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Monk

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For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. These monks (so called since they adhere to ancient philosophies and strict martial disciplines) elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. Monks tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

Role: Monks excel at overcoming even the most daunting perils, striking where it's least expected, and taking advantage of enemy vulnerabilities. Fleet of foot and skilled in combat, monks can navigate any battlefield with ease, aiding allies wherever they are needed most.

Alignment: Any lawful

Hit Die: d8

Starting Wealth: $1\text{d6}\times 10$ gp (average 35 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The monk's class skills are <u>Acrobatics (Dex)</u>, <u>Climb (Str)</u>, <u>Craft (Int)</u>, <u>Escape Artist (Dex)</u>, <u>Intimidate (Cha)</u>, <u>Knowledge</u> (history) (Int), <u>Knowledge</u> (religion) (Int), <u>Perception (Wis)</u>, <u>Perform (Cha)</u>, <u>Profession (Wis)</u>, <u>Ride (Dex)</u>, <u>Sense Motive (Wis)</u>, <u>Stealth (Dex)</u>, and <u>Swim</u> (Str).

Skill Ranks per Level: 4 + Int modifier



Level	Base Attack Bonus	Fort Save	Ref Save	Will	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Fast Movement	
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, stunning fist, unarmed strike	-1/-1	1d6	+0	+0 ft.	
2nd	+1	+3	+3	+3	Bonus feat, evasion	+0/+0	1d6	+0	+0 ft.	
3rd	+2	+3	+3	+3	Fast movement, maneuver training, still mind	+1/+1	1d6	+0	+10 ft.	
4th	+3	+4	+4	+4	Ki pool (magic), slow fall 20 ft.	+2/+2	1d8	+1	+10 ft.	
5th	+3	+4	+4	+4	High jump, purity of body	+3/+3	1d8	+1	+10 ft.	
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+4/+4/-1	1d8 +1 +2		+20 ft.	
7th	+5	+5	+5	+5	Ki pool (cold iron/silver), wholeness of body	+5/+5/+0	1d8	+1	+20 ft.	
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+6/+6/+1/+1	1d10	+2	+20 ft.	
9th	+6/+1	+6	+6	+6	Improved evasion	+7/+7/+2/+2	1d10	+2	+30 ft.	
10th	+7/+2	+7	+7	+7	Bonus feat, <u>Ki pool</u> (lawful), <u>slow fall</u> 50 ft.	+8/+8/+3/+3	1d10	+2	+30 ft.	
11th	+8/+3	+7	+7	+7	Diamond body	+9/+9/+4/+4/-1	1d10	+2	+30 ft.	
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+10/+10/+5/+5/+0	2d6	+3	+40 ft.	
13th	+9/+4	+8	+8	+8	Diamond soul	+11/+11/+6/+6/+1	2d6	+3	+40 ft.	
14th	+10/+5	+9	+9	+9	Bonus feat, slow fall 70 ft.	+12/+12/+7/+7/+2	2d6	+3	+40 ft.	
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+13/+13/+8/+8 /+3/+3	2d6	+3	+50 ft.	
16th	+12/+7/+2	+10	+10	+10	Ki pool (adamantine), slow fall 80 ft.	+14/+14/+9/+9 /+4/+4/-1	2d8	+4	+50 ft.	
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+15/+15/+10/+10 /+5/+5/+0	2d8	+4	+50 ft.	
18th	+13/+8/+3	+11	+11	+11	Bonus feat, slow fall 90 ft.	+16/+16/+11/+11 /+6/+6/+1	2d8	+4	+60 ft.	
19th	+14/+9/+4	+11	+11	+11	Empty body	+17/+17/+12/+12 /+7/+7/+2	2d8	+4	+60 ft.	
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance	+18/+18/+13/+13 /+8/+8/+3	2d10	+5	+60 ft.	

Class Features

All of the following are class features of the monk.

Unchained Monk?

Are you instead looking for the unchained monk? You'll find it here.

Monks are proficient with the brass knuckles, cestus, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear and temple sword.

Armor and Shield Proficiency: Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus, as well as his fast movement and flurry of blows abilities.

AC Bonus (Ex)

When unarmored and unencumbered, the monk adds his <u>Wisdom</u> bonus (if any) to his \underline{AC} and his \underline{CMD} . In addition, a monk gains a +1 bonus to \underline{AC} and \underline{CMD} at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Flurry of Blows (Ex)

FAQ

The monk rules for flurry of blows state:
"For the purpose of these attacks, the
monk's <u>base attack bonus</u> is equal to his
monk level." How does this interact with
BAB from class levels and racial <u>Hit Dice?</u>
Does a multiclassed <u>flighter 19/monk 1</u>
flurry as if his BAB were only +1?

A monk using flurry treats his BAB from monk levels as equal to his monk level. He still adds BAB from other sources (such as other classes or racial <u>Hit Dice</u>) normally to this total.

So a fighter 19/monk 1 has a normal BAB of +19. When he flurries, he treats his mont BAB as +1 (for his 1 level of monk) and still gets BAB +19 from his fighter levels, for a total flurry BAB of +20.

[Source]

When I use flurry of blows, can I make all of

Starting at 1st level, a monk can make a flurry of blows as a full-attack action.

When doing so, he may make one additional attack, taking a –2 penalty on all of his <u>attack rolls</u>, as if using the <u>Two-Weapon Fighting</u> feat. These attacks can be any combination of unarmed strikes and attacks with a <u>monk</u> special weapon (he does not need to use two weapons to utilize this ability).

For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using $\underline{\text{Improved}}$ Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using <u>Greater Two-Weapon</u> <u>Fighting</u> (even if the monk does not meet the prerequisites for the feat).

A monk applies his full <u>Strength</u> bonus to his damage rolls for all successful attacks made with flurry of blows whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute whether the actuals are induce with a formand of with a weapon without a flutrry of blows. A monk nany substitute (islam, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an <u>unarmed strike</u> or a special monk weapon as part of a flurry of blows. A monk with <u>natural</u> weapons cannot use such weapons as part of a flurry of blows, nor can he make <u>natural attacks</u> in addition to his flurry of blows attacks.

Unarmed Strike



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