**Feat Changes**

*Circle Kick* no longer uses a standard attack or switches targets. Instead, whenever a monk lands an attack on an opponent, he makes a touch attack on an adjacent target (i.e. within 4.5m ) to deal damage as if he had hit them. (Six second cooldown.)

*Stunning Fist* stun duration reduced to 1 round.

**New Feats**

*Scorpion Style (Combat Mode)*

Prerequisite: Improved Unarmed Strike

Special: May only be activated while fighting unarmed. Reduces your APR to 1 while active.

Benefit: Your attacks deal an additional 1d4 damage. Additionally, whenever you land an attack on a foe, they must make a fortitude saving throw (DC 10 + ½ Character Level + WIS modifier) or have their movement speed reduced by 85% for a number of rounds equal to your wisdom modifier.

Custom Content Notes: Replaces Dirty Fighting.

*Gorgon’s Fist*

Prerequisite: Scorpion Style, BAB+6

Benefit: Gorgon’s Fist enhances your Scorpion Style mode. Whenever you land an attack on an a slowed opponent while the Scorpion Style mode is active, they additionally have their APR reduced to 1.

**Class Changes**

*Monk Speed*

Monk speed has been reduced to 1% per level.

*Bonus Feats*

Monks no longer gain the following feats for free: Cleave, Deflect Arrows, Improved Knockdown.

Instead, monks gain a Bonus Feat at levels 1, 2, 6, 10, 14, and 18 (i.e. 1st, 2nd, and every four levels thereafter)

These feats must be selected from the following list:

* Deflect Arrows, Disarm, Dodge, Knockdown, Scorpion Style

At 6th level, the following feats are added to the list

* Circle Kick, Gorgon’s Fist, Improved Disarm, Improved Knockdown, Mobility

*Maneuver Training (Monk 3)*

Beginning at 3rd level, the monk gains +1 discipline. This bonus increases by +1 at levels 5, 9, and every four levels thereafter.

*Ki Pool (Monk 4)*

At 4th level, the monk gains a pool of ki points that allow him to accomplish amazing feats. The number of points in his ki pool is equal to ½ monk level.

As a free action, the monk can spend one point from his kill pool to perform one of the following maneuvers:

* *One Thousand Cuts:* Gain +1 attack and +1 damage per four monk levels for one round. (Stacks with Flurry of Blows)
* *Run Like Lightning:* Gain 2% movement speed per monk level for 1 round.
* *Martial Evasion:* Gain +4 Dodge AC for 1 round.

These maneuvers have a shared cooldown of one round (so no more than one can be activated at a time).

Ki regenerates at a rate of point per twelve turns. Wisdom increases ki regeneration at a flat rate per the following equation:

K = (5 + W) / 30

* K = Ki generated per hour
* W = Wisdom modifier

Ergo, a wisdom modifier of +5 would double ki generation to a rate of one per six turns.

*Wholeness of Body (Monk 7)*

Beginning at 7th level, the monk can spend two ki points to activate Wholeness of Body as a standard action, restoring four hit points per monk level.