

ANCESTRIES

DWARF



Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.

ELF



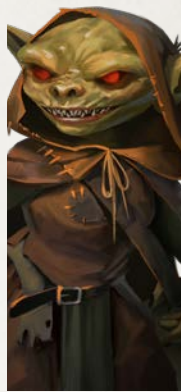
Elves are a tall, slender, long-lived people with a strong tradition of art and magic.

GNOME



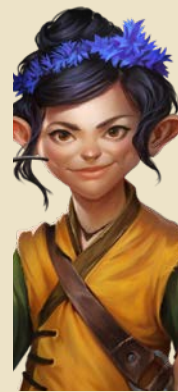
Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.

GOBLIN



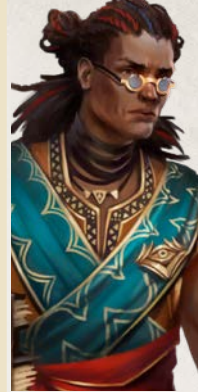
Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.

HALFLING



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.

HUMAN



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

ABILITY BOOSTS

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free

Two free ability boosts

ABILITY FLAW

Charisma

Constitution

Strength

Wisdom

Strength

—

CLASSES

ALCHEMIST



The alchemist throws alchemical bombs and drinks concoctions of their own making.

BARBARIAN



The barbarian flies into a rage on the battlefield, smashing foes with abandon.

BARD



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.

CHAMPION



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

KEY ABILITY SCORE*

Intelligence

Strength

Charisma

Strength or Dexterity

SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution

CLASSES

CLERIC



The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.

DRUID



The druid uses the magic of the natural world to bolster allies and strike down enemies.

FIGHTER



The fighter is a master of weapons, martial techniques, and powerful attack combinations.

MONK



The monk wields the secrets of martial arts in dazzling displays of battlefield prowess.

KEY ABILITY SCORE*

Wisdom

Wisdom

Dexterity or Strength

Dexterity or Strength

SECONDARY ABILITY SCORES

Charisma, Constitution

Constitution, Dexterity

Constitution

Constitution, Wisdom

CLASSES

RANGER



The ranger is a master of using their surroundings, traps, and animal allies to harry enemies.

ROGUE



The rogue is a multitasking master of skulduggery who strikes when enemies least expect it.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities.

WIZARD



The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities.

KEY ABILITY SCORE*

Dexterity or Strength

Dexterity or other

Charisma

Intelligence

SECONDARY ABILITY SCORES

Constitution, Wisdom

Charisma, Constitution

Dexterity, Constitution

Dexterity, Constitution

* A character receives an ability boost to their class's key ability score.

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CHAPTER 3: CLASSES

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Animal Companions and Familiars** on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.

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**ALCHEMIST****PAGE 70**

The alchemist uses their skill at crafting to create alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**FIGHTER****PAGE 140**

With calculated daring and fearless determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

**BARBARIAN****PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is quick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

**MONK****PAGE 154**

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

**BARD****PAGE 94**

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

**RANGER****PAGE 166**

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**CHAMPION****PAGE 104**

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanquishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

**ROGUE****PAGE 178**

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**CLERIC****PAGE 116**

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

**SORCERER****PAGE 190**

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**DRUID****PAGE 128**

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.

**WIZARD****PAGE 202**

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.



MONK

The strength of your fist flows from your mind and spirit. You seek perfection—honing your body into a flawless instrument and your mind into an orderly bastion of wisdom. You're a fierce combatant renowned for martial arts skills and combat stances that grant you unique fighting moves. While the challenge of mastering many fighting styles drives you to great heights, you also enjoy meditating on philosophical questions and discovering new ways to obtain peace and enlightenment.

KEY ABILITY

STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude
Expert in Reflex
Expert in Will

SKILLS

Trained in a number of skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in unarmed attacks

DEFENSES

Untrained in all armor
Expert in unarmored defense

CLASS DC

Trained in monk class DC

DURING COMBAT ENCOUNTERS...

You speed into the fray, dodging or leaping past obstacles with acrobatic maneuvers. You strike opponents in a rapid flurry of attacks, using your bare fists or wielding specialized weapons that you mastered during your monastic training. Stances let you change up your combat style for different situations, and ki abilities allow you to perform mystic feats like healing yourself and soaring through the air.

DURING SOCIAL ENCOUNTERS...

Your perceptiveness lets you see through falsehoods, and your philosophical training provides insight into any situation.

WHILE EXPLORING...

You climb up walls, dodge traps, overcome obstacles, and leap over pits. You usually stay toward the outside of the group to protect more vulnerable members, and you're well suited to looking for danger or moving stealthily.

IN DOWNTIME...

You diligently exercise, eat healthy foods, meditate, and study various philosophies. You might also take up a craft that you strive to perfect.

YOU MIGHT...

- Maintain a regimen of physical training and meditation.
- Face adversity with a calm and measured approach, never panicking or succumbing to despair.
- Look to the future for ways you can improve, while remaining at peace with your present self.

OTHERS PROBABLY...

- Marvel at your feats of physical prowess.
- Think you're more than a bit uptight, given your vows and tenets.
- Come to you for philosophical advice.

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TABLE 3-13: MONK ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, flurry of blows, monk feat, powerful fist
2	Monk feat, skill feat
3	General feat, incredible movement +10 feet, mystic strikes, skill increase
4	Monk feat, skill feat
5	Ability boosts, alertness, ancestry feat, expert strikes, skill increase
6	Monk feat, skill feat
7	General feat, incredible movement +15 feet, path to perfection, skill increase, weapon specialization
8	Monk feat, skill feat
9	Ancestry feat, metal strikes, monk expertise, skill increase
10	Ability boosts, monk feat, skill feat
11	General feat, incredible movement +20 feet, second path to perfection, skill increase
12	Monk feat, skill feat
13	Ancestry feat, graceful mastery, master strikes, skill increase
14	Monk feat, skill feat
15	Ability boosts, general feat, greater weapon specialization, incredible movement +25 feet, skill increase, third path to perfection
16	Monk feat, skill feat
17	Adamantine strikes, ancestry feat, graceful legend, skill increase
18	Monk feat, skill feat
19	General feat, incredible movement +30 feet, perfected form, skill increase
20	Ability boosts, monk feat, skill feat

CLASS FEATURES

You gain these abilities as a monk. Abilities gained at higher levels list the requisite levels next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies representing your basic training, which are noted at the start of this class.

FLURRY OF BLOWS

You can attack rapidly with fists, feet, elbows, knees, and other unarmed attacks. You gain the Flurry of Blows action.

FLURRY OF BLOWS ◆

FLOURISH **MONK**

Make two unarmed Strikes. If both hit the same creature,

combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per turn.

MONK FEATS

At 1st level and every even-numbered level thereafter, you gain a monk class feat. These begin on page 158.

POWERFUL FIST

You know how to wield your fists as deadly weapons. The damage die for your fist increases to 1d6 instead of 1d4. Most people take a –2 circumstance penalty when making a lethal attack with nonlethal unarmed attacks, because they find it hard to use their fists with deadly force. You don't take this penalty when making a lethal attack with your fist or any other unarmed attacks.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats are listed in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

INCREDIBLE MOVEMENT

3RD

You move like the wind. You gain a +10-foot status bonus to your Speed whenever you're not wearing armor. The bonus increases by 5 feet for every 4 levels you have beyond 3rd.

MYSTIC STRIKES

3RD

Focusing your will into your physical attacks imbues them with mystical energy. Your unarmed attacks become magical, allowing them to get past resistances to non-magical attacks. However, you still need an item such as *handwraps of mighty blows* to gain an item bonus to attack rolls or increase your attacks' weapon damage dice.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability

score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ALERTNESS

5TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

EXPERT STRIKES

5TH

You've practiced martial arts and have now surpassed your former skill. Your proficiency ranks for unarmed attacks and simple weapons increase to expert.

PATH TO PERFECTION

7TH

You have progressed along your own path to enlightenment. Choose your Fortitude, Reflex, or Will saving throw. Your proficiency rank for the chosen saving throw increases to master. When you roll a success on the chosen saving throw, you get a critical success instead.

WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

METAL STRIKES

9TH

You can adjust your body to make unarmed attacks infused with the mystic energy of rare metals. Your unarmed attacks are treated as cold iron and silver. This allows you to deal more damage to a variety of supernatural creatures, such as demons, devils, and fey.

MONK EXPERTISE

9TH

Your proficiency rank for your monk class DC increases to expert. If you have ki spells, your proficiency rank for spell attacks and spell DCs with the tradition of magic you use for your ki spells increases to expert.

SECOND PATH TO PERFECTION

11TH

You've learned to find perfection in every success. Choose a different saving throw than the one you chose for your path to perfection. Your proficiency rank for the chosen saving throw increases to master. If you roll a success with the chosen saving throw, you instead critically succeed.

GRACEFUL MASTERY

13TH

You move with perpetual grace in battle, eluding and turning aside blows. Your proficiency rank for unarmored defense increases to master.

KEY TERMS

You'll see the following key terms in many monk abilities.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

Incapacitation: An ability with this trait can take a character out of the fight. But when you use an incapacitation effect against a creature of higher level than you, you reduce the degree of success of your attack roll by one step, and that creature improves the degree of success of its saving throws for that effect by one step.

Ki Spells: By tapping into a supernatural inner reserve called ki, you can create magical effects. Certain feats grant you special spells called ki spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell. When you gain your first ki spell, you also gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to meditate in order to reach inner peace.

Focus spells are automatically heightened to half your level rounded up. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. See page 300.

When you first gain a ki spell, decide whether your ki spells are divine or occult spells. You are trained in spell attack rolls and spell DCs of that tradition, and your key spellcasting ability is Wisdom.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you take an action that has the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode.

MASTER STRIKES

13TH

You have honed your skill in using your body as a weapon. Your proficiency ranks for unarmed attacks and simple weapons increase to master.

GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

THIRD PATH TO PERFECTION

15TH

You have made great progress in your personal studies of enlightenment. Choose one of the saving throws you selected for path to perfection or second path to perfection. Your proficiency rank for the chosen type of save increases to legendary. When you roll a critical failure on the chosen type of save, you get a failure instead. When you roll a failure on the chosen type of save against an effect that deals damage, you take half damage.

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MONK FEATS

If you need to look up a monk feat by name instead of by level, use this table.

Feat	Level
Abundant Step	6
Arrow Snatching	8
Brawling Focus	2
Crane Flutter	6
Crane Stance	1
Crushing Grab	2
Dancing Leaf	2
Deflect Arrow	4
Diamond Fists	18
Diamond Soul	12
Disrupt Ki	12
Dragon Roar	6
Dragon Stance	1
Elemental Fist	2
Empty Body	18
Enduring Quickness	20
Enlightened Presence	16
Flurry of Maneuvers	4
Flying Kick	4
Fuse Stance	20
Guarded Movement	4
Impossible Technique	20
Improved Knockback	12
Ironblood Stance	8
Ironblood Surge	14
Ki Blast	6
Ki Rush	1
Ki Strike	1
Knockback Strike	10
Master of Many Styles	16
Meditative Focus	12
Meditative Wellspring	18
Mixed Maneuver	8
Monastic Weaponry	1
Mountain Quake	14
Mountain Stance	1
Mountain Stronghold	6
Quivering Palm	16
Shattering Strike	16
Sleeper Hold	10
Stance Savant	12
Stand Still	4
Stunning Fist	2
Swift River	18
Tangled Forest Rake	14
Tangled Forest Stance	8
Tiger Slash	6
Tiger Stance	1
Timeless Body	14
Tongue of Sun and Moon	14
Wall Run	8
Water Step	6
Whirling Throw	6
Wholeness of Body	4
Wild Winds Gust	14
Wild Winds Initiate	8
Wind Jump	10
Winding Flow	10
Wolf Drag	6
Wolf Stance	1

ADAMANTINE STRIKES

When you focus your will into your limbs, your blows are as unyielding as the hardest of metals. Your unarmed attacks are treated as adamantine.

17TH

GRACEFUL LEGEND

Your sublime movement grants you unparalleled protection and offense. Your proficiency rank for unarmored defense increases to legendary, and your proficiency rank for your monk class DC increases to master. If you have ki spells, your proficiency rank for spell attack rolls and spell DCs with the tradition of magic you use for your ki spells increases to master.

17TH

PERFECTED FORM

You have purged incompetence from your techniques. On your first Strike of your turn, if you roll lower than 10, you can treat the attack roll as a 10. This is a fortune effect.

19TH

MONK FEATS

Every level at which you gain a monk feat, select one of the following feats. You must satisfy any prerequisites before taking the feat.

1ST LEVEL

CRANE STANCE

FEAT 1

MONK STANCE

Requirements You are unarmored.

You enter the stance of a crane, holding your arms in an imitation of a crane's wings and using flowing, defensive motions. You gain a +1 circumstance bonus to AC, but the only Strikes you can make are crane wing attacks. These deal 1d6 bludgeoning damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

While in Crane Stance, reduce the DC for High Jump and Long Jump by 5, and when you Leap, you can move an additional 5 feet horizontally or 2 feet vertically.

DRAGON STANCE

FEAT 1

MONK STANCE

Requirements You are unarmored.

You enter the stance of a dragon and make powerful leg strikes like a lashing dragon's tail. You can make dragon tail attacks that deal 1d10 bludgeoning damage. They are in the brawling group and have the backswing, nonlethal, and unarmed traits.

While in Dragon Stance, you can ignore the first square of difficult terrain while Striding.

KI RUSH

FEAT 1

MONK

You can use ki to move with extraordinary speed and make yourself harder to hit. You gain the *ki rush* ki spell and a focus pool of 1 Focus Point. The rules for ki spells are summarized in the sidebar on page 157, and the full rules for focus spells appear on page 300.

KI STRIKE

FEAT 1

MONK

Your study of the flow of mystical energy allows you to harness it into your physical strikes. You gain the *ki strike* ki spell and a focus pool of 1 Focus Point. The rules for ki spells are summarized in the sidebar on page 157, and the full rules for focus spells appear on page 300.

MONASTIC WEAPONRY

FEAT 1

MONK

You have trained with the traditional weaponry of your monastery or school. You gain access to uncommon weapons that have the monk trait and become trained in simple and martial

MONK UNARMED ATTACKS

Some monk stances allow you to make special unarmed attacks while in those stances. These attacks are summarized here.

Attack	Damage	Group	Traits
Crane wing	1d6 B	Brawling	Agile, finesse, nonlethal, unarmed
Dragon tail	1d10 B	Brawling	Backswing, nonlethal, unarmed
Falling stone	1d8 B	Brawling	Forceful, nonlethal, unarmed
Iron sweep	1d8 B	Brawling	Nonlethal, parry, sweep, unarmed
Lashing branch	1d8 S	Brawling	Agile, finesse, nonlethal, unarmed
Tiger claw	1d8 S	Brawling	Agile, finesse, nonlethal, unarmed
Wind crash*	1d6 S	Brawling	Agile, nonlethal, propulsive, unarmed
Wolf jaw	1d8 P	Brawling	Agile, backstabber, finesse, nonlethal, unarmed

* *Wild winds stance* is a ki spell, so you can find out more about wind crash on page 402.

monk weapons. When your proficiency rank for unarmed attacks increases to expert or master, your proficiency rank for these weapons increases to expert or master as well.

You can use melee monk weapons with any of your monk feats or monk abilities that normally require unarmed attacks, though not if the feat or ability requires you to use a single specific type of attack, such as Crane Stance.

MOUNTAIN STANCE ◆

FEAT 1

MONK STANCE

Requirements You are unarmored and touching the ground.

You enter the stance of an implacable mountain—a technique created by dwarven monks—allowing you to strike with the weight of an avalanche and block blows with your garments. The only Strikes you can make are falling stone unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the forceful, nonlethal, and unarmed traits.

While in Mountain Stance, you gain a +4 item bonus to AC and a +2 circumstance bonus to any defenses against being Shoved or Tripped. You have a Dexterity modifier cap to your AC of +0, meaning you don't add your Dexterity to your AC, and your Speeds are all reduced by 5 feet. The item bonus to AC from Mountain Stance is cumulative with *armor potency runes* on your explorer's clothing, *mage armor*, and *bracers of armor*.

TIGER STANCE ◆

FEAT 1

MONK STANCE

Requirements You are unarmored.

You enter the stance of a tiger and can make tiger claw attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits. On a critical success with your tiger claws, if you deal damage, the target takes 1d4 persistent bleed damage.

As long as your Speed is at least 20 feet while in Tiger Stance, you can Step 10 feet.

WOLF STANCE ◆

FEAT 1

MONK STANCE

Requirements You are unarmored.

You enter the stance of a wolf, low to the ground with your hands held like fanged teeth. You can make wolf jaw unarmed attacks. These deal 1d8



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piercing damage; are in the brawling group; and have the agile, backstabber, finesse, nonlethal, and unarmed traits.

If you're flanking a target while in Wolf Stance, your wolf jaw unarmed attacks also gain the trip trait.

2ND LEVEL

BRAWLING FOCUS

FEAT 2

MONK

You know how to make the most of your attacks when fighting hand-to-hand. You gain access to the critical specialization effects of unarmed strikes in the brawling group and weapons in the brawling group. If you have Monastic Weaponry, you also gain the critical specialization effects of all monk weapons in which you are trained.

CRUSHING GRAB

FEAT 2

MONK

Like a powerful constrictor, you crush targets in your unyielding grasp. When you successfully Grapple a creature, you can deal bludgeoning damage to that creature equal to your Strength modifier. You can make this attack nonlethal with no penalty.

DANCING LEAF

FEAT 2

MONK

You are as light as a leaf whirling in the breeze. When you Leap or succeed at a High Jump or Long Jump, increase the distance you jump by 5 feet. When calculating the damage you take from falling, don't count any distance fallen while you are adjacent to a wall.

ELEMENTAL FIST

FEAT 2

MONK

Prerequisites Ki Strike

You call upon the power of the elements, infusing your ki with elemental energy and allowing your attacks to deal energy damage. When you cast *ki strike*, in addition to the damage types normally available, you can deliver the extra damage in the form of a gust of storm-tossed wind (dealing electricity damage and gaining the air trait), a chunk of stone (dealing bludgeoning damage and gaining the earth trait), a flickering flame (dealing fire damage), or a crashing wave of frigid water (dealing cold damage and gaining the water trait).

STUNNING FIST

FEAT 2

MONK

Prerequisites Flurry of Blows

The focused power of your flurry threatens to overwhelm your opponent. When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

4TH LEVEL

DEFLECT ARROW

FEAT 4

MONK

Trigger You are the target of a physical ranged attack.

Requirements You're aware of the attack, are not flat-footed against it, and have a hand free.

You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you have deflected it. You cannot use this feat to deflect unusually massive ranged projectiles (such as boulders or ballista bolts).

FLURRY OF MANEUVERS

FEAT 4

MONK

Prerequisites expert in Athletics

You flurry is a combination of maneuvers. You can replace one or both of your attacks during a Flurry of Blows with Grapples, Shoves, or Trips.

FLYING KICK

FEAT 4

MONK

You launch yourself at a foe. Make a Leap or attempt a High Jump or Long Jump. At the end of the jump, if you're adjacent to a foe, you can immediately Strike that foe with an unarmed attack, even if the foe is in midair. You fall to the ground after the Strike. If the distance you fall is no more than the height of your jump, you land upright and take no damage.

GUARDED MOVEMENT

FEAT 4

MONK

Your guard is up, even while moving. You gain a +4 circumstance bonus to AC against reactions triggered by your movement.

STAND STILL

FEAT 4

MONK

Trigger A creature within your reach uses a move action or leaves a square during a move action it's using.

You strike out when your foe tries to flee. Make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a move action, you disrupt that action.

WHOLENESS OF BODY

FEAT 4

MONK

Prerequisites ki spells

You can restore your health by tapping into your ki. You gain the *wholeness of body* ki spell (page 402). Increase the number of Focus Points in your focus pool by 1.

6TH LEVEL

ABUNDANT STEP

FEAT 6

MONK

Prerequisites incredible movement, ki spells

You can teleport yourself a short distance. You gain the *abundant step* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

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CRANE FLUTTER ◀

FEAT 6

MONK

Prerequisites Crane Stance

Trigger You are targeted with a melee attack by an attacker you can see.

Requirements You are in Crane Stance.

You interpose your arm between yourself and your opponent. Your circumstance bonus to AC from Crane Stance increases to +3 against the triggering attack. If the attack misses you, you can immediately make a crane wing Strike against the attacker at a -2 penalty, even if the attacker isn't within your reach.

DRAGON ROAR ◆

FEAT 6

AUDITORY

EMOTION

FEAR

MENTAL

MONK

Prerequisites Dragon Stance

Requirements You are in Dragon Stance.

You bellow, instilling fear in your enemies. Enemies within a 15-foot emanation must succeed at a Will save against your Intimidation DC or be frightened 1 (frightened 2 on a critical failure). When a creature frightened by the roar begins its turn adjacent to you, it can't reduce its frightened value below 1 on that turn. Your first attack that hits a frightened creature after you roar and before the end of your next turn gains a +4 circumstance bonus to damage.

After you use Dragon Roar, you can't use it again for 1d4 rounds. Its effects end immediately if you leave Dragon Stance. Creatures in the area of your roar are then temporarily immune for 1 minute.

KI BLAST

FEAT 6

MONK

Prerequisites ki spells

You can unleash an impactful cone of force by channeling your ki. You gain the *ki blast* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

MOUNTAIN STRONGHOLD ◆

FEAT 6

MONK

Prerequisites Mountain Stance

Requirements You are in Mountain Stance.

You focus on your connection to the earth and call upon the mountain to block attacks against you. You gain a +2 circumstance bonus to AC until the beginning of your next turn.

Special If you have this feat, the Dexterity modifier cap to your AC while you're in Mountain Stance increases from +0 to +1.

TIGER SLASH ◆◆

FEAT 6

MONK

Prerequisites Tiger Stance

SANCTUARY MONK



KI MONK

Centering yourself, you call forth the internal magical energy that dwells within all living things. This ki can empower your body or flash out as pure energy.

ABILITY SCORES

Prioritize Strength. Wisdom empowers your ki spells, Perception, and Will saves. Constitution and Dexterity help your physical defenses.

SKILLS

Acrobatics, Athletics, Occultism, Stealth

STARTING FEAT

Ki Strike (occult)

HIGHER-LEVEL FEATS

Mountain Stance (1st), Elemental Fist (2nd), Wholeness of Body (4th), Ki Blast (6th), Meditative Focus (12th), Quivering Palm (16th), Empty Body (20th)

Requirements You are in Tiger Stance.

You make a fierce swipe with both hands. Make a tiger claw Strike. It deals two extra weapon damage dice (three extra dice if you're 14th level or higher), and you can push the target 5 feet away as if you had successfully Shoved them. If the attack is a critical success and deals damage, add your Strength modifier to the persistent bleed damage from your tiger claw.

WATER STEP

FEAT 6

MONK

You can Stride across liquid and surfaces that don't support your weight. This benefit lasts only during your movement. If you end your movement on a surface that can't support you, you fall in or it collapses as normal.

WHIRLING THROW ◆

FEAT 6

MONK

Requirements You have a creature grabbed or restrained.

You propel your grabbed or restrained foe a great distance. You can throw the creature any distance up to 10 feet, plus 5 feet × your Strength modifier. If you successfully throw the creature, it takes bludgeoning damage equal to your Strength modifier plus 1d6 per 10 feet you threw it.

Attempt an Athletics check against the foe's Fortitude DC. You take a -2 circumstance penalty to your check if the target is one size larger than you and a -4 circumstance penalty if it's larger than that. You gain a +2 circumstance bonus to your check if the target is one size smaller than you and a +4 circumstance bonus if it's smaller than that.

Critical Success You throw the creature the desired distance and it lands prone.

Success You throw the creature the desired distance.

Failure You don't throw the creature.

Critical Failure You don't throw the creature, and it's no longer grabbed or restrained by you.

WOLF DRAG ◆◆

FEAT 6

MONK

Prerequisites Wolf Stance

Requirements You are in Wolf Stance.

You rip your enemy off their feet. Make a wolf jaw Strike. Your wolf jaw gains the fatal d12 trait for this Strike, and if the attack succeeds, you knock the target prone.

8TH LEVEL

ARROW SNATCHING

FEAT 8

MONK

Prerequisites Deflect Arrow

You pluck missiles from the air and hurl them back at their source. When you successfully deflect an attack with Deflect Arrow, as part of that reaction, you can immediately make a ranged Strike against the attacker using the projectile you deflected. This is a thrown weapon with the same range increment and effect on a hit as the triggering attack.

IRONBLOOD STANCE ◆

FEAT 8

MONK STANCE

Requirements You are unarmored.

You enter the stance of impenetrable iron, refusing to yield to any blow. You can make iron sweep unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the nonlethal, parry, sweep, and unarmed traits.

While in Ironblood Stance, you gain resistance 2 to all damage. The resistance increases to 3 at 12th level, to 4 at 16th level, and to 5 at 20th level.

MIXED MANEUVER ◆◆

FEAT 8

MONK

Prerequisite master in Athletics

You combine two different maneuvers together into a single flowing whole. Choose any two of Grapple, Shove, and Trip. Attempt both of the attacks you chose against the same or different creatures, but don't apply the multiple attack penalty until after resolving both attacks.

TANGLED FOREST STANCE ◆

FEAT 8

MONK STANCE

Requirements You are unarmored.

You extend your arms like gnarled branches to interfere with your foes' movements. You can make lashing branch unarmed attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

While you're in Tangled Forest Stance and can act, every enemy in your reach that tries to move away from you must succeed at a Reflex save, Acrobatics check, or Athletics check against your class DC or be immobilized for that action. If you prefer, you can allow the enemy to move.

WALL RUN ◆

FEAT 8

MONK

You defy gravity, traversing vertical planes as easily as the ground. Stride up to your Speed. You must start your movement on a horizontal surface. During this movement, you can run up vertical surfaces, like walls, at your full Speed. If you end the Stride off the ground, you fall after taking your next action or when your turn ends, whichever comes first (though you can Grab an Edge, if applicable). If you have Water Step or a similar ability, Wall Run lets you run along flimsy vertical surfaces, as well as vertical liquids, such as a waterfall.

WILD WINDS INITIATE

FEAT 8

MONK

Prerequisites ki spells

You learn a mystical stance that lets you attack from a distance. You gain the *wild winds stance* ki spell (page 402). Increase the number of Focus Points in your focus pool by 1. While entering the stance is a ki spell, the wind crash Strikes the stance grants are not, so you can use them as often as you like while in the stance.

10TH LEVEL

KNOCKBACK STRIKE ◆◆

FEAT 10

CONCENTRATE MONK

You focus your strength into a blow powerful enough to push an enemy away from you. Make an unarmed Strike. If you hit, attempt an Athletics check to Shove the target. This attack uses the same multiple attack penalty as your Strike, and doesn't count toward your multiple attack penalty.

SLEEPER HOLD ◆

FEAT 10

INCAPACITATION MONK

Requirements You have a creature grabbed or restrained.

You pinch crucial points of your target's nervous system, impeding its ability to function. Attempt an Athletics check to Grapple the creature, with the following success and critical success effects instead of the usual effects.

Critical Success The target falls unconscious for 1 minute, though it remains standing and doesn't drop what it holds.

Success The target is clumsy 1 until the end of its next turn.

WIND JUMP

FEAT 10

MONK

Prerequisites ki spells

You gather the wind beneath you, allowing you to soar as you jump. You gain the *wind jump* ki spell (page 402). Increase the number of Focus Points in your focus pool by 1.

WINDING FLOW ◆

FEAT 10

MONK

Frequency once per round

Any journey consists of more than simply reaching your destination. You use two of the following actions in any order: Stand, Step, and Stride. You can't use the same action twice.

12TH LEVEL

DIAMOND SOUL

FEAT 12

MONK

You have fortified your body and mind against eldritch effects. You gain a +1 status bonus to saving throws against magic.

DISRUPT KI ◆◆

FEAT 12

MONK NEGATIVE

Make an unarmed Strike. If it deals damage to a living creature, you block that creature's inner life force. The creature takes 2d6 persistent negative damage and is enfeebled 1 until the persistent damage ends. If you're 18th level or higher, this deals 3d6 persistent negative damage instead.

IMPROVED KNOCKBACK

FEAT 12

MONK

Prerequisites master in Athletics

When you successfully Shove a creature, increase both the distance you can push the creature and the distance you can move to follow along with the target by 5 feet on a success

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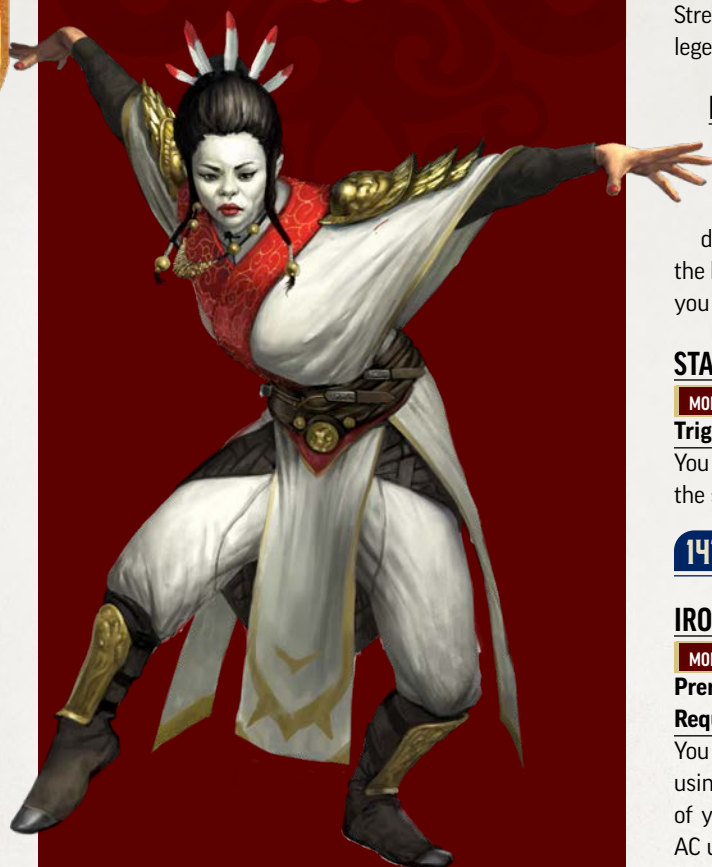
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SAMPLE MONK



CRANE MONK

Striving for grace in all things, you mimic the fluid movements of the crane. Your strikes are quick as the wind and your mind clear as a placid pool.

ABILITY SCORES

Prioritize Dexterity for finesse attacks and high defenses. A good Wisdom lets you perceive dangers and act quickly, and Constitution improves your hardiness.

SKILLS

Acrobatics, Nature, Religion, Stealth

STARTING FEAT

Crane Stance

HIGHER-LEVEL FEATS

Dancing Leaf (2nd), Flying Kick (4th), Crane Flutter (6th), Winding Flow (10th), Stance Savant (12th), Enduring Quickness (20th)

or 10 feet on a critical success. If you push the target into an obstacle, it takes bludgeoning damage equal to 6 plus your Strength modifier, or 8 plus your Strength modifier if you have legendary proficiency in Athletics.

MEDITATIVE FOCUS

FEAT 12

MONK

Prerequisites ki spells

Your meditation is so effective that you can achieve a deep focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

STANCE SAVANT

FEAT 12

MONK

Trigger You roll initiative.

You enter a stance without a thought. Use an action that has the stance trait.

14TH LEVEL

IRONBLOOD SURGE

FEAT 14

MONK

Prerequisites Ironblood Stance

Requirements You are in Ironblood Stance.

You steel yourself, preparing to resist oncoming attacks and using your muscles to absorb the impact. You gain the benefits of your iron sweep's parry trait (a +1 circumstance bonus to AC until the start of your next turn) and your resistance from Ironblood Stance increases to your Strength modifier (if it's higher) for the same duration.

MOUNTAIN QUAKE

FEAT 14

MONK

Prerequisites Mountain Stronghold

Requirements You are in Mountain Stance.

You stomp, shaking the earth beneath you. Creatures on the ground within a 20-foot emanation take damage equal to your Strength modifier (minimum 0), which they can resist with a basic Fortitude save. On a failure, they also fall prone. After you use this action, you can't use it again for 1d4 rounds.

Special If you have this feat, the Dexterity modifier cap to your AC while using Mountain Stance increases from +1 to +2.

TANGLED FOREST RAKE

FEAT 14

MONK

Prerequisites Tangled Forest Stance

Requirements You are in Tangled Forest Stance.

You reposition foes with raking attacks. Make a lashing branch Strike. If you hit and deal damage, you force the target to move 5 feet into a space within your reach. This follows the forced movement rules found on page 475.

TIMELESS BODY

FEAT 14

MONK

You cease aging. In addition, you gain a +2 status bonus to

saving throws against poisons and diseases, and you gain resistance to poison damage equal to half your level.

TONGUE OF SUN AND MOON **FEAT 14**

MONK

You have transcended the barriers between words and meaning. You can speak and understand all spoken languages.

WILD WINDS GUST **FEAT 14**

AIR CONCENTRATE EVOCATION MANIPULATE MONK

Prerequisites Wild Winds Initiate

Requirements You are in Wild Winds Stance.

You store up energy and release it in an enormous gust of rushing wind. Make a wind crash Strike against each creature in your choice of a 30-foot cone or a 60 foot line. These attacks all count toward your multiple attack penalty, but the penalty doesn't increase until after you make all the attacks.

16TH LEVEL

ENLIGHTENED PRESENCE **FEAT 16**

EMOTION MENTAL MONK

You exude an aura of resolve. You and allies within 15 feet of you gain a +2 status bonus to Will saving throws against mental effects.

MASTER OF MANY STYLES **FEAT 16**

MONK

Prerequisites Stance Savant

Trigger Your turn begins.

You move between stances in an unceasing dance. You use an action with the stance trait.

QUIVERING PALM **FEAT 16**

MONK

Prerequisites ki spells

Your strikes can kill foes. You gain the *quivering palm* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

SHATTERING STRIKE **FEAT 16**

MONK

The force of your considered blow shatters objects and defenses alike. Make an unarmed Strike. It bypasses the target's resistances. If the target has Hardness, the Strike treats the Hardness as if it were half its value.

18TH LEVEL

DIAMOND FISTS **FEAT 18**

MONK

Your body hardens as you combine your attacks, making your finishing blows more damaging. Your unarmed attacks gain the forceful trait. Any that already had this trait instead increase their weapon damage dice by one step.

EMPTY BODY **FEAT 18**

MONK

Prerequisites ki spells

You transmute your body into an ethereal form. You gain the *empty body* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

MEDITATIVE WELLSPRING **FEAT 18**

MONK

Prerequisites Meditative Focus

When you clear your mind, your focus comes flowing back in a powerful rush. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

SWIFT RIVER **FEAT 18**

MONK

Trigger Your turn ends and you have a status penalty to your Speed or are immobilized or slowed.

You flow like water, avoiding all restraints. End one status penalty to your speed, or end one immobilized or slowed condition affecting you.

20TH LEVEL

ENDURING QUICKNESS **FEAT 20**

MONK

You move as fast and as high as the wind itself. You're permanently quickened. You can use your extra action to Stride or Leap, or to provide one of the actions needed for a High Jump or Long Jump.

FUSE STANCE **FEAT 20**

MONK

Prerequisites at least two stances

You have combined two stances into a single stance all your own. When you take this feat, choose two stances you know and combine them into a single fused stance. Give your new fused stance a unique name. When you enter your fused stance, you gain all the effects of both stances, including the requirements and restrictions.

You can't fuse stances with fundamentally incompatible requirements or restrictions (such as Mountain Stance and Crane Stance, which both require using only one type of Strike).

IMPOSSIBLE TECHNIQUE **FEAT 20**

FORTUNE MONK

Trigger An enemy's attack hits you or you fail a saving throw against an enemy's ability.

Requirements You are not armored or fatigued.

You execute a maneuver that defies possibility. If the triggering effect was an enemy's attack hitting you, the enemy rerolls the attack roll and uses the lower result. If the triggering effect was you failing a saving throw, you reroll the saving throw and use the higher result.

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