

The MONK character class

Updated for DC's Dnd Campaign

	AC	move	attack	dmg	MS	HIS	HN	CW	THAC0	Surprise	Mind	Profs*	SB dmg	OL	FRT	Special
1	10	15"	2		15	10	10	85	20			1 / 2	1-3	25	20	all or nothing saves when saving for 1/2 damage Missile Deflection (as per proficiency)
2	9	16"	2		21	15	10	86	20	+1		1 / 2	1-4	29	25	+1 to surprise rolls with +1 more per two levels
3	8	17"	2		27	20	15	87	20	+1	+1	2 / 3	1-6	33	30	+1 vs mind-affects and +1 MAC with +1 more per two levels
4	7	18"	5/2		33	25	15	88	18	+2	+1	2 / 3	1-6	37	35	Ejection (as per discipline) fall 20' if within 1' of a wall
5	7	19"	5/2	+1	40	31	20	90	18	+2	+2	3 / 4	2-7	42	40	immune to disease
6	6	20"	3	+2	47	37	20	92	18	+3	+2	3 / 4	2-8	47	45	feign death for two turns/level fall 30' if within 4' of a wall
7	5	21"	3	+2	55	43	25	94	16	+3	+3	4 / 5	3-9	52	50	heal d4+1 1/day (+1 hp per additional level)
8	4	22"	3	+d	62	49	25	96	16	+4	+3	4 / 5	2-12	57	55	attract followers +1 bonus to initiative rolls fall 60' if within 5' of a wall
9	3	23"	4	+d+1	70	56	30	98	16	+4	+4	5 / 6	3-12	62	60	half save to none saves hand-to-hand attacks treated as if a +1 magical weapon
10	3	24"	4	+d+2	78	63	30	99	14	+5	+4	5 / 6	3-12	67	65	figure MAC, THMAC0, PSPs as if 18 intelligence fall 90' if within 6' of a wall
11	2	25"	5	+d+2	86	70	35	99.1	14	+5	+5	6 / 7	4-13	72	70	immune to poison may learn any martial arts maneuvers, regardless of rank/order
12	1	26"	5	+2d	94	77	35	99.2	14	+6	+5	6 / 7	4-16	77	75	immune to geas and quest +2 bonus to initiative rolls fall 120' if within 7' of a wall
13	0	27"	5	+2d	99	85	40	99.3	12	+6	+6	7 / 8	5-17	82	80	Quivering Palm fall any distance if within 8' of a wall
14	-1	28"	6	+2d+1	99	93	40	99.4	12	+7	+6	7 / 8	5-20	87	85	gain saving throw, even when not normally allowed
15	-1	29"	6	+3d	99	99	50	99.5	12	+7	+7	8 / 9	6-24	92	90	hand-to-hand attacks treated as if a +2 magical weapon
16	-2	30"	7	+3d+1	99	99	50	99.6	10	+8	+7	8 / 9	5-30	97	95	+3 bonus to initiative rolls
17	-3	32"	7	+4d	99	99	55	99.7	10	+8	+8	9 / 10	8-32	99	99	immune to natural aging -- virtual immortality bonus for no armor

* all monks begin with one weapon in martial arts style and two maneuvers (one can be used for full style) PLUS religion/philosophy and one "art form" (often calligraphy)

Monks roll d6 for hit points.

Monks DO get all bonuses for high strength and dexterity.

Monks use the combat and saving throw charts of clerics.

Monks use magical items as thieves and are NOT considered members of the fighter class.

Monks may STUN opponents if the to hit roll is 5+ than required. Target gets save vs petrification or stunned d6 rnds. Targets with more base HD than monk are immune.

Monks do +1 dmg per two levels (round up) when using melee weapons.

Monks never wear armor, nor employ shields, flaming oil, or poisoned weapons.

Monks may use: crossbow (any), dagger, hand axe, javelin, polearm (any), lasso, staff/stick (any), spear (any), trident, or martial arts weapon

Monks have a non-proficiency penalty of -3.

Monks have the thief abilities to Move Silently, Hide in Shadows, Hear Noises, and Climb Walls

Monks roll d6 for PSPs and have a +1 to their MACs.

At 5th level monks do NOT gain any special resistance to slow, but also can be hasted as other characters

Monks must be Lawful.

Monks may only keep two magical weapons and three miscellaneous magical items. Potions, salves, protective scrolls, etc do not count.

Monks may only keep what treasure they can carry and usually live modestly.

Monks donate all "superfluous" items and treasure to an NPC monastery or charity.

Monks never have henchmen or hirelings until 6th level, when they may have two, with one more per additional level advanced.

Monks must "earn" 8th lvl and above. Three monks are of 8th and one of each level beyond. Each alignment has a "tract" although inter-alignment duels are sometimes allowed.

Monks may not "settle down" until 8th level, when they may establish a monastery.

Scarlet Brotherhood monks are treated as a SEPARATE CLASS of monk. They must begin as Lawful Evil and gain NO automatic proficiencies.

SB monks do NOT use martial arts styles, having fixed damage by level. They have an AC bonus of +2 and also gain Open Locks and Find/Remove Traps skills as a thief of the same level.