

MONK

“To perfect my body is to hold the universe in my fist.”

CLASS TRAITS

- Combat Role:** Controller. You exert control through physical techniques that affect the world in ways that others can only achieve through magic.
- Adventure Role:** Sneak. You can remain undetected and mobile and can surpass obstacles easily.
- Power Source:** Martial. You channel powerful forces through your body via techniques taught to you by martial arts masters
- Key Abilities:** Dexterity, Strength, Awareness

CORE MONK TALENTS

The following are the core Monk Talents. To learn Monk At-Will Powers, you must have at least two of these Talents. To learn Monk Timed Powers, you must have at least four of these Talents.

Deadeye Aim: You gain +1 to your attack rolls with thrown weapons. When you wield a shuriken or dagger, your weapon deals one more point of damage.
Prerequisite: Dexterity 8

Defensive Weaponry: While wielding a staff or spear in both hands, you gain a +1 shield bonus to your Strength and to your Dexterity defense.
Prerequisite: Awareness 8

Deflect Arrows: While you have at least one hand free, you gain a +5 shield bonus to the first ranged Weapon attack that would otherwise hit you each round.
Prerequisite: Unarmed Strike, Awareness 10

Improved Mobility: Your speed increases by one square.
Prerequisite: Body 4 + 1 for each time you've already taken this talent.
Special: You may take this talent more than once to improve your bonus. The bonuses stack.

Precient Defenses: While unarmored and unencumbered, you may add a +2 Dodge bonus to your Dexterity and Strength defenses.
Prerequisite: Unarmed Strike, Awareness 8.

Unarmed Strike: You specialize in combat while unarmed. While unarmed, you deal full damage with melee attacks.
Prerequisite: Any athletics skills, 1 rank
Normal: Without this talent, your unarmed strikes deal only half damage to wounds (but normal to scratches).

Improved Unarmed Strike: While unarmed, you deal one more point of damage with melee attacks.
Prerequisite: Unarmed Strike, Strength 8 (+ 1 for each time you've already taken this talent).
Special: You may take this talent more than once to improve your bonus. The bonuses stack.

MONK AT-WILL POWERS

Flurry of Blows

Monk Attack Power

You pummel your foe, knocking him off his feet.

At-Will ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength - 2 vs. Dexterity, two attacks

Hit: Strength - 2 damage per attack. If both attacks hit, the target is knocked prone.

Forbidding Fortress

Monk Attack Power

Every creature within your reach is in for a sound beating.

At-Will ♦ Martial, Weapon

Standard Action

Melee weapon

Target: Each creature adjacent to you

Attack: Strength vs. Dexterity

Hit: Strength - 2 damage.

Force of Soul

Monk Attack Power

You reach out to pummel someone.

At-Will ♦ Martial, Weapon

Standard Action

Melee weapon

Special: If you are wielding a spear or staff, you gain reach 2 when you use this attack.

Target: One creature

Attack: Strength vs. Strength

Hit: Strength damage, and you may shift the target a number of squares equal to your Mind.

Pinpoint Barrage

Monk Attack Power

Focusing on one target, you unleash a stream of projectiles.

At-Will ♦ Martial, Weapon

Full Action

Ranged weapon

Target: One creature

Attack: Dexterity vs. Dexterity

Hit: Dexterity + Power damage, and the target is dazed until the end of your next turn.

Rain of Pain

Monk Attack Power

Your projectiles rain over an area.

At-Will ♦ Martial, Weapon

Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Requirement: You must be wielding a ranged weapon.

Attack: Dexterity vs. Dexterity

Hit: Dexterity - 2 damage.

Rolling Throw Monk Attack Power

You grab your enemy and tumble with them, tossing them away.

At-Will ♦ Martial, Weapon

Full Action Melee weapon

Prerequisite: Unarmed Strike

Requirement: You must be unarmed.

Target: One creature

Attack: Strength vs. Strength

Hit: You shift yourself carrying the target a number of squares equal to your Agility, then you push the target a number of squares equal to your Power, dealing Power damage and knocking them prone.

Stinging Shards Monk Attack Power

A shower of projectiles peppers your foes, hindering their movement.

At-Will ♦ Martial, Weapon

Standard Action Close blast 3

Target: Each creature in blast

Requirement: You must be wielding a ranged weapon.

Attack: Dexterity vs. Dexterity

Hit: Dexterity - 2 damage, and the target is slowed until the end of your next turn.

Stunning Palm Monk Attack Power

You strike out with your palm, stunning your foe with the force of it

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Prerequisite: Unarmed Strike

Requirement: You must have a free hand.

Attack: Strength vs. Dexterity

Hit: Strength damage, and the target is stunned (save ends).

MONK TIMED POWERS

Attuned Senses Monk Utility Power

You spend a moment attuning your senses to your surroundings.

Timed (x2) ♦ Martial

Minor Action Personal

Prerequisite: You must be trained in a Perception skill.

Effect: Gain a +5 Awareness bonus until you are attacked or use any other Power.

Blinding Powder Monk Utility Power

You fling a handful of dust, gravel, and whatever else, blinding your enemies

Timed (x2) ♦ Martial

Minor Action Close blast 4

Requirement: You must expend a prepared dust bag or smoke pellet. Dust bags take 5 minutes to prepare.

Target: Each creature in blast

Attack: Dexterity vs. Dexterity

Hit: Agility damage, and the targets are blinded until the end of your next turn.

Reaping Charge Monk Attack Power

You slip your way between your enemies, tripping them as you go.

Timed (x2) ♦ Martial, Weapon

Standard Action Melee weapon

Prerequisite: Improved Mobility

Special: As part of the attack, shift a number of squares equal to your Agility

Target: Each creature you can reach with your weapon while you shift

Attack: Dexterity vs. Dexterity

Hit: Power damage, and the targets are knocked prone.

Scattershot Monk Attack Power

You fling several projectiles at multiple targets.

Timed (x2) ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: The weapon must be thrown projectiles prepared for this purpose. Preparing the projectiles, which takes 5 minutes per set. You may only have two sets of projectiles prepared this way.

Target: Up to 3 projectiles, directed at any number of targets.

Attack: Dexterity vs. Dexterity

Hit: Power damage.

Whirling Strike Monk Attack Power

You lash out at every nearby target, knocking them away.

Timed (x2) ♦ Martial, Weapon

Full Action Melee weapon

Special: If you are wielding a spear or staff, you gain reach 2 when you use this attack.

Target: Each enemy you can reach with your weapon

Attack: Strength vs. Strength

Hit: Strength damage, and the target is pushed up to a number of squares equal to your Mind and stunned (save ends).

Abundant Step Monk Utility Power

Your form becomes a blur as you speed across the battlefield.

Timed (x3) ♦ Martial

Move Action Personal

Prerequisite: Improved Mobility

Effect: Move up to 3 x your normal move or Move up to 2 x your normal move and take a Minor action during the move.

Ballistic Assault Monk Attack Power

With a forceful throw of your weapon, you bowl the enemy over.

Timed (x3) ♦ Martial, Weapon

Move Action Ranged 20

Prerequisite: Pinpoint Barrage

Requirement: You must be wielding a throwing weapon.

Target: One creature

Attack: Dexterity vs. Dexterity

Hit: Strength + Dexterity damage, and the target is pushed a number of squares equal to your Mind and knocked prone.

Miss: Half damage.

Flying Crane Step Monk Attack Power

You fly into the air, then slam down furiously on your enemy.

Timed (x3) ♦ Martial

Standard Action Area burst 2 within 5 squares

Target: Each creature in burst

Attack: Strength vs. Dexterity

Hit: Strength damage, and the target is knocked prone. Any enemy in the center square takes an additional Strength damage.

Effect: You land in the center of the burst.

Leaping Crane Monk Utility Power

You leap into the air and land amidst your foes, ready to strike.

Timed (x3) ♦ Martial

Minor Action Personal

Prerequisite: You must be trained in an Acrobatics skill.

Effect: Make a Jump check to jump and add your Agility. You shift during that jump. You do not have to move to make a running jump.

Serene Moment Monk Utility Power

After a moment's pause, pain melts away to your inner peace.

Timed (x3) ♦ Martial

Minor Action Personal

Prerequisite: Attuned Senses

Effect: Choose Mind or Body. You heal a number of scratches of that type equal to your half of your Awareness. You gain a +2 power bonus to each of your defenses until your next attack or move.

Thunder Clap Monk Attack Power

Striking your palms together creates a loud boom, stunning your foes.

Timed (x3) ♦ Martial, Thunder

Standard Action Close burst 2

Prerequisite: Unarmed Strike

Target: Each creature in burst

Attack: Strength vs. Dexterity

Hit: Strength Thunder damage, and the targets are stunned (save ends).

Miss: Half damage.

Tranquil Meditation Monk Utility Power

Purging the clutter from your mind, you find inner strength.

Timed (x3) ♦ Martial

Move Action Personal

Prerequisite: Serene Moment

Effect: Choose Mind or Body. You heal a number of scratches of that type equal to your Awareness. You gain a +2 power bonus to hit on your next attack.

Uncanny Calm Monk Utility Power

You pause, focusing your mind and body towards perfection.

Timed (x3) ♦ Martial

Full Action Close burst 2 and Personal

Prerequisite: Tranquil Meditation

Target: Yourself, and each ally in burst

Effect: Choose Mind or Body. You heal a number of scratches of that type equal to your Awareness. Each ally in the burst also heals a number of scratches of that type equal to your Mind. You gain a +2 power bonus to damage on your next attack.

Whirling Throw Monk Attack Power

You throw your foe into his companions, knocking them all down.

Timed (x3) ♦ Martial, Weapon

Full Action Melee weapon

Primary Target: One creature

Requirement: You must have a free hand.

Attack: Strength - 2 vs. Strength

Hit: Strength + Power damage, and the target is pushed a number of squares equal to your Power and falls prone.

Secondary Target: All creatures adjacent to you or in the squares the primary target travels through.

Secondary Attack: Strength - 2 vs. Strength

Hit: Strength damage, and the target is knocked prone.

Superb Athlete

Calin says, "From a flavor point of view though, Monk is an ideal candidate for a good mix."

Calin says, "While fighter is more like pure combat, and bard is like pure non-combat."

Calin says, "Though of course, I think everyone should have at least something to offer both in and out of combat."

says Cal, "Some kind of minor healing fits the monk flavor well. And some seer powers."

Calin says, "Knowledge-related stuff fits well also."

Calin says, "Discipline of body and mind."

says Cal, "A couple more D10 monk talents: reduced penalty from being flanked, and reduced penalty in blind fight."