wander the world seeking mystic knowledge, sacred truth, and worldly understanding. Others hone their bodies through combat and physical hardship. Meditative monks choose to look inward increasing their connection to the spiritual world and sharpen their mind through mental exercise. Whatever path you choose, you view the challenges that confront you as a chance to test yourself and improve your abilities on the long journey to enlightenment.

## MONK WEAPONS

### Improved Unarmed Technique

| Weapon    | Prof.   | Dam.    | Rng. | Price   | Wt.       | Group   | Properties |
|-----------|---------|---------|------|---------|-----------|---|------------|
| Unarmed   | +2      | 1d6     | -    | -       | -         | Monk, Unarmed   | -          |
| Ki Straps | Unarmed | Unarmed | -    | 3gp ea. | 1/2lb ea. | Can be enchanted to supply magic weapon properties that apply to the Mace, Staff, or Flail for your unarmed attacks |            |

### One-Handed Weapons

| Weapon   | Prof. | Dam. | Rng. | Price | Wt.  | Group          | Properties |
|----------|-------|------|------|-------|------|----------------|------------|
| Sai      | +3    | 1d6  | -    | 10gp  | 2lbs | Monk, L. Blade | Off-hand   |
| Kama     | +2    | 1d8  | -    | 10gp  | 3lbs | Monk, H. Blade | High Crit. |
| Nunchaku | +2    | 2d4  | -    | 10gp  | 4lbs | Monk, Flail    | -          |
| Tonfa    | +2    | 1d8  | -    | 8gp   | 3lbs | Monk, Mace     | -          |
| Siangham | +2    | 1d8  | -    | 15gp  | 4lbs | Monk, Spear    | Versatile  |

### Two-Handed Weapons

| Weapon   | Prof. | Dam. | Rng. | Price | Wt.  | Group       | Properties |
|----------|-------|------|------|-------|------|-------------|------------|
| Bo Staff | +2    | 1d8  | -    | 20gp  | 5lbs | Monk, Staff | Double*    |

*\*Double: You can use this weapon as a pair of one handed weapons.*

## CREATING A MONK

You have many choices of powers and tailored class features, but monks can be generalized into four basic groups. All monks rely on Dexterity, but the best secondary ability varies according to your build path. Grappler monks gain extra benefits from Wisdom in their wrestling moves, while Pugilist monks want to develop their Strength to hit harder. Stoic monks gain extra benefits from a high Constitution and use their size to their advantage.

### The Grappler

As a skill grapple you close in on your enemy and attempt to throw or immobilize him. Rather than relying on brute strength, you attempt to use your agility and ingenuity to turn his strength against him. You may focus on knocking off their feet or off balance or you can specialize in incapacitating or crippling foes making them easy prey for your allies. Dexterity is your most important ability, driving your attack powers as well as your AC and Reflex defenses. Wisdom is your second priority because it enhances some of your encounter powers. Strength can give benefits to powers you choose from the pugilist monk build, and also rounds out your Fortitude so that there are no gaps in your defenses. Grapplers should choose the “soft” fighting Form to maximize the damage they inflict when grabbing or when attacking an *immobilized* or *weakened* foe.

**Suggested Fighting Form:** “Soft Style”

**Suggested Feat:** Escape Artist (Human feat: Human Perseverance)

**Suggested Skills:** Acrobatics, Athletics, Stealth, Heal, Perception

**Suggested At-Will Powers:** Flurry of Blows, Locking Block

**Suggested Encounter Power:** Pain Touch

**Suggested Daily Power:** Sleeper Hold

### The Pugilist

This monastic discipline incorporates all forms of boxing and kick boxing. It focuses on landing powerful blows on your opponent with the intent to kill or knock him unconscious. Dexterity is your key attribute linked to your hit accuracy and boosts your armor class total. Strength is your secondary precedence because it amplifies your most damaging encounter powers. After that, concentrate on your Wisdom or Constitution to enhance your defensive abilities and survivability. The Pugilist should choose the “hard” fighting form which compliments their aggressive combat style.

**Suggested Fighting Form:** “Hard Style”

**Suggested Feat:** Powerful Charge (Human feat: Fast Runner)

**Suggested Skills:** Acrobatics, Athletics, Endurance, Stealth, Intimidation

**Suggested At-Will Powers:** Flurry of Blows, Circle Kick

**Suggested Encounter Power:** Crowd Fighting

**Suggested Daily Power:** Flying Kick

## The Stoic

As Stoic monk, you will invite the attacks of other waiting for an unguarded moment to strike. Instead of aggressive moves, your battle strategy is to react to the actions of your foes. You wait until your opponent is committed before spoiling his attack with a quick, deft blow. Your daily training has inured you to the blows of your opponents and your body is thick with muscle, scars, and a protective layer of fat. Dexterity is your primary attribute since it augments the minor AC bonus of cloth armor and is vital to most of your martial powers. A high Constitution reflects your vigorous conditioning and compliments many of your martial powers. Strength is useful to you for the damage bonus as well as the ability to carry extra food. The Stoic should choose the patient “meditative” fighting form which boosts your damage on opportunity attacks, readied actions, and against “marked” targets.

**Suggested Fighting Form:** “Meditative Style”

**Suggested Feat:** Combat Reflexes (Human feat: Durability)

**Suggested Skills:** Acrobatics, Athletics, Endurance, Insight, Heal

**Suggested At-Will Powers:** Iron Fist, Vital Strike

**Suggested Encounter Power:** Concentrated Push

**Suggested Daily Power:** Zen Meditation

## MONK CLASS FEATURES

All monks share these class features.

### Fighting Form

You practice constantly to improve your techniques of melee combat. You can choose the “hard” fighting form, the “soft” fighting form, or the “meditative” fighting form. Your fighting form provides additional opportunities to use your **Ki Strike** class feature on your targets and provides a +1 bonus to two of your skills.

#### *HARD FIGHTING FORM*

**Hard Ki Strikes:** You may add your Ki Strike damage to critical hits, attacks made with a charge, and attacks against a target that is slowed.

**Skill Bonus:** +1 Acrobatics and +1 Athletics

#### *SOFT FIGHTING FORM*

**Soft Ki Strikes:** You may add your Ki Strike damage to attacks against a target that you are grabbing, attacks against a target that is immobilized, and attacks against a target that is weakened.

**Skill Bonus:** +1 Healing and +1 Stealth

#### *MEDITATION FORM*

**Meditation Ki Strikes:** You may add your Ki Strike damage to opportunity attacks, attacks that you have readied, and attacks against targets that are marked.

**Skill Bonus:** +1 Endurance and +1 Insight

### Ki Strike

Once per round, when you have combat advantage due to any situation other than flanking the target of your attack, your melee attacks using a weapon from the “monk” group or unarmed attack groups may deal extra damage. As you advance in level, your Ki Strike bonus damage increases:

| Monk Class Level                           | Ki Strike Damage |
|--|------------------|
| 1 <sup>st</sup> to 10 <sup>th</sup> Level  | +1d6             |
| 11 <sup>th</sup> to 20 <sup>th</sup> Level | +2d6             |
| 21 <sup>st</sup> to 30 <sup>th</sup> Level | +3d6             |

Your fighting form class feature specifies the additional situations in which you may gain your **Ki Strike** damage bonus.

## Monastic Poses: Martial Art Stances

Poses are minor exploits you gain at 1st level. You can use *Guard Up*, *Quickstep*, *Prone Fighting*, and *Lotus Pose* as at-will powers. Each pose grants a specific bonus and multiple poses can not be used in combination. Once initiated a “stance” power lasts until the end of the encounter, for 5 minutes, or until you use another stance power; whichever is soonest (4E PH pg. 55).

## Improved Unarmed Attack Technique

When you make an unarmed attack, your proficiency bonus is +2, your damage die is 1d6, and your limbs are treated as off-hand weapons. Because you have trained your entire body to serve as a weapon, you do not need to have a hand free to use an unarmed attack, although having one or two hands free may be a requirement for some of your exploit powers that use unarmed attacks.

## MONK POWERS

Your powers are known as “Katas”. They push the limits of what can be achieved with the unaided body and mind. Monk Powers do not function if the monk is wearing armor heavier than cloth.

### Class Features

| Guard Up  |                 | Monk Feature |
|---|-----------------|--------------|
| <i>Standing on the balls of your feet with your arms up, you are ready to block any attack.</i>   |                 |              |
| <b>At-Will • Martial, Stance</b>  |                 |              |
| <b>Minor Action</b>   | <b>Personal</b> |              |
| <b>Requirement:</b> You must be unarmored or wearing cloth armor  |                 |              |
| <b>Effect:</b> You gain a +2 armor bonus to your AC   |                 |              |
| <b>Special:</b> You can choose to parry with your off hand at the start of your turn, before you take any move or standard actions. If you do you gain a +2 shield bonus to AC and Reflex save, but you can't use your off hand for any other tasks until the start of your next turn. You can not parry if you are wielding anything in your off hand. |                 |              |
| Quickstep   |                 | Monk Feature |
| <i>Loose and low to the ground, you are able to dart pass an enemy before he can react.</i>   |                 |              |
| <b>At-Will • Martial, Stance</b>  |                 |              |
| <b>Minor Action</b>   | <b>Personal</b> |              |
| <b>Requirement:</b> You must be unarmored or wearing cloth armor.   |                 |              |
| <b>Effect:</b> You gain a +1 power bonus to your speed.   |                 |              |
| <b>Special:</b> You can slip past one foe you can see. When you use a move action to walk, choose an adjacent enemy. Your movement does not grant opportunity attacks to this enemy.  |                 |              |
| Prone Fighting  |                 | Monk Feature |
| <i>Even while flat on your back, you can still grapple with your enemies using your flexible arms and legs.</i>   |                 |              |
| <b>At-Will • Martial, Stance</b>  |                 |              |
| <b>Minor Action</b>   | <b>Personal</b> |              |
| <b>Requirement:</b> You must be unarmored or wearing cloth armor  |                 |              |

**Effect:** When you are grabbing an enemy, being prone does not cause you to grant combat advantage when this enemy makes a melee attack against you, and your melee attack rolls against this enemy ignore the normal penalty for being prone.

## Lotus Pose

Monk Feature

*You sit cross-legged on the ground radiating calm and self-assured demeanor that is reassuring to potential allies and unsettling to your foes.*

### At-Will • Martial, Stance

#### Minor Action

#### Personal

**Effect:** When you make one of the following skill checks, you use the better of the two listed ability modifiers to figure out your base skill check bonus: Endurance (Constitution or Wisdom), Diplomacy (Charisma or Wisdom), and Intimidate (Charisma or Strength).

## Level 1 At-Will Katas

### Circle Kick

Monk Attack 1

*In this dramatic attack, you spin in a full circle before landing the kick*

#### At-Will • Martial, Weapon

##### Standard Action

Melee reach

**Requirements:** Unarmed attack

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] damage on the target. Increase to 3[W] damage at 21<sup>st</sup> level.

**Miss:** If you miss, you grant the target combat advantage against you and you can not attack in your next turn as you attempt to recover your balance.

### Flurry of Blows

Monk Attack 1

*You perform a dual combination of punches, kicks, or weapon strikes blasting through your foe's defenses.*

#### At-Will • Martial, Weapon

##### Standard Action

Melee weapon

**Target:** One creature

**Attack:** Dexterity -2 vs. AC, two attacks

**Hit:** 1[W] damage per attack. If both attacks hit, you gain combat advantage against the target until the end of your next turn. Increase damage to 2 [W] at 21<sup>st</sup> level.

### Iron Fist

Monk Attack 1

*Through various toughening exercises, your unarmed blows land with the weight of forged steel.*

#### At-Will • Martial, Weapon

##### Standard Action

Melee reach

**Requirement:** Unarmed Attacks

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] damage + Constitution Modifier. Increase to 2[W] damage + Constitution Modifier at 21<sup>st</sup> level.

### Locking Block

Monk Attack 1

*You can turn a successful grab into a damaging attack*

#### At-Will • Martial, Weapon

##### Standard Action

Melee reach

**Requirement:** Unarmed Attacks and you must have one hand free

**Target:** One creature that is smaller, the same size, or one size category larger than you.

**Attack:** Dexterity vs. Reflex

**Hit:** You successfully grab the creature and inflict 1[W] damage on it. Increase to 2[W] at 21<sup>st</sup> level.

**Sustain Standard:** You can inflict another “Locking Block” on your victim.

### Vital Strike

Monk Attack 1

*Using your knowledge of anatomy, you can find the perfect placement for your attack.*

**At-Will • Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Requirement:** You must be trained in Heal, Monk weapon or unarmed blow

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] damage + Wisdom modifier damage. If you “marked” your target, it takes an -2 penalty to its attack rolls until the end of your next turn. Increase damage to 2[W] + Wisdom modifier at 21<sup>st</sup> level.

## Level 1 Encounter Katas

### Acrobatic Feint

Monk Attack 1

*You use your superior agility to deceive your opponent.*

**Encounter • Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Requirement:** Must possess Acrobatics as a trained skill

**Target:** One creature

**Attack:** Acrobatics vs. Insight

**Success:** Shift to any square adjacent to your foe and gain the combat advantage over him until the end of your next turn.

**Failure:** Provoke an immediate attack of opportunity from your foe.

### Concentrated Push

Monk Attack 1

*You put all your mass and Ki energy into a massive two handed blow at your opponent.*

**Encounter • Martial, Weapon**

**Standard Action**                      **Melee touch**

**Requirement:** Must have two free hands

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity Modifier and your victim is pushed back a number of squares equal to your Constitution Modifier.

### Crowd Fighting

Monk Attack 1

*You can clear a space all around you with a sudden barrage of blows.*

**Encounter • Martial, Weapon**

**Standard Action**                      **Close burst 1**

**Requirement:** Unarmed or using monk weapons

**Target:** Each enemy in a burst you can see

**Attack:** Dexterity vs. AC

**Hit:** 1[W] damage per attack and any target you successfully strike is pushed back one square.

### Pain Touch

Monk Attack 1

*With a successful strike you can inflict extreme pain by hit a nerve cluster in your opponent*

**Encounter • Martial, Weapon**

**Standard Action**                      **Melee touch**

**Requirement:** Unarmed attack



|  |
|--|
| <b>Target:</b> One creature  |
| <b>Attack:</b> Dexterity vs. AC  |
| <b>Hit:</b> 2[W] damage and until the end of your next turn reduce your target's attack rolls by your Wisdom Modifier. |

| <b>Weapon Catch</b>   | Monk Attack 1      |
|---|--------------------|
| <i>You use your cloth robes to ensnare an opponent's weapon like a cotton cage.</i>   |                    |
| <b>Encounter • Martial</b>  |                    |
| <b>Standard Action</b>  | <b>Melee reach</b> |
| <b>Requirement:</b> Must be wearing cloth armor   |                    |
| <b>Target:</b> Each enemy in a burst you can see  |                    |
| <b>Attack:</b> Dexterity vs. Reflex   |                    |
| <b>Effect:</b> The target can no longer use that weapon unless he spends a standard action to free it (Dexterity vs. AC). You gain a +2 bonus to hit your opponent with basic melee attacks until he frees his weapon or releases it. |                    |

## Level 1 Daily Katas

| <b>Flying Kick</b>   | Monk Attack 1      |
|--|--------------------|
| <i>You charge towards your foe and execute an elaborate air-born kick that dazes your opponent</i>               |                    |
| <b>Daily • Martial, Reliable</b>   |                    |
| <b>Standard Action</b>   | <b>Melee reach</b> |
| <b>Requirement:</b> Unarmed Attack plus the same requirements of a charge attack                                 |                    |
| <b>Triggered:</b> You are about to roll to maintain your grab  |                    |
| <b>Target:</b> One creature  |                    |
| <b>Attack:</b> Dexterity vs. DC  |                    |
| <b>Hit:</b> Inflicts 2[W] plus your foe is “dazed” (save ends). <b>Miss:</b> You fail prone in front of your foe |                    |

| <b>Sleeper Hold</b>  | Monk Attack 1      |
|--|--------------------|
| <i>You slip your grappled foe into a crushing head lock that slowly cuts of its air supply. You must sustain your grab twice in a row to render your opponent unconscious.</i> |                    |
| <b>Daily • Martial, Grab</b>   |                    |
| <b>Standard Action</b>   | <b>Melee touch</b> |
| <b>Requirement:</b> Your target must need to breathe for this power to function.   |                    |
| <b>Triggered:</b> You are about to roll to maintain your grab  |                    |
| <b>Target:</b> One creature  |                    |
| <b>Attack:</b> Wisdom vs. Fortitude  |                    |
| <b>Hit:</b> Inflict 1[W] plus “immobilized” until the grab is broken.  |                    |
| <b>First Standard Sustain:</b> 1[W] plus “slowed” (save ends)  |                    |
| <b>Second Standard Sustain:</b> 1[W] plus “unconscious” (save ends)  |                    |

| <b>Quivering Palm</b>   | Monk Attack 1      |
|---|--------------------|
| <i>You strike your directly at your opponent's life energy and weaken him</i> |                    |
| <b>Daily • Martial</b>  |                    |
| <b>Standard Action</b>  | <b>Melee reach</b> |
| <b>Requirement:</b> Unarmed attack  |                    |
| <b>Target:</b> One creature   |                    |
| <b>Attack:</b> Dexterity vs. AC   |                    |
| <b>Hit:</b> 2[W] + Dexterity Modifier damage plus “weakened” (save ends).     |                    |

## Zen Meditation

Monk Attack 1

*You enter a state of deep concentration that focuses your mind and body, and alerts your to ill intent.*

### Daily • Healing, Martial, Weapon

**Standard Action**                      **Melee** weapon

**Requirement:** Initiating a readied action to attack your targeted foe when he comes into your weapon's reach.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] damage. While holding your readied action, you can not be surprised and can immediately interrupt your foe to attack first with your readied melee weapon. If you successfully strike your target you can immediately spend a healing surge.