

When in a fury, barbarians are berserk and have little control of their faculties. They focus first on their foes, but can mistake friends for enemies when no opponents remain alive. If the barbarian is in a fury and no enemies remain to fight the barbarian turns to the nearest individual to attack. The barbarian must make a successful wisdom saving throw to avoid attacking that individual. This check does receive the +2 bonus mentioned previously.

A barbarian may not prematurely end a fury. While raging, a barbarian cannot use abilities that require patience or concentration, such as determining direction. They cannot, or will not, engage in conversation, limiting their communication to battle cries. Combat sense is unaffected. At the end of a fury, a barbarian is fatigued and suffers a -2 to strength, a -2 to dexterity, a -10 feet to movement, and can't run at full speed for four hours. At 10th level, this ability can be used twice per day and at 17th level it can be used three times per day.

PRIMAL MIGHT: At 5th level, barbarians' endurance, stamina and persistence allows them to fight beyond the point that other characters would fall unconscious or die. A barbarian may continue to fight until reaching -6 hit points. Upon reaching -7 hp or more, a barbarian passes out and immediately suffers 1d8 hp of shock damage and an additional 1 hp per round thereafter. If the barbarian's wounds are tended, the hit point loss will stop. Injured barbarians with the primal might ability do not die until they reach a negative hit point total equal to the character's constitution score, or -10, whichever is greater.

Alternatively, barbarians that have 0 and -6 hp can remain conscious and communicate and can choose to stop fighting in order to extricate themselves from battle. In this case, barbarians can drag themselves to safety or bind their own wounds, but they are unable to take any offensive, defensive or other strenuous action. Further, they heal normally while between 0 and -6 hit points and do not have to have 24 hours of bed rest. Healing spells will also bring them up to above 1 hit point. This ability supersedes any and all healing or damage effects mentioned elsewhere in the rules.

PRIMAL WILL: At 8th level, barbarians gain the ability to shrug off some amount of injury from each blow or attack. Each time a barbarian is struck by a weapon or other physical blow, the damage from that attack is reduced by one hit point. At 12th level, the damage reduction rises to 2 hit points of damage per blow, at 16th level to 3 hit points and at 20th to 4 hit points. Primal will can reduce damage to 1, but never below 1. This ability does not reduce damage taken from spells, spell-like abilities, illusions, magic items, magically enhanced weapons, poisons or other non-physical attacks.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Chain shirt, cuir bouille, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather

ABILITIES: Combat sense, primal force, primal might, primal fury, primal will

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	2,101
3	d12	+2	4,701
4	d12	+3	9,401
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	170,001
9	d12	+8	340,001
10	d12	+9	600,001
11	+5 HP	+10	800,001
12	+5 HP	+11	1,000,001
13+ 200,000 per level			

MONK (Constitution)



Adventuring is fraught with danger, and most heroes gird themselves with weapons and armor. There are those, however, who reject steel and iron when entering the fray. They instead rely primarily upon their bodies and minds for survival in combat, honing themselves into unbreakable weapons of war.

The monk is devoted to the perfection of the body, and the mastery of mind over body. The monk is an expert in unarmed combat, be it wrestling, boxing, kung-fu or any of the other of the myriad martial arts styles. Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion, but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, they are all devoted to the use of the body as the best of weapons on the field, and the mind's control of the body as the best weapon of all.

Monks must attain a perfect balance between physical strength, body mass and mental state. When these are in union, the monk has achieved the perfect, unbeatable weapon; but the path to attain this state is difficult and exhausting, and only those with great stamina and fortitude achieve it.

To achieve a harmonious balance of mind and spirit, the monk must not be susceptible to wild urges, emotions or other distracting mental and physical conditions. A physical and mental harmony must be constantly maintained in order to function at a peak ability. To manage this, they must strictly adhere to their codes, master the routines necessary to train the body and mind to work together and undertake strict physical and mental regimens of purification required to achieve perfect control of the body.

The monk generally prefers to engage only in unarmed combat and prefers to use simple or mundane weapons that appear innocuous, but when mastered become deadly extensions of the body. The choice of weapons reflects a philosophy common to all monks; the desire to take that which is commonly perceived as weak and harmless and mold it into something strong and lethal.

To achieve that control of the body necessary to forge it into a weapon, monks cannot wear bulky and weighty armors or objects that weigh them down and restrict their movement. Instead, they rely upon their speed and skill at predicting a foe's movements and attacks to deflect and avoid blows that may inflict mortal harm.

ABILITIES

MIND OVER BODY: The monk's mental mastery over their body imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification and death attacks. The bonus increases to +2 at 3rd level, +3 at 6th level, +4 at 10th level and +5 at 15th level.

STUNNING ATTACK: A foe successfully struck by the monk's stunning attack must make a constitution saving throw or be stunned and unable to act for 1d4 rounds. Those struck by a stunning attack always take normal unarmed attack damage. The monk can use this ability once per round, and no more than once per level per day. The monk must declare its use before making an attack roll. A missed attack roll ruins the attempt and counts against the monk's limitation.

UNARMED ATTACK: A monk specializes in unarmed, hand-to-hand combat. Monk's gain attacks and improve in the amount of unarmed combat damage inflicted as shown on the table. The monk also gains the ability to make an off-hand attack at 6th level. The monk may choose whether the attacks inflict normal damage or subdual damage.

When monks gain the extra off-hand attack, they do not incur the penalties to their 'to hit' die rolls as described in the combat section as long as both attacks are unarmed attacks. A monk fighting with a one-handed weapon can make an unarmed attack as an off-hand attack, but the monk suffers the standard penalties for two-weapon fighting. Likewise, a monk with a weapon in his or her off-hand gets an extra attack with that weapon, but suffers the usual penalties for two-weapon fighting.

UNARMORED DEFENCE: A monk knows how to use his or her body for defence, and gains an armor class bonus that increases with experience as indicated on the *Monk Special Abilities* table.

DEFLECT MISSILES: At 2nd level, monks gain the ability to deflect arrows and other non-magical missiles, including but not limited to, arrows, axes, bolas, bolts, bullets, clubs, daggers, darts, hammers, harpoons, javelins, nets, rocks, and spears. The monk must have at least one hand free to use this ability. When a character would normally be hit with a ranged weapon, the character can make a dexterity check. If the check succeeds, the monk deflects the weapon and suffers no damage. This can be done once per round for levels 2-6, twice per round for levels 7-11, three times per round for levels 12 to 16 and four times per round for levels 17-20.

The monk must be aware of the attack to use this ability. An attempt to deflect a ranged weapon counts as a monk's primary unarmed attack. If a monk is high enough level to have a secondary unarmed attack, the monk may still make the secondary attack if the deflect missile ability has only been used once or twice. If three or more missiles are deflected, the secondary attack is considered used. This ability cannot be used against siege weapon ammunition.

FAST MOVEMENT: At 3rd level and higher, a monk moves faster than normal members of his race. A monk carrying a medium or heavy load loses this extra speed. See the Monk Special Abilities Chart for the increase in speed.

KI STRIKE: At 3rd level, a monk's unarmed attack is empowered with ki. This attack can deal damage to a creature as if from a +1 magic weapon. This ability improves as the monk rises in levels as follows: +2 at 5th, +3 at 8th, +4 at 12th and +5 at 17th.

SLOW FALL: At 4th level, a falling monk takes damage from a fall as if the fall were 20 feet shorter than it actually is. The monk must be within 10 feet of a vertical surface that he or she can use to slow the descent to use this ability.

PURITY OF BODY: At 5th level, a monk gains +1 to all saving throws versus disease and poison. This saving throw bonus increases by one for every level past 5th. For example, a 10th level monk receives a +6 bonus. After 10th level, the +1 bonus is gained once every other level to a maximum bonus of +10 at 18th level.

STILL BODY: At 6th level, a monk has mastery over vital bodily functions, and can slow them until he or she appears to be dead. The monk may maintain this state of feigned death for a number of turns equal to the character's level.

FAST HEALING: At 7th level, a monk's body naturally heals faster than normal. Each day, a monk heals 1d4+1 hit points per level as long as rest, sleep and meditation is possible. The monk must be in a serene environment, under no physical duress or mental stress, must be able to sleep undisturbed for 12 hours, and meditate undisturbed for 6 hours. Food and water should be plentiful.

STILL MIND: At 9th level, a monk gains a +2 bonus to saving throws against confusion, charm, fear, and spells that affect the mind. The bonus increases to +4 at 11th level. At 13th level the bonus is +5 and increases by +1 every other level attained thereafter.

QUIVERING PALM: At 12th level, a monk gains a fearsome and fabled attack, the quivering palm. The monk can use the quivering palm attack once per week. The attack must be announced before an attack roll is made. The monk must be of higher level than the target or have more levels than the target's hit dice. If the monk successfully deals damage with an unarmed attack, the quivering palm succeeds. Thereafter, the monk can choose to try to slay the victim at any later time within 1 round per level of the monk. The monk merely wills the target to die, and the victim makes a constitution check. If the victim fails, it dies. For example, a 10th level monk successfully strikes a 5th level fighter. The monk can then attempt to will the character to die any time within the following ten rounds. Should the fighter fail a constitution saving throw, the fighter dies.

This attack has no effect on the undead or creatures that can only be struck by magic weapons, unless the monk is able to hit the creature with the ki strike ability.

MONK SPECIAL ABILITIES

Level	Unarmored Armor Class	Primary Unarmed Attack	Secondary Unarmed Attack	Fast Movement
1	10	1d4		
2	11	1d6		
3	12	1d6		40
4	12	1d6		40
5	13	1d8		40
6	13	1d8	1d4	50
7	13	1d8	1d4	50
8	14	1d8	1d4	50
9	14	1d10	1d6	50
10	14	1d10	1d6	60
11	14	1d10	1d6	60
12	15	1d10	1d6	60

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Aclis, blowpipe, bola, bows, brass knuckles, cat-o-nine-tails, cestus, club, dagger, dart, dirk, hand axe, hatchet, javelin, light flail, mace, pole arms, sickle, scythe, sling, spear, spiked gauntlet, staff, whip

ARMOR: None

ABILITIES: Mind over body, stunning attack, unarmed attack, unarmored defence, deflect arrows, fast movement, ki strike, slow fall, purity of body, still body, fast healing, still mind, quivering palm

Level	HD	BtH	EPP
1	d12	+0	0
2	d12	+1	1,751
3	d12	+2	4,001
4	d12	+3	8,501
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	160,001
9	d12	+8	325,001
10	d12	+9	550,001
11	+5 HP	+10	750,001
12	+5 HP	+11	1,250,001
13+ 250,000 per level			