

# Monk

You are a monk, a pilgrim adventurer and martial artist, travelling the wilds in search of enlightenment. You might be a peacekeeping vagabond, a reclusive mystic or a vigilante drifter. Raised by your order, you lack family attachment and eschew material things, focusing instead on the perfect alignment of mind, body and spirit.

Unarmed and unarmoured, only a fool mistakes you for easy prey. A lifetime of training has forged you into a fearsome weapon; strong as the mountain and supple as the wind, you perform deeds others hold impossible. The embodiment of discipline, your warrior spirit burns brighter than the sun.

**Key Attribute:** Willpower

**Hit Points:** 1d4+4 (plus Con bonus if any) per level up to 9<sup>th</sup> level, then 2 hp/level.

**Armour and Shields:** None

**Weapons:** Spear, shortsword, dagger, staff and sling.

**Skills:** Acrobatics, Apothecary, Athletics, plus 4 of: Arcane Lore, Deception, Detection, Divine Lore, General Lore, Insight, Persuasion, Sailing, Stealth, Traps & Locks, Wilderness Lore.

MONK ATTACK BONUS						
Level	1	2	3	4	5	6
Bonus	0	1	2	2	3	4
Level	7	8	9	10	11	12
Bonus	5	5	6	7	8	8



## Martial Arts (1st level)

Monks are masters of unarmed combat, causing 1d6 damage (plus Str modifier) with their hands, feet and other body parts. They may make an extra attack each turn with a punch, kick, headbutt etc as if armed with two weapons (p.76). This extra attack does not suffer disadvantage, unless the monk is also using a weapon two handed (p.76).

## Monk Techniques (1<sup>st</sup> level)

Monks employ secret and highly effective fighting techniques, passed down from master to pupil over the centuries. At 1<sup>st</sup> level, the monk knows a number of techniques equal to his Will modifier. Each level thereafter the monk learns one additional technique, and if desired, may substitute one known technique for another.

You begin an adventure with one use of this ability per level. You may regain expended uses by taking short or long rests (p.81). Each time you use this ability, choose one of your known techniques to



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apply. You may use this ability as part of your normal action. If a technique requires a Will check, you may use your *Reroll Pool*.

- *Acrobatics (Formless Water)*: Until the start of his next turn, the monk gains a bonus equal to twice his Will modifier to AC, *Luck* (Dex) saves and defensive Dex checks. This ability may be triggered after being hit or otherwise targeted by an opponent (potentially turning a hit into a miss, etc).



- *Channel Spirit (Unchain the Dragon)*: The monk channels her spirit into her unarmed strikes, causing critical hits on natural 19-20 attack rolls, and bypassing immunity or suppressing regeneration the target has vs non-magical weapons. This effect lasts a number of rounds equal to the monk's Will modifier.

- *Deflect Projectile (Moon shields Sun)*: When damaged by a non-magical ranged attack (dagger, arrow, boulder, etc), this ability may be triggered to negate it.
- *Strength of One*: The monk increases her Str to 19 for one action.
- *Impossible Leap (Heaven's Leap)*: The monk may jump up to 30 ft in any direction. Some GM's might require a staff, creature or terrain to launch from.
- *Mind over Matter*: The monk may delay the effect of a bodily injury (see *Injuries & Setbacks* table; p.79) until the next long rest. Only one injury may be delayed at a time.
- *Moment of Clarity*: Until the start of his next turn, the monk ignores penalties due to poor visibility, and pinpoints invisible or hidden foes within 30 ft.
- *Perfection of Will* : When subject to an effect that requires a *Luck* (Will) save, the monk may make a Will check instead.
- *Purity of Self*: When subject to a disease or poison effect (magical or otherwise), the monk may make a Will check to negate it.
- *Redirect Attack (Fork the River)*: When damaged by a melee attack, the monk may make a Will check to transfer the damage to another enemy instead (within reach of the monk or original attacker).
- *Stunning Strike (Iron Fist)*: On a failed *Luck* (Will) save, one target within reach loses its next action. Gigantic creatures may be immune to this effect, at the GM's discretion.



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### Open Hand Versatility (2nd level)

Monks are experts in controlling and subduing their opponents. On a natural 19 unarmed attack roll, the monk may grab, trip, disarm or push the target up to 10 ft.

### Unique Feature (3rd, 6th, 9th and 12th level)

See pages 15, 43.

### New Skill (4th and 8th level)

At 4<sup>th</sup> and 8<sup>th</sup> level, you gain one new skill (the skill need not be on your class list).

### Enlightened Warrior (5th level)

At 5<sup>th</sup> level, you unlock glimmers of enlightenment, invigorating your physical, mental and spiritual being. You gain the following benefits:

- Open Hand Versatility applies on a natural 19-20 attack roll,
- Once per adventure, after a period of meditation and contemplation, you may

spend a *Reroll* die to gain a useful insight. Bearing in mind your party goals, the GM will remind you of an important piece of information, spotlight an overlooked clue or connection, or provide some other inspiration, and

- Once per adventure, during your turn you may spend a *Reroll* die to end a magical effect you are subject to (if others are subject to the same effect, it does not end for them).

### Counter Attack (7th level)

At 7<sup>th</sup> level, after being damaged by an enemy, you may spend a *Reroll* die to make a single unarmed attack against that foe. This ability may not be used more than once per round.

### Monastery (10th level)

At 10<sup>th</sup> level, a monk may establish a monastery, complete with dedicated novices and a handful of older monks to guide them. As Grandmaster, you set your order's philosophy and objectives (which need not align with your original order).

