

First Edition Monk



The Monk Character Class for OSR Campaigns

Version 1.1

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What is a Monk?

The monk belongs to a religious order seeking for physical and mental perfection. The monk is a combat expert, though he does not depend on weapons or armour. Instead, the light-footed monk uses only his fists in combat and prefers to evade enemy attacks instead of blocking them.

Class Basics

Attribute Requirements	STR 15, CON 11, DEX 15, WIS 15
Prime Requisite	None
Races	Human
Hit Die	d4 (max 18)
Alignment	Any Lawful
Weapons	Bo stick, club, crossbow, dagger, hand axe, javelin, jo stick, pole arm, spear, staff
Armour	None
Attack Progression	As Cleric
Saving Throws	As Thief
Weapons Proficiencies	1+1 every 2 levels
Non-Proficiency Penalty	-3
Weapon Specialisation	N/A

Attribute Requirements

The way of the monk is mentally and physically demanding. To become a monk, a character has to have a score of 15 in Strength, Dexterity and Wisdom as well as a Constitution score of 11. A monk does not get an armour class bonus from a high Dexterity score or any attack roll or damage bonus from his Strength score. He is not eligible for exceptional Strength.

Prime Requisite

A monk does not have a prime requisite and does not gain an experience bonus from any ability score.

Races

Only humans can become monks. Other races are not suited to take the path of the monk.

Hit Die

The monk uses the d4 to determine his hit points. He starts with two hit dice at the first level and gains another for every level thereafter up to a maximum of 18 hit dice at level 17.

Alignment

The way of the monk requires rigorous discipline and intensive training. Therefore, monks can only be of Lawful alignment. They can be Good, Neutral or Evil, though. NPC monks will be Lawful Good in 50%, Lawful Neutral 35% and Lawful Evil 15% of the time.

Weapons and Armour

A monk can use the bo stick, club, crossbow, dagger, hand axe, javelin, jo stick, pole arm, spear or staff, but generally prefers to use his fists. He does not use flam-

ing oil and cannot wear any armour or use shields. Whether or not monks can use poison is the game master's decision.

Attack Progression

Monks have the same attack progression as thieves (see **Table 3**).

Saving Throws

Monks have the same saving throw progression as thieves (see **Table 4**).

Weapon Proficiencies

A monk starts with one weapon proficiency slot and gains an additional one every two levels. Monks are not eligible for weapon specialisation. If they use a weapon they are not proficient in, they suffer a -3 penalty to their attack roll.

Table 1: Monk Experience Progression

Level	XP	Title
1	0	Postulant
2	2,250	Prospective
3	4,500	Initiate
4	9,000	Mendicant
5	18,000	Friar
6	35,000	Adept
7	70,000	Prime Adept
8	140,000	Disciple of the Snake
9	275,000	Disciple of the Mantis
10	550,000	Disciple of the Tiger
11	825,000	Disciple of the Dragon
12	1,100,000	Master of Stars
13	1,375,000	Master of the Rising Sun
14	1,650,000	Master of the Dawning Sun
15	1,925,000	Master of Twilight
16	2,200,000	Master of Radiance
17	2,475,000	Grandmaster

Experience Progression

With each new level, a monk acquires a new title and advances in the hierarchy of his monastic order (see **Table 1**). There can only be a limited number monks with a rank above Prime Adept. There are three Disciples of the Snake: The Disciple of the Cobra, the Viper and the Natter, and only one monk of every rank above it. When a monk reaches level 8, he temporarily gains all the abilities of this level and has to challenge one of three Disciple of the Snake. This fight has to be hand-to-hand combat. No weapons or magic items are allowed.

If the challenger wins, he permanently gains all the abilities of his new level and assumed the title of Disciple of the Snake. If the challenged monk wins, he keeps his title. In any case, the loser drops to an experience level just above the one needed for the

level below his current level (he drops to level 7 in this case). When the loser gains enough experience point, he can challenge the winner again. Challenging a higher-ranking monk is necessary to progress to any level above level 7.

If the monk does not search out the respective higher-ranking monk, he also loses experience points to demote him one level. He intuitively knows where to find that monk.

Special Abilities

Unarmed Strike

Monks can use a variety of weapons, but generally prefer to fight using their fists. Monks are trained martial arts and the damage they deal with their unarmed attack increases with every level they gain. They also gain additional attacks at certain levels and will ultimately be able to make four attacks in a single round. A monk does not gain any bonus to his attack or damage rolls from a high Strength score.

Armour Class and Movement Rate

Monks do not wear armour and prefer to simply avoid attacks. With every level, a monk's effective armour class and movement rate increases.

Evasion

Monks are so nimble that they can avoid or deflect nonmagical missiles like arrows, bolts or javelins with a successful saving throw vs. *Petrification*. For every potential hit, a separate saving throws is required. If the monk is hit by an attack that permits a saving throw to reduce the damage taken (like a *Fireball*),

the can avoid taking any damage with a successful saving throw. From level 9 on, the monk only takes half damage even if he does not make the save and no damage if the save is made. This ability only negates damage, not other harmful effects (like a medusa's petrifying gaze).

Danger Sense

At level 1, a monk is as likely to be surprised as any other character and his surprise chance is 33.3%. At level 2, the surprise chance is reduced to 32% and by another 2% for every level thereafter.

Thief Skills

A monk has access to the thief skills of a thief of equal level (see **Table 5**).

Weapon Expert

Even though the monk's weapon of choice is his fist, he is also an expert in armed combat and anatomy. Due to this special knowledge, a monk deals 0.5 additional points of damage per experience level when he uses a weapon other than his fists. Nevertheless, high-level monks will inflict more damage with unarmed combat.

Speak with Animals

From level 3 on, monks can Speak with Animals. This ability is identical to the druid spell of the same name.

Slow Fall

At level 4, the monk gains the ability to fall slowly. If he is within 1' of a wall, he can fall up to 20' without taking damage. At level 6, this increases to 4' and 30' and at level 13 to 8' and an unlimited height.

Table 2: Monk Special Abilities

Level	Armour Class	Movement Rate (ft)	Unarmed Attacks per Round	Unarmed Damage	Special Abilities
1	10	150	1	1d3	Unarmed Strike, Evasion, Danger Sense, Thief Skills, Weapon Expert
2	9	160	1	1d4	-
3	8	170	1	1d6	<i>Speak with Animals</i>
4	7	180	5/4	1d6	<i>ESP Resistance, Slow Fall</i>
5	7	190	5/4	1d6+1	Immunity to Diseases, Immunity to <i>Haste</i> and <i>Slow</i>
6	6	200	3/2	2d4	<i>Feign Death</i>
7	5	210	3/2	2d4+1	<i>Self-Healing</i>
8	4	220	3/2	2d6	<i>Speak with Plants</i>
9	3	230	2	3d4	<i>Charm Resistance</i>
10	3	240	2	2d6+1	<i>Shielded Mind</i>
11	2	250	5/2	3d4+1	<i>Poison Immunity</i>
12	1	260	5/2	4d4	<i>Immunity to Quest and Geas</i>
13	0	270	5/2	4d4+1	<i>Quivering Palm</i>
14	-1	280	3	5d4	-
15	-1	290	3	6d4	-
16	-2	300	4	5d6	-
17	-3	320	4	8d4	-

Table 3: Monk Attack Progression

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1 - 3	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4 - 6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
7 - 9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
10 - 12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
13 - 15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16 - 18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1

Table 4: Monk Saving Throw Progression

Level	Rod, Staff, Wand	Breath Weapon	Death, Paralysis, Poison	Petrification, Polymorph	Spell
1 - 4	14	16	13	12	15
5 - 8	12	15	12	11	13
9 - 12	10	14	11	19	11
13 - 16	8	13	10	9	9
17 - 20	6	12	9	8	7
21+	4	11	8	7	5

Table 5: Monk Thief Skills

Level	Open Locks*	Find Traps	Move Quietly	Hide in Shadows	Hear Noise	Climb Walls*
1	35%	25%	20%	20%	10%	85%
2	39%	29%	25%	25%	13%	87%
3	43%	33%	30%	30%	16%	89%
4	47%	37%	35%	35%	19%	91%
5	51%	41%	40%	40%	22%	93%
6	55%	45%	45%	45%	25%	95%
7	59%	49%	50%	50%	28%	96%
8	63%	53%	55%	55%	31%	97%
9	67%	57%	60%	60%	34%	98%
10	71%	61%	65%	65%	37%	99%
11	75%	65%	70%	70%	40%	99%
12	79%	69%	75%	75%	43%	99%
13	83%	73%	80%	80%	46%	99%
14	87%	77%	85%	85%	49%	99%
15	91%	81%	90%	90%	52%	99%
16	95%	85%	91%	91%	55%	99%
17	97%	89%	92%	92%	58%	99%

*Includes the 5% bonus for humans to *Open Locks* and *Climb Walls*

ESP Resistance

At level 4, the monk gains the ability to close his mind. This reduces the chance of being affected by ESP to 30%. The chance is reduced by an additional 2% per experience level.

Immunity to Diseases

At level 5, a monk becomes immune to diseases.

Immunity to *Haste* and *Slow*

From level 5 on, a monk is no longer affected by *Haste* and *Slow*.

Feign Death

At level 6, a monk has mastered control of his body temperature and heart rate and can appear dead to others. He can remain in this state for a number of turns equals to twice his level.

Self-Healing

At level 7, a monk gains the power to gather his inner strength and heal himself. Once per day, he can heal 1d4+1 hit points plus an additional hit point for every level above level 7.

Speak with Plants

From level 8 on, monks can *Speak with Plants* as per druid spell of the same name.

Charm Resistance

At level 9, the monk is 50% resistant against *Beguiling*, *Hypnosis*, *Suggestion* and *Charm* spells. This resistance increases by 5% for every level above level 9.

Shielded Mind

At level 10, a monk has mastered control over his mind. If he is attacked by the mind blast of a brain slayer or by telepathic attacks, he is treated as a character with an Intelligence score of 18.

Poison Immunity

From level 11 on, a monk is no longer affected by poisons of any kind.

Immunity to Quest and Geas

From level 12 on, *Quest* and *Geas* no longer affect a monk.

Quivering Palm

At level 13, a monk gains the fearsome ability to generate vibrations in the body of another creature and fatally disrupt it at the time point of his choice.

The quivering palm can be used once per week. After the monk has declared that he intends to use it on a creature, he has to touch that creature within three *mêlée* rounds. If he fails to do so, the creature remains unharmed and the *Quivering Palm* cannot be used for another week. After the creature has been touched, the monk can choose to let it die at any point thereafter up to a number of days equal to his experience level at the time where he used the ability.

Undead, creatures immune to nonmagical weapons, creatures with more hit dice than the monk and creatures with more than twice the monk's hit points are not affected by the *Quivering Palm*.

Item Restrictions

A monk may not possess more than two magic weapons and three other magic items at a time. Monks can use magic versions of allowed weapons, magic rings, and any miscellaneous magic item usable by the thief. A monk may only possess enough money to support himself and his henchmen. Excess wealth has to be donated to a church worthy of it (unless he saves money to build a stronghold as described below).

Henchmen and Followers

Henchmen

Until level 6, a monk may not hire anyone at all. From that level on, he can hire up to two henchmen for a single job. For each additional level of experience,

an additional henchman can be hired until the maximum number of henchmen allowed by the monk's ability score has been reached. These henchmen may be fighters (but not rangers or paladins), assassins or thieves.

Followers

At level 8, a monk starts to gain followers. These followers will join him once he defeated a Disciple of the Snake in the battle necessary to permanently gain that level. If he has accomplished that and additionally has a monastery or similar building that he uses as a headquarters, the monk will be joined by 1d4+1 monks of the first level. For each level after level 9, 1d2 more monks join him. All these monks start at level 1 but can gain additional experience levels later on. When they reach level 7, they will leave.

Monk followers do not require any upkeep. They will have same alignment as their master. If their master's alignment changes, they will leave him. The monk will still be joined by new followers of his new alignment when he reaches a new level, though.

A Monk's Stronghold

A monk can take over the monastery of a higher-ranking monk that he defeated in battle or build one of his own. If he does the latter, the monk is permitted to save treasure and money worth up to 250,000 GP to construct the stronghold. Likewise, he is permitted to retain money needed to support it.

Name:	Alignment:	Level:
Race:	Sex:	XP:
Class:	Rank:	Next Level:

Abilities

Str:	Encumbrance:	Minor Test:	Major Test:
Dex:	Missile To Hit:	Surprise:	
Con:	Hit Points:	Minor Test:	Major Test:
Int:	# Languages:		
Wis:	Mental Save:		
Cha:	# Henchmen:	Loyalty:	Reaction:

Armour Class

Base	Current	Maximum	Current
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Hit Points

Movement

Base	Current	ESP Resistance	Charm Resistance
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Saving Throws

Paralysis, Poison, Death	Rod, Staff, Wand	Petrification, Polymorph	Breath Weapon	Spell

Equipment

Boots	Bracers	Cloak
Ring #1	Ring #2	Other

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
# To Hit																						

Weapon	Type	Rate of Fire	Damage	Range	Special

Special Combat Abilities

# Unarmed Attacks	Unarmed Damage	Weapon Damage Bonus

Thief Skills

Pick Pockets	Open Locks	Find Traps	Move Quietly	Hide in Shadows	Hear Noise	Climb Walls

Treasure, Gear & Special Abilities

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