

The Genius Guide to: The Talented Monk



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ROLEPLAYING GAME COMPATIBLE

Monks are the iconic martial artists and students of esoteric mysticism of the core rules, dealing significant damage with their bare hands, leaping across battlefields, and learning exotic fighting styles and combat techniques. They are also among the most hotly debated of classes, with different groups of players envisioning them as scouts, front-line combatants, skirmishers, mystics, or self-sufficient adventurers who are mostly useful because they don't require as much support as most classes. Of course these different ideas and play styles are sometimes mutually exclusive, and the core monk offers little customization to help build a character matching one of those concepts outside what bonus feats can be selected.

These two elements – lack of customization options and lack of a clear identity for the class as a whole – often result in frustration for players of monks and the GMs who run games for them. A monk can be extremely effective by seeking out specifically those foes that have attacks other heroes are more vulnerable to, but that's not always an intuitive choice of tactics if a player has a specific martial arts hero in mind when creating his character. The most effective way to play a monk often doesn't look much like how monks act in the adventure fiction that features mystic martial artists, so monk players often don't feel the class is giving them the experience they desire. At the same time GMs often see how many things a monk *can* do that no one else can, and don't understand why a player wants to add new abilities. The disconnect between what a GM sees a monk is capable of, and what a player wants a monk to actually do, can be a source of friction.

This is worsened by the fact that despite being described as wise masters who have gained their powers through dedication and training, most of a monk's class features are static abilities a monk receives whether they are appropriate to a specific school of fighting or not. The monk's increased movement helps them be

extremely mobile and plays well to scout and skirmisher roles – but is no help for players wishing to use monks as front-line combatants. The monk’s bonus armor class helps make them self-sufficient – unless a player is envisioning a master of eastern fighting techniques involving heavy armor and reach weapons. Monks eventually become immune to disease, poison, and even aging which is both useful and powerful – but isn’t appropriate for every martial artist concept. No mechanism exists to allow a monk player to easily trade in powerful-but-inappropriate abilities for other options that better fit a specific character concept.

Perhaps more than any other character concept, the monk has many, many cinematic examples players and GMs could wish to emulate. Through martial arts, fantasy, adventure and (especially) wuxia films many players see martial-arts-themed characters who can fly, run across grass, leap down cliffsides, kill with a touch, catch swords in their fingertips, slice through rock with blades, shatter bones with a punch, become more dangerous when drunk, and strike so quickly their own shadows can’t match the motion. But the players have no

way to focus on similar abilities that match their desired monk concept.

But what if they could?

The Genius Guide to the Talented Monk rewrites the classic monk class to use talents, rather than static class abilities and bonus feats. Rather than require all monks to be masters of unarmed attacks and self-perfection, each monk can have custom-fit class abilities to match a player’s specific concept. This greater flexibility allows the monk to be the default esoteric-combat-style-oriented character without limiting it to just one or two styles of fighting. Like a rogue, a talented monk character can pick and choose from a range of similarly-powered abilities appropriate for the monk’s role, without making the class overpowered. The talented monk can still fill the same roles in a party, but can customize his combat style and abilities to fill a much broader range of concepts.

ALIGNMENT: A talented monk may be of any lawful alignment.

HIT DIE: d8

STARTING WEALTH: At 1st level a talented monk begins play with 1d6x10 gp.

CLASS SKILLS: The talented monk’s class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

SKILL RANKS PER LEVEL: 4 + Int modifier.

TABLE 1: THE TALENTED MONK

Level	Base Attack Bonus	Specialty Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+2	+2	+2	Monk edge x3, monk talent x2
2	+1	+2	+3	+3	+3	Monk edge, monk talent x2
3	+2	+3	+3	+3	+3	Monk edge, monk talent x2
4	+3	+4	+4	+4	+4	Monk edge, monk talent
5	+3	+5	+4	+4	+4	Monk talent
6	+4	+6/+1	+5	+5	+5	Monk talent
7	+5	+7/+2	+5	+5	+5	Monk talent
8	+6/+1	+8/+3	+6	+6	+6	Monk edge
9	+6/+1	+9/+4	+6	+6	+6	Monk talent
10	+7/+2	+10/+5	+7	+7	+7	Advanced talents, monk talent
11	+8/+3	+11/+6/+1	+7	+7	+7	Monk talent
12	+9/+4	+12/+7/+2	+8	+8	+8	Monk talent
13	+9/+4	+13/+8/+3	+8	+8	+8	Monk talent
14	+10/+5	+14/+9/+4	+9	+9	+9	Monk talent
15	+11/+6/+1	+15/+10/+5	+9	+9	+9	Monk talent
16	+12/+7/+2	+16/+11/+6/+1	+10	+10	+10	Monk talent
17	+12/+7/+2	+17/+12/+7/+2	+10	+10	+10	Monk talent
18	+13/+8/+3	+18/+13/+8/+3	+11	+11	+11	Monk talent
19	+14/+9/+4	+19/+14/+9/+4	+11	+11	+11	Monk talent
20	+15/+10/+5	+20/+15/+10/+5	+12	+12	+12	Grand talent, monk edge

WEAPON PROFICIENCY: Monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, shortspear, short sword, sling, and spear. The monk uses his base attack bonus when using these weapons, or weapon with which he is not proficient. A monk also has a special attack bonus, which acts as his base attack bonus under limited circumstances. For a monk to use his specialty attack bonus he must take the fighting style edge or adaptive style talent (see below for more information on edges and styles).

MONK EDGES

Every monk develops a unique set of abilities, developed from his background training, his own practice and experimentation, and his reaction to the many threats he encounters. The core of these abilities, known as edges, help a monk become a master of many fighting styles, a mystic warrior able to create spell-like abilities through will and concentration, a scholar more interested in lore than combat, or some combination of roles that appeal to him in particular.

A monk gains three edges at 1st level, and additional edges at 2nd, 3rd, 4th, and 8th level, and a final edge at 20th level. Edges are similar to monk talents, but are more fundamental to his background and worldview, and require constant and regular practice to keep effective. As a result there's a limit to how many edges a monk can have, and most edges must be selected early in the monk's career. While a monk

gains multiple edges over his first few levels, those acquisitions represent the culmination of years (possibly a lifetime) of effort and study. A monk may not decide to take the evasion edge until 4th level, but he has been

WHERE ARE MY UNARMED STRIKES?!

A number of features the core monk receives automatically – including adding Wisdom modifiers to AC, fast movement, stunning fist, evasion, and even some of their weapon proficiencies – aren't automatic for the talented monk. To increase flexibility, and allow monk players to create a wider range of character types, the talented monk instead gives these options as edges and talents. However, that flexibility comes with an important caveat:

It's Possible To Make An Ineffectual Talented Monk!

Players and GMs using this system for the first time are *strongly* advised to take either the unfettered kata edge and deadly strikes talent, or the fighting style edge (with any weapon group) and the light armor kata edge. This isn't *required* – a monk that focuses on ki abilities, high-speed mobility, and ways to hamper foes without dealing damage is a viable concept – but the easiest way to create an effective monk (and the options closest to the core monk) is to make sure these basic offensive and defensive edges and talents are selected.

thinking about how to escape explosions and practicing his ideas for long years before his acumen rises to the level of that edge.

A monk may not take an edge more than once unless it specifies otherwise. Some edges are taken from various monk archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Monk edges that require an action of any kind (including free actions) cannot be used when the monk is wearing armor of any kind, unless the monk has an edge or talent that says otherwise (such as the light armor kata edge). Monk edges marked with an asterisk* are weapon-related, and can only be used with weapons for which the monk has taken the fighting style edge or adaptive style talent.

Advice (Ex): [Sensei] The monk is an acknowledged sensei, a wise teacher able to give valuable advice. The monk's advice is identical to bardic performance (using oratory), allowing him to inspire courage at 1st level, as a bard of the monk's level, usable a total number of rounds per day equal to his level + his Wisdom modifier (minimum 1).

Basics: The monk's martial arts training has emphasized many of the basics of combat training. The monk may select a combat feat for which he meets the prerequisites, and receive this as a bonus feat. A monk may take this edge more than once. Each time, it grants a new feat as a bonus feat.



Evasion (Ex): The monk can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the monk is wearing light armor or no armor. (Monks with the medium armor kata talent are exceptions to this rule.) A helpless monk does not gain the benefit of evasion.

A monk must be at least 2nd level to select this edge.

Exploit Weakness (Ex): [Martial Artist] As a swift action the monk can observe a creature or object to find its weak point by making a Wisdom check and adding his monk level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the martial artist gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore the creature or object's DR or hardness. A martial artist may instead use this ability to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saves and a dodge bonus to AC against that opponent equal to 1/2 his monk level until the start of his next turn.

Fast Movement (Ex): The monk's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is not carrying a heavy load. Apply this bonus before modifying the monk's speed because of any load carried or armor worn (though like all monk talents fast movement

cannot be used by a monk in armor without the light armor kata or medium armor kata edges). This bonus stacks with any other bonuses to the monk's land speed.

If the monk is 6th level or higher, his land speed is 20 feet faster than the norm for his race. This increases by another 10 feet for every 3 levels above 6th, to a maximum of 60 feet faster than the norm for his race at 18th level.

Fighting Style (Ex): Most monks are trained in one of more fighting styles, a specific way of using a set of similar weapons to perform martial arts maneuvers. Offensive edges and talents marked with an asterisk* can only be performed with weapons in a weapon group the monk has selected with this edge.

Select one weapon group below. This list is identical to the weapon group list from *The Genius Guide to the Talented Fighter*, with the exception of excluding the Siege Weapon Group (no matter how good a monk is, he cannot deliver a stunning fist attack through a catapult) and the addition of the improvised weapon group (which includes anything the GM would allow to be used as an improvised weapon). GMs may add other weapons to any weapon group, or add entirely new groups. The monk is proficient with all weapons in the selected group, and may use his specialty attack bonus (from **Table 1: The Talented Monk on page 2**) when making an attack or combat maneuver with one of these weapons, and treats them all as if they had the ki focus ability (allowing him to

use abilities and attacks that normally work with unarmed attacks, such as Stunning fist and Punishing Kick, with these weapons). The monk may also deal lethal or nonlethal damage with any weapons in a group he has selected without penalty.

This edge may be selected more than once. Each time it is selected, it grants proficiency and the ability to use weapon-related monk edges and talents with weapons of another group.

Axes: bardiche, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, light pick, mattock, orc double axe, pata, and throwing axe.

Blades, Heavy: Aldori dueling sword, bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, falcata, falchion, flambard, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword.

Blades, Light: bayonet, butterfly knife, butterfly sword, chakram, dagger, gladius, hunga munga, kama, katar, kerambit, kukri, madu, pata, quadrens, rapier, sawtooth sabre, scizore, shortsword, sica, sickle, starknife, swordbreaker dagger, sword cane, wakizashi, and war razor.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: bayonet, brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar,

light shield, madu, mere club, punching dagger, rope gauntlet, sap, scizore, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart.

Crossbows: double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter.

Double: bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, orc double axe, quarterstaff, and two-bladed sword.

Firearms: all one-handed, two-handed, and siege firearms.

Flails: battle poi, bladed scarf, chain spear, dire flail, double chained kama, flail, flying blade, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, scorpion whip, spiked chain, urumi, and whip.

Hammers: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, taiaha, tetsubo, wahaika, and warhammer.

Improvised: Any improvised weapon, subject to GM approval.

Monk: bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section

whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.

Mounted: all melee attacks made with weapons the fighter is proficient with while mounted

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

Pirate: crossbow, cutlass, dagger, hook hand, rapier, and short sword.

Polearms: bardiche, bec de corbin, bill, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, rhomphaia, tepoztopilli, and tiger fork.

Spears: amentum, boar spear, chain spear, javelin, harpoon, lance, longspear, pilum, shortspear, sibat, spear, tiger fork, and trident.

Thrown: aklys, amentum, atlatl, blowgun, bolas, boomerang, chakram, club, dagger, dart, halfling sling staff, harpoon, hunga munga, javelin, lasso, kestrom, light hammer, net, poisoned sand tube, rope dart, Shoanti bolas, shortspear, shuriken, sling, sling glove, spear, starknife, throwing axe, throwing shield, trident, and wushu dart.

Flurry of Blows (Ex):* When attacking with weapons to which he can apply his special attack bonus, the monk can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using a weapon for which he has taken the fighting style edge or adaptive fighting talent. All the

monk's attacks for the round, including the additional attack, suffer a -2 penalty to their attack rolls. All the attacks the monk makes in the round must be with weapons with which he can use his special attack bonus. The monk may make all the attacks with a single weapon, or may make them interchangeably with any qualifying weapons he is wielding.

At 8th level, the monk can make two additional attacks when he uses flurry of blows. At 15th level, the monk can make three additional attacks using flurry of blows.

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made unarmed, with an off-hand weapon, or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows.

A monk may only use one edge or talent with flurry in its name on any given round.

Flurry of Maneuvers (Ex):* [Maneuver Master] As part of a full-attack action, the monk can make one additional combat maneuver, regardless of whether the maneuver normally replaces a melee attack or requires a standard action. At 8th level, the monk can make two additional maneuvers when he uses flurry of maneuvers. At 15th level, the monk can make three additional maneuvers using flurry of maneuvers.

All attacks and combat maneuver checks the monk makes on this round suffer a -2 penalty when using a flurry.

A monk may only use one edge or talent with flurry in its name on any given round.

Graceful Grappler (Ex): [Tetori] The monk suffers no penalties on attack rolls, can make attacks of opportunity while grappling, and retains his Dexterity bonus to AC when pinning an opponent or when grappled. If the monk is 8th level or higher, he gains the grab special attack when using unarmed strikes, and can use this ability against creatures his own size or smaller by spending 1 point from his ki pool, or against larger creatures by spending 2 points from his ki pool.

Insightful Maneuvers (Ex):* [Sensei] The monk may use his Wisdom bonus in lieu of his Strength or Dexterity on combat maneuver checks with weapon he may use with his special attack bonus.

Insightful Strike (Ex):* [Sensei] The monk may use his Wisdom bonus in lieu of his Strength or Dexterity on attack rolls and combat maneuver checks with weapon he may use with his special attack bonus.

Iron Monk (Ex): [Monk of the Sacred Mountain] The monk gains a +1 natural armor bonus.

Iron Limb Defense (Ex): [Monk of the Sacred Mountain] The monk can deflect blows with an active defense that complements his bastion stance. If the monk starts and ends his turn in the same space, he gains a +2 shield bonus to AC and CMD until the start of his next turn. As a swift action, he can spend 1 ki point to increase this bonus to +4.

A monk must have a ki pool and the bastion stance talent to select this edge.

Ki Pool (Su):* The monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike.

Ki strike allows the monk's attacks to be treated as magic weapons for the purpose of overcoming damage reduction. For a monk of at least 7th level, his unarmed attacks are also treated as cold iron and silver weapons for the purpose of overcoming damage reduction. For a monk of at least 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. For a monk of at least 16th level, his unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his ki pool as a swift action, a monk can do one of the following:

- *Make one additional attack at his highest attack bonus when taking a full attack action. This stacks with the extra attack gained from a flurry of blows attack.

- *Increase his speed by 20 feet for 1 round

- *Give himself a +4 dodge bonus to AC for 1 round.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Learned (Ex): [Monk of the Lotus, Sensei] The monk gains Diplomacy, all Knowledge skills, and the Linguistics skill as class skills. The monk may use Wisdom as the key ability for these skills, rather than their normal key abilities.

Light Armor Kata (Ex): The monk has learned to use light armor with his martial arts training. The monk may use his monk edges and monk talents when wearing light armor. (Normally monk edges and talents only work when wearing no armor.)

A monk must be proficient in light armor to take this edge.

Medium Armor Kata (Ex): The monk has learned to use medium armor with his martial arts training. The monk may use his monk edges and monk talents when wearing medium armor. (Normally monk edges and talents only work when wearing no armor.)

A monk must be proficient in medium armor and have the light armor kata edge to take this edge.

Redirection (Ex): [Flowing Monk] As an immediate action, the monk can attempt a reposition or trip combat maneuver against a creature that the monk threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + 1/2 the monk's level + monk's Wisdom modifier to halve the duration), plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level). The monk gains a +2 bonus on the reposition

or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

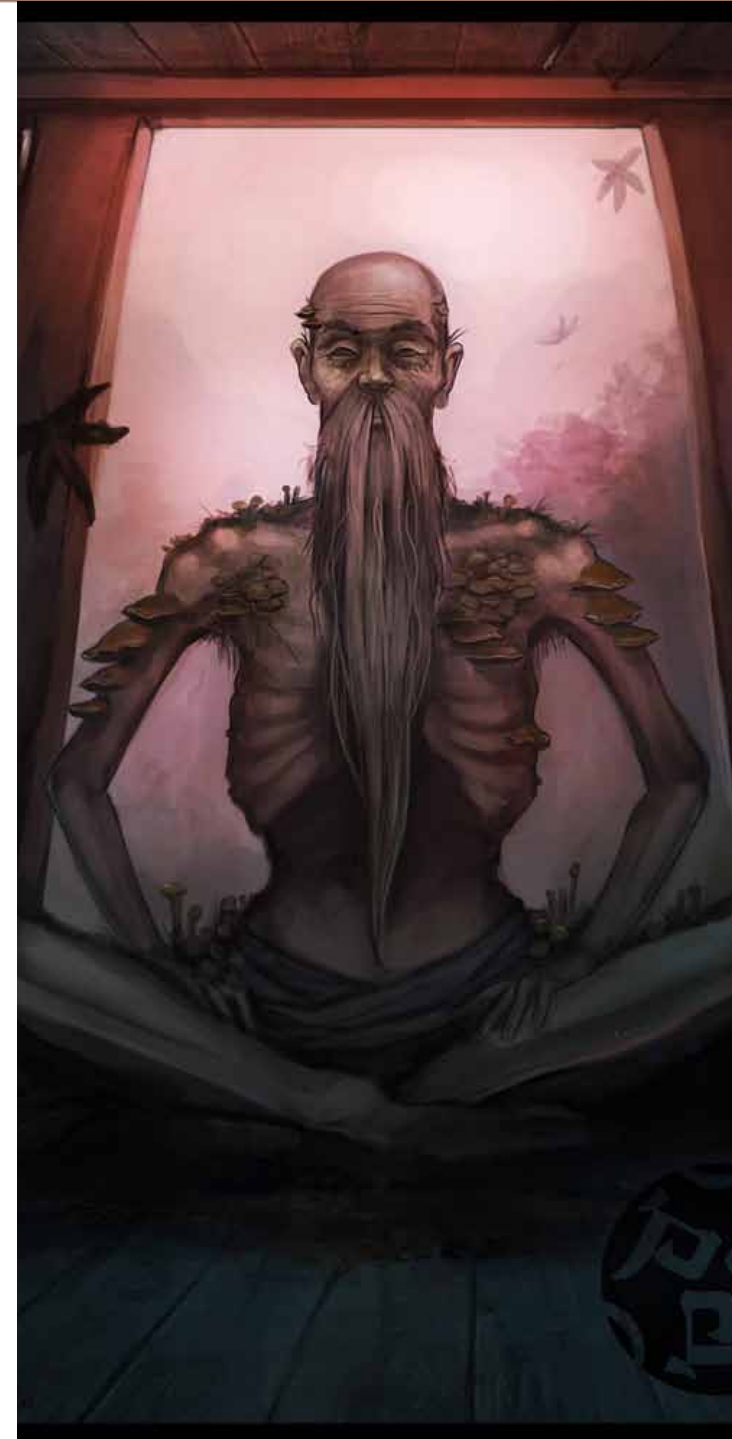
Sohei: [Sohei] The monk gains Handle Animal as a class skill, and Mounted Combat as a bonus feat. The monk need not meet the prerequisite for Mounted Combat. The monk may use the bonus feat talent (see below) to take any feat that has Mounted Combat as one of its prerequisites, but the monk must meet such feat's prerequisites to select them.

Talent: The monk may select any monk talent he meets the prerequisites for.

Unfettered Kata (Ex): Many monks learn a fighting style that focuses on being free of needing any weapon or armor in combat.

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and 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. This is true even if he has an edge or talent that allows him to use other monk edges and monk talents when wearing armor.



A monk that selects this edge also gains the Improved Unarmed Strike feat as a bonus feat, and is treated as having the fighting style edge with his unarmed strikes (but not other natural attacks he may have). His unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

MONK TALENTS

As a talented rogue gains experience, he learns a number of talents that expand his martial mastery and vast personal insight. Starting at 1st, a talented monk gains two monk talents. He gains an additional two monk talents at 2nd level and again at 3rd, and then one for every level of monk attained after 1st. A monk cannot select an individual talent more than once unless the talent specifies otherwise.

Monk talents that require an action of any kind (including free actions) cannot be used when the monk is wearing armor of any kind, unless the monk has an edge or talent that says otherwise (such as the light armor kata edge). Monk talents marked with an asterisk* are weapon-related, and can only be used with weapons for which the monk has taken the fighting style edge or adaptive style talent.

Some talents are taken from various monk archetypes. These talents include the name of their originating archetype as a descriptor, to all GMs to limit characters to talents from a single archetype, if desired.

Adamantine Monk (Ex): [Monk of the Sacred Mountain] The monk has muscles so strong and skin so resilient that he gains DR 1/—. This DR increases by 1 at 12th level, and by an additional 1 at 16th level. As a swift action, the monk can spend 1 ki point to double his DR until the beginning of his next turn.

A monk must be at least 8th level, have a ki pool, and have the bastion stance talent to select this talent.

Adaptive Style (Ex): Select one manufactured weapon. The monk gains proficiency with the weapon, and may use it with weapon-related edges and talents marked with an asterisk*. When making attacks with this weapon he may use his specialty attack bonus, rather than his base attack bonus.

This talent may be taken more than once. Each time, it applies to a different weapon.

Ancient Healing Hand (Su): [Monk of the Healing Hand] The monk can heal another creature's wounds with a touch. As a full-round action, the monk can spend 2 ki points to heal a number of hit points equal to the monk's level. He needs at least one hand free to use this ability, and cannot heal himself. If the action is interrupted, monk must make a concentration check (1d20 + monk level + wisdom modifier), against a DC of 15 + damage dealt (or 15 + 1/2 damage dealt for ongoing damage, or DC 2 for non-damaging interruptions) or the subject heals no hit points, and the ki points are lost.

A monk must have a ki pool and be at least 6th level to select this talent.

Bastion Stance (Ex): [Monk of the Sacred Mountain] The monk becomes like stone, nearly impossible to move when he stands his ground. If the monk starts and ends his turn in the same space, he cannot be knocked prone or forcibly moved until the start of his next turn, except by mind-affecting or teleportation effects.

Blindsense (Ex): The monk's senses become so alert he gains blindsense with a range of 30 feet. Using non-visual senses the monk notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Any opponent the monk cannot see still has total concealment against him, and the monk still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Bonus Feat (Ex): The monk may select a bonus feat. These feats must be taken from the following list:

Agile Maneuvers, Blind-Fight, Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Improved Bull Rush, Improved Disarm, Improved Drag, Improved Dirty Trick, Improved Grapple, Improved Initiative, Improved Overrun, Improved Reposition, Improved Steal, Improved Sunder, Improved Trip, Nimble Moves, Point-Blank Shot, Precise

Shot, Scorpion Style, Stunning Pin, Throw Anything, and Weapon Finesse.

A monk of 6th level or higher may also select from the following list:

Acrobatic Steps, Bodyguard, Chokehold, Focused Shot, Gorgon's Fist, Greater Bull Rush, Greater Dirty Trick, Greater Disarm, Greater Drag, Greater Feint, Greater Grapple, Greater Overrun, Greater Reposition, Greater Steal, Greater Sunder, Greater Trip, Improved Feint, Ki Throw, Manyshot, Mobility, Parting Shot, Point Blank Master, Second Chance, and Sidestep.

A monk of 10th level or higher may also select from the following list:

Bull Rush Strike, Disarming Strike, Improved Critical, In Harm's Way, Medusa's Wrath, Neckbreaker, Penetrating Strike, Pinning Knockout, Pinpoint Targeting, Repositioning Strike, Shot on the Run, Snatch Arrows, Spring Attack, Sundering Strike, and Tripping Strike.

It's important to note that a monk that takes a bonus feat for which he lacks the prerequisites gains only the abilities of that feat, not abilities from all its prerequisite feats. For example, a monk that takes Greater Trip causes targets he trips to provoke attacks of opportunity, but the monk doesn't gain the ability to use the trip maneuver without provoking attacks of opportunity himself unless he also takes Improved Trip.

A monk need not have any of the prerequisites normally required for these feats to select them. This talent may be taken more than once. Each time, a different bonus feat is gained.

Break Free (Ex): [Tetori] The monk adds his monk level on combat maneuver or Escape Artist checks made to escape a grapple. If the monk fails a save against an effect that causes him to become entangled, paralyzed, slowed, or staggered, he may spend 1 point from his ki pool as an immediate action to attempt a new save.

A monk must have the graceful grappler edge to select this talent.

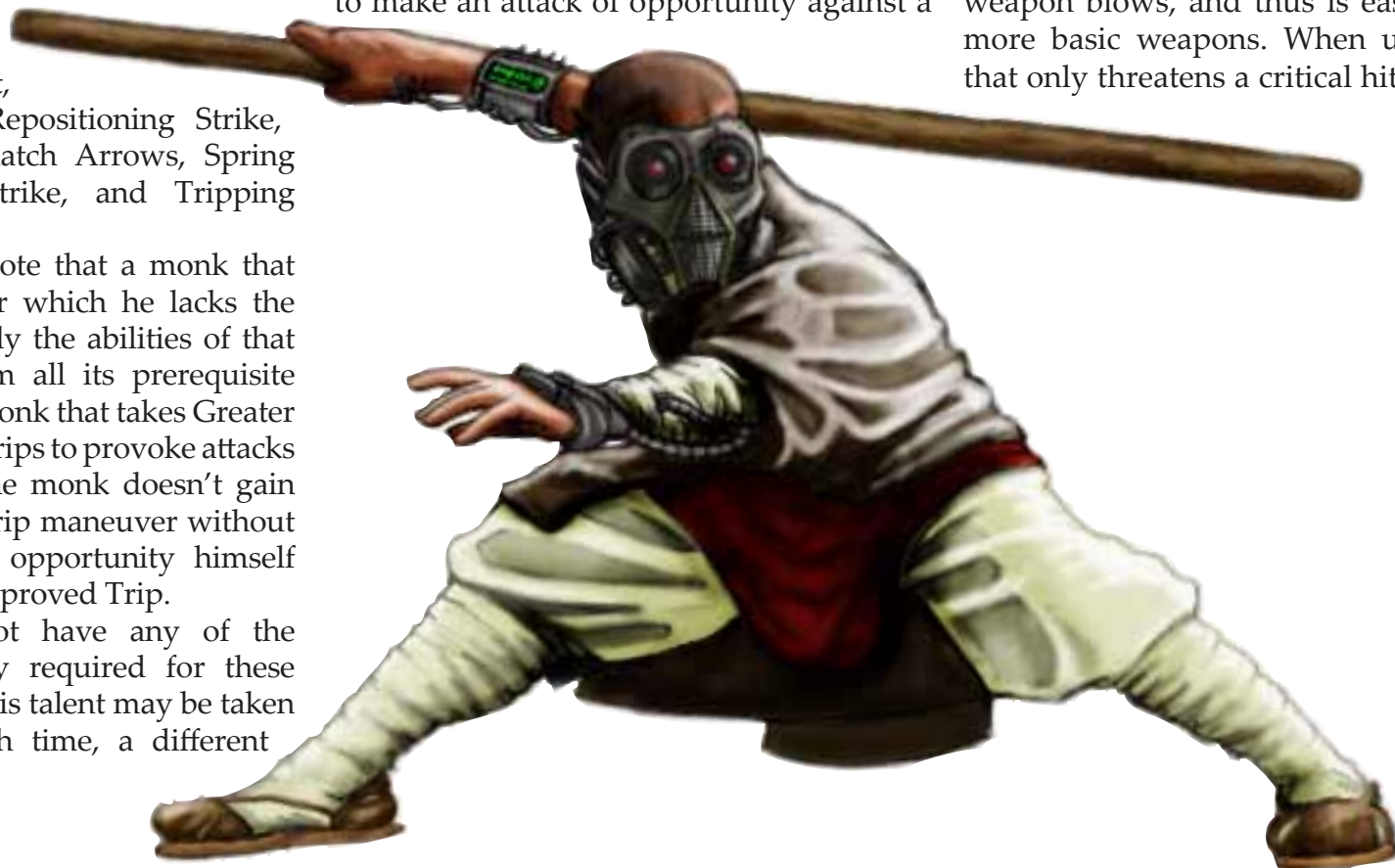
Counter-Grapple (Ex):* [Tetori] The monk may make an attack of opportunity against a creature attempting to grapple him, even if the creature does not normally provoke attacks of opportunity when grappling (though this ability does not allow the monk to make an attack of opportunity against a

creature with the Greater Grapple feat). He may use counter-grapple even if his attacker has concealment or total concealment. If the monk is 8th level or higher he may do this even if he is flat-footed or if his attacker has exceptional reach.

A monk must have the graceful grappler edge to select this talent.

Deadly Strikes (Ex):* The monk is a master of using his superior body control to deal surprising amounts of damage with weapons. The monk may be able to replace its base damage dice, depending on the weapon and the monk's level.

Deadly strikes depends on the monk to easily adapt his own superior body control through weapon blows, and thus is easier to use with more basic weapons. When using a weapon that only threatens a critical hit on a natural 20



and that has only a x2 crit multiple (including unarmed attacks), the monk compares the die listed on Deadly Strikes Table 1 for a monk of his level and size to the weapon's base damage die. If the table's die is superior, the monk uses it instead of the weapon's normal damage die whenever the monk deals damage with that weapon.

For example, Kethrie is a 4th level small monk who has taken the fighting style edge with the unarmed weapon group. Normally an unarmed attack for a small character deals 1d2, and has a threat range of 20 and a x2 crit multiplier. However looking at **Deadly Strikes Table 1**, a small 4th level monk has base damage of 1d6 listed. Thus whenever Kethrie deals unarmed damage, she uses 1d6 instead of 1d2.

When using more complex weapons (which are often more effective as weapons, but more difficult to improve with the monk's superior control of his own movements), deadly strikes aren't quite as effective. Instead of the die values on **Deadly Strikes Table 1**, the monk checks the dice listed on **Deadly Strikes Table 2**.

Devoted Guardian (Ex): [Sohei] The monk can always act in a surprise round even if he does not notice his enemies, though he remains flat-footed until he acts. The monk gains a bonus on initiative rolls equal to 1/2 his monk level.

Drunken Ki (Su): [Drunken Master] The monk can drink a tankard of ale or strong alcohol and gain one temporary ki point. The act of drinking is a standard action that does not provoke attacks of opportunity. The monk can have a maximum number of drunken ki points equal to half his level (minimum 1). These drunken

DEADLY STRIKES TABLE 1			
For weapons with critical values of 20, x2 (including unarmed attacks)			
Monk Level	Monk Size		
	Small	Medium	Large
1st–3rd	1d4	1d6	1d8
4th–7th	1d6	1d8	2d6
8th–11th	1d8	1d10	2d8
12th–15th	1d10	2d6	3d6
16th–19th	2d6	2d8	3d8
20th	2d8	2d10	4d8
DEADLY STRIKES TABLE 2			
For weapons with critical values better than 20, x2.			
Monk Level	Monk Size		
	Small	Medium	Large
1st–3rd	1d3	1d4	1d6
4th–7th	1d4	1d6	1d8
8th–11th	1d6	1d8	2d6
12th–15th	1d8	1d10	2d8
16th–19th	1d10	2d6	3d6
20th	2d6	2d8	3d8

ki points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken ki point, the monk can spend 1 ki point as a swift action to move 5 feet without provoking attacks of opportunity. A monk may take this talent without having the ki pool edge, and may then take talents that require a ki pool. A monk with this talent may be of chaotic alignment without losing the ability to gain new monk levels.

Drunken Strength (Su): [Drunken Master] The monk can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. The monk can choose to apply the damage after the attack roll is made. The monk must have at least 1 drunken ki point to use this ability.

This talent may be taken more than once, but not more often than once per five full monk levels. Each time it is taken, it allows the monk to spend one additional ki point to add one additional d6 of damage to a single successful melee attack roll.

A monk must be at least 5th level and have the drunken ki talent to take this talent.

Elemental Fist (Su):* [Monk of the Four Winds] The monk receives Elemental Fist as a bonus feat, even if he does not meet the prerequisites. A monk may attempt an elemental fist a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Elusive Target (Ex): [Flowing Monk] As an immediate action, the monk may spend 2 points from his ki pool to attempt a Reflex save opposed by an attacker's attack roll to halve damage from that attack. If the attacker is flanking the monk, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creature takes half damage (or full damage if the attack is completely avoided – see improved elusive target, below). Any associated effects from the attack (such as bleed, poison, or spell effects) apply fully even if the attack deals only half damage.

Expert Advice (Ex): [Sensei] The monk can now use his advice edge to inspire competence, as a bard of the monk's level. If the monk is 9th level or higher, he may also inspire greatness, as a bard of his monk level.

A monk must be 3rd level and have the advice edge to take this talent.

Extreme Endurance (Ex): [Martial Artist] The monk gains immunity to fatigue.

Flowing Dodge (Ex): [Flowing Monk] The monk gains a +1 dodge bonus to AC for each enemy adjacent to him, up to a maximum bonus equal to his Wisdom modifier (minimum 1).

Fuse Style (Ex):* [Master of Many Styles] The monk can fuse two of the styles he knows into a more perfect style. He can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the monk switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

This talent may be taken a second time, allowing the monk to fuse three styles at once. He can have the stances of three style feats active at the same time. Furthermore, he can enter up to three stances as a swift action.

Improved Elemental Fist (Su): [Monk of the Four Winds] The monk increases the damage of his Elemental Fist by 1d6. This increases again at 10th level and every 5 levels thereafter (2d6 when this talent is taken, 3d6 at 10th level, 4d6 at 15th level, and so on).

Improved Evasion (Ex): The monk's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

A monk must be at least 8th level and have the evasion edge to take improved evasion.

Improved Redirection (Ex): [Flowing Monk] The monk can use redirection against an opponent that the flowing monk threatens and that attacks an ally with a melee attack. At 8th level, the monk can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, the monk can use redirection against any opponent that attacks him in melee, even if the monk is not threatening the opponent who attacks him. The monk can use this ability once per day per monk level, but no more than once per round.

A monk must have the redirection edge to take this talent.

Improved Stunning Fist (Ex):* The monk gains the ability to make the target of his stunning fist fatigued, rather than stunned. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect.

If the monk is at least 8th level, he can make the target sickened for 1 minute. If he is at least

12th level, he can make the target staggered for 1d6+1 rounds. If he is at least



16th level, he can permanently blind or deafen the target. If he is 20th level, he can paralyze the target for 1d6+1 rounds.

The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

A monk must be at least 4th level and have the stunning fist talent to select this talent.

Improved Touch of Serenity (Su): [Monk of the Lotus] The duration of the monk's Touch of Serenity increases by 1 round for every 6 full monk levels he possesses. Each round on its turn, the target may attempt a new Will save to end the effect. This duration does not stack; only the longest remaining duration applies.

A monk must be 6th level and have the Touch of Serenity feat to take this talent.

Ki Focus Weapon (Su): [Zen Archer] As long as he has at least 1 point of ki in his ki pool, the monk may treat his unarmed, melee, ranged, or natural weapons as if they were ki focus weapons, allowing him to use his special ki attacks.

A monk must be 15th level, have a ki pool and the li weapon advanced talent to select this talent.

Ki Mystic (Su): [Ki Mystic] If the monk has at least 1 point of ki in his ki pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, the monk can spend 1 ki point immediately before making an ability, or skill check to gain a +4 insight bonus on the check.

A monk must have a ki pool to take this talent.

Ki Power (Ex or Sp): [Qinggong Monk] Ki powers are special abilities that allow a monk to harness his ki in new ways. When a monk takes this talent he selects one talent of his level or less. Once made, this decision cannot be changes.

Most ki powers require the monk to spend ki points; the exact amount is listed after the ki power. Ki powers that cost 0 ki do not require the monk to have any ki points in her ki pool to use the ability. A monk must be at least the level of a ki power to select that ki power (thus a 5th level monk can select Acrobatic Steps, a 4th level ki power, but not cloak of winds, a 6th level ki power). Ki powers of 10th level and higher are listed as Advanced Ki Powers, in the Advanced Talents section, below.

The saving throw against a monk's ki power, if any, is equal to 10 + 1/2 the monk's level + the monk's Wisdom bonus.

A monk must have a ki pool to select this talent. This talent may be taken more than once. Each time it is taken, the monk gains a new ki power of his level or less.

Ki powers are divided into two categories: feats and spells.

Feats: These ki powers duplicate the effects of specific feats. A monk does not need to qualify for a feat to select it as a ki power. For example, a qinggong monk can select Spring Attack as a ki power even if she doesn't meet the prerequisites for selecting Spring Attack as a feat. Activating one of these ki powers is a free action on the monk's turn; until the start of her next turn, the monk is treated as if she had that

feat. Some of these ki powers that duplicate feats may also be activated as an immediate action; these powers are noted with a † in the ki powers list.

Spells: These ki powers duplicate the effects of a spell, and are spell-like abilities. A monk uses his class level as the caster level for these spell-like abilities, and he uses Wisdom to determine his concentration check bonus.

4TH-LEVEL KI POWERS

Acrobatic Steps (1 ki point)
Augury (1 ki point)
Barkskin (self only, 1 ki point)
Deny Death, † (0 ki points)
Feather step (self only, 1 ki point)
Hydraulic push (1 ki point)
Ki arrow (1 ki point)
Ki Stand, † (0 ki points)
Message (1 ki point)
Power Attack (1 ki point)
Quick Draw (1 ki point)
Scorching ray (2 ki points)
True strike (self only, 1 ki point)

6TH-LEVEL KI POWERS

Cloak of winds (self only, 2 ki points)
Gaseous form (self only, 1 ki point)
Heroic Recovery, † (1 ki point)
Hydraulic torrent (2 ki points)
Remove disease (2 ki points)
Snatch Arrows† (1 ki point)
Spring Attack (1 ki point)

8TH-LEVEL KI POWERS

Dragon's breath (2 ki points)
Gliding Steps, † (1 ki point)
Neutralize poison (3 ki points)
Poison (2 ki points)
Restoration (self only, 2 ki points)
Share memory (0 ki points)
Silk to steel (1 ki point)
Spider Step (1 ki point)
Whirlwind Attack (2 ki points)
Wholeness of body (monk ability, level 7, 2 ki points)

Ki Shot (Su): [Zen Archer] As a swift action the monk may spend 1 point from his ki pool to increase the range increment of all his ranged attacks by +50% for 1 round.

A monk must have a ki pool to take this talent.

Leaping Mastery (Ex): The monk adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. If the monk has a ki pool, by spending 1 point from his ki pool as a swift action he gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Additionally, when within arm's reach of a wall the monk can use it to slow his descent taking damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves to 30 feet at 6th level, and by an additional 10 feet at every even

level thereafter to a maximum of a 90 foot reduction at 18th level. At 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

Life Funnel (Su): [Hungry Ghost] The monk can steal a creature's life force to replenish his own. If the monk has at least 1 ki point in his ki pool and scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, as a swift action he can heal a number of hit points equal to his monk level. The target of this ability must have at least a number of hit dice equal to half the monk's level (creatures with fewer hit dice lack strong enough life force to restore the monk's health).

A monk must have a ki pool to select this talent.

Maneuver Defense (Ex): [Maneuver Master] If the monk has an Improved combat maneuver feat, any creature attempting that maneuver against the monk provokes an attack of opportunity, even if it would not normally do so.

Maneuver Training (Ex): The monk uses his special attack bonus in place of his base attack bonus when calculating his Combat Maneuver Defense. Base attack bonuses granted from other classes are unaffected and are added normally.

Martial Artist (Ex):* [Martial Artist, Weapon Adept] The monk has focused on the study of purely martial fighting skills, forgoing the more esoteric elements of monk training. He may use his monk level to qualify for feats with a fighter level



prerequisite when those feats are applied to weapons with which he can use his special attack bonus.

A monk cannot take martial artist if he has a ki pool, and cannot gain a ki pool if he has martial artist. A monk that takes martial artist at 1st level may be of any alignment.

Meditative Maneuver (Ex): [Maneuver Master] As a swift action, the monk can add his Wisdom modifier on any one combat maneuver check he makes before the beginning of his next turn. He must choose which combat maneuver check to grant the bonus to before making the combat maneuver check.

A monk must have a ki pool to take this talent.

Monastic Mount (Su): [Sohei] The monk may spend 1 point from his ki pool to grant his mount temporary hit points equal to twice his level for 1 hour per level. In addition, as long as the monk and his mount are adjacent, including when mounted, the mount gains any of the following abilities the monk possesses: AC bonus, diamond soul, evasion, high jump, improved evasion, ki strike (as long as the monk has at least 1 point in his ki pool), perfect self, and still mind. When a monk spends points from his ki pool, his mount gains the same benefits as the monk.

A monk must have a ki pool and the sohei edge to take this talent.

Mystic Insight (Su): [Ki Mystic] The monk's supernatural astuteness makes him apt at giving just the right word of advice in just the nick of time. As an immediate action, the monk can spend 2 ki points to grant an ally within 30

feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear the monk to gain the reroll benefit.

A monk must have a ki pool to take this talent.

No-Shadow Strikes (Ex):* The monk can make attacks on the same point so quickly, his shadow can't keep up with him. When the monk takes a full-attack action and makes multiple attacks on the same target, he adds all the damage done to that target in the round together before applying any DR or hardness the target has. The attacks' total damage is not combined for purposes of massive damage, if those option rules are in use.

For example, Durthor Stonefist is a 4th level dwarven monk who fights unarmed. He wants to smash down a dungeon door with hardness 10, and makes a full-attack with flurry of blows, successfully hitting the door twice. He deals 1d8+3 damage on each strike, and resulting in 7 and 11 points of damage. He adds the totals together for 18 points, and then applies the door's 10 hardness, resulting in dealing 8 points of damage to the door.

Pain Points (Ex):* [Martial Artist] The monk's advanced knowledge of humanoid anatomy grants a +1 bonus on critical hit confirmation rolls and if he has Stunning Fist or quivering palm abilities, their save DCs are increased by 1.

Perfect Strike (Su):* [Weapon Adept] The monk receives Perfect Strike as a bonus feat, even if he does not meet the Prerequisites. He may use this with any weapon he can use his special attack bonus with. A monk may attempt a perfect strike a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Physical Resistance (Ex): [Martial Artist] If the monk suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point. This talent may be taken more than once. Its effects stack -each time it is taken, it reduces the effect of ability damage, ability drain, or temporary ability score penalties by an additional point.

Punishing Kick (Ex):* [Hungry Ghost] The monk gains Punishing Kick as a bonus feat, even if he does not meet the prerequisites. A monk may attempt a punishing kick attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Purity of Body (Ex): The monk gains immunity to all diseases, including supernatural and magical diseases. A monk must be at least 4th level to select this talent.

Reflexive Shot (Ex):* [Zen Archer] The monk can make attacks of opportunity with ranged weapons. The monk threatens squares he could reach with unarmed strikes, and can still only make one attack of opportunity per round (unless he has Combat Reflexes).

Reliable Maneuver (Ex): [Maneuver Master] As a swift action, the monk may spend 1 point from his ki pool before attempting a combat maneuver. He can roll his combat maneuver check for that maneuver twice and use the better result.

A monk must have a ki pool to take this talent.

Steal Ki (Ex): [Hungry Ghost] The monk can steal ki from other creatures. If the monk scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, as a swift action he can steal some of that creature's ki. The target of this ability must have at least a number of hit dice equal to half the monk's level (creatures with fewer hit dice lack strong enough life force to restore the monk's ki).

This ability replenishes 1 spent ki point to the monk's ki pool, as long as the monk has at least 1 ki point in his pool. He cannot exceed his ki pool's maximum. If the target has a ki pool, it loses one point from this pool (to a minimum of 0 ki).

Each time the monk successfully steals ki, he can make an immediate saving throw against one disease he is suffering from. There is no penalty for failing this saving throw. The monk gains a bonus equal to his Wisdom modifier on the saving throw.

A monk must have a ki pool to take steal ki.

Still Mind (Ex): The monk gains a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Ex):* The monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. The monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk. The monk may only deliver stunning fist attacks with weapons he can apply his special attack bonus to, but may use any such weapon (rather than only unarmed attacks).

Style Master (Ex):* [Master of Many Styles] The monk may select a bonus style feat that is the first feat in a style path, even if he does not meet that feat's prerequisites. Alternatively, he may choose a feat in that style's feat path (such as Earth Child Topple) as a bonus feat if he already has the appropriate style feat (such as Earth Child Style). The monk does not need to meet any other prerequisite of the feat in the style's feat path.

This talent may be taken more than once. Each time, it grants the monk an additional bonus feat.

Touch of Serenity (Su): [Monk of the Lotus] The monk receives Touch of Serenity as a bonus feat, even if he does not meet the Prerequisites. A monk may attempt a touch of serenity a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.



Trick Shot (Su): [Zen Archer] The monk may hit targets of his ranged attacks that he might otherwise miss. By spending 1 point from his ki pool as a swift action, the monk can ignore concealment. By spending 2 points, he can ignore total concealment or cover. By spending 3 points, he can ignore total cover, even firing arrows around corners. The arrow must still be able to reach the target; a target inside a closed building with no open doors or windows cannot be attacked. These effects last for 1 round.

A monk must be 13th level and have a ki pool, to take this advanced talent.

Unbalancing Counter (Ex): [Flowing Monk] The monk's attacks of opportunity render a struck creature flat-footed until the end of the flowing monk's next turn (Reflex DC 10 + 1/2 the monk's level + Wisdom modifier negates).

Versatile Improvisation (Ex): [Monk of the Empty Hand] As a swift action, the monk may cause his weapon, unarmed, or natural attacks to deal damage as if they were another type (bludgeoning, piercing, or slashing) for 1 round, regardless of the attack's normal damage type.

Wholeness of Body (Su): The monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to his monk level by using 2 points from his ki pool.

A monk must have a ki pool and be at least 6th level to taken this talent.

ADVANCED MONK TALENTS

At 10th level, and every monk level thereafter, a monk can choose one of the following advanced talents in place of a monk talent. Advanced talents otherwise follow the rules for talents.

Advanced Ki Power (Ex or Sp): [Qinggong Monk] These advanced ki powers follow the rules for ki powers, found in the monk talents section (above). Ki powers of 20th level are listed with grand talents (below).

A monk must have a ki pool to select this advanced talent. This advanced talent may be taken more than once. Each time it is taken, the monk gains a new ki power of his level or less.

10TH-LEVEL KI POWERS

Discordant blast (2 ki points)
Greater Bull Rush (2 ki points)
Greater Disarm (2 ki points)
Greater Feint (2 ki points)
Greater Sunder (2 ki points)
Improved Blind-Fight, + (1 ki point)
Ki leech (0 ki points)
Lunge (1 ki point)
Shadow step (1 ki point)
Spit venom (2 ki points)
Step Up and Strike, + (2 ki points)
Wind Stance (2 ki points)

12TH-LEVEL KI POWERS

Battlemind link (4 ki points)
Dimensional anchor (1 ki point)
Elemental Fist (2 ki points)
Improvised Weapon Mastery (2 ki points)
Ki Throw (2 ki points)
Punishing Kick (2 ki points)
Shadow walk (3 ki points)

14TH-LEVEL KI POWERS

Blood crow strike (2 ki points)
Cloud Step (3 ki points)
Cold ice strike (3 ki points)
Disarming Strike (2 ki points)
Improved Ki Throw (2 ki points)
Ki shout (3 ki points)
Sonic thrust (2 ki points)

16TH-LEVEL KI POWERS

Bleeding Critical (3 ki points)
Greater Blind-Fight, + (2 ki points)
Improved Vital Strike (2 ki points)
Iron body (3 ki points, 1 minute duration)
Lightning Stance (3 ki points)
Penetrating Strike (2 ki points)
Strangling hair (3 ki points)

Aspect Master (Su): [Monk of the Four Winds] The monk chooses an aspect of one of the great spirits of the world. This spirit grants the monk a new appearance and new abilities, as well as changing or augmenting the monk's personality in some way. Once this choice is made, it cannot be changed. The monk must abide by the alignment restrictions of the aspect. If the monk ever changes his alignment to something outside the aspect's alignment restrictions, he loses this ability and cannot regain it unless his alignment later changes again to match that of the aspect.

This advanced talent may be taken more than once. Each time it is taken the monk selects a new aspect and adds its abilities and some of its appearance (subject to GM approval).

Aspect of the Carp: The monk's skin becomes a coat of golden, iridescent fish scales, his neck grows gills, and his fingers become webbed. He can breathe water and gains a swim speed equal to his land speed. The carp is heroic and adventurous—a monk must be nonevil to take on the aspect of the carp.

Aspect of the Dragon: The monk's natural coloration (hair, skin, and eyes) shift to match that of one chromatic or metallic dragon selected when this talent is taken, and his eyes become serpentine in appearance. The might of the dragon fills the monk whenever he charges, scores a critical hit, or makes a full-attack action. Under these circumstances as a swift action the monk may make an Intimidate check to demoralize one foe able to see and hear him.

Aspect of the Ki-Rin: The monk's skin takes on a golden luminescence, and a silvery mane that cannot be bound grows atop his head. He gains a fly speed equal to his land speed, but he must end each turn on the ground. If the monk does not land by the end of his turn, he falls from whatever height he has attained. The ki-rin is honorable, honest, and self-sacrificing—a monk must be lawful good to take on the aspect of the ki-rin.

Aspect of the Monkey: The monk's face becomes that of a monkey, and he grows a prehensile tail. The monk can pick up objects and make unarmed attacks with his tail (though the tail does not grant additional unarmed attacks or natural attacks). In

addition, the monk gains a climb speed equal to his land speed. The monkey is a creature of whimsy and a lover of pranks—a monk of any alignment can take on the aspect of the monkey, and upon taking this aspect the monk may change to a chaotic alignment while retaining the ability to take additional monk levels.

Aspect of the Oni: The monk's skin becomes pitch black, and his hair turns white, black, red, or violet. He can assume *gaseous form* (as the spell) as a standard action for 1 minute per day per monk level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The oni is treacherous and deceitful, and it hungers for the pain and death of living creatures—a monk must be evil to take on the aspect of the oni.

Aspect of the Owl: The monk grows feathers, and his head becomes avian, with wide, unblinking eyes. He gains a fly speed of 30 feet. The owl is a sage creature, deeply serious, and driven toward a single goal—a monk of any alignment can take on the aspect of the owl.

Aspect of the Tiger: Dark stripes appear on the monk's skin, and his face becomes more feline. His eyes become catlike, with vertical pupils, and his canines enlarge. Once per hour, the monk can move at 10 times his normal land speed when he makes a charge and is treated as if he had the pounce ability. The tiger is swift, fierce, and deadly—a monk of any alignment can take on the aspect of the tiger.



Abundant Step (Su): The monk can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

A monk must have a ki pool and be at least 12th level to take this advanced talent.

Defensive Roll (Ex): [Martial Artist] The monk gains the defensive roll advanced rogue talent and may use it once per day, plus once per three levels beyond 13th (to a maximum of 3 times a day at 19th level).

A monk must be at least 13th level to select this advanced talent.

Diamond Body (Su): The monk gains immunity to poisons of all kinds.

Diamond Soul (Ex): The monk gains spell resistance equal to his current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

A monk must be at least 13th level to select this advanced talent.

Blindsight (Ex): The monk's senses are so acute, he gains blindsight out to a range of 10 feet.

A monk must be 15th level and have the blindsense talent and improved blindsense advanced talent to take this advanced talent.

Constricting Grappler (Ex):* [Tetori] The monk gains the constrict special attack, inflicting his unarmed strike damage on any successful grapple check.

A monk must be 15th level and have the graceful grappler edge to select this advanced talent.

Drunken Courage (Su): [Drunken Master] The monk is immune to fear as long as he has at least 1 point of drunken ki.

A monk must have the drunken ki talent to take this advanced talent.

Drunken Resilience (Ex): [Drunken Master] The monk gains DR 1/— as long as he has at least 1 point of drunken ki. At 14th level, the DR increases to 2/—. At 18th level, it increases to 3/—. If the monk also has the adamantite monk, the DR from that talent stacks with DR gained from this advanced talent. This is an exception to the normal rules for DR.

A monk must have the drunken ki talent to take this advanced talent.

Empty Body (Su): The monk gains the ability to assume an ethereal state for 1 minute as though using the spell *etherealness*. Using this ability is a move action that consumes 3 points from his ki pool. This ability only affects the monk and cannot be used to make other creatures ethereal.

A monk must have a ki pool and be at least 15th level to take this advanced talent.

Firewater Breath (Su): [Drunken Master] The monk can take a drink and expel a gout of alcohol-fueled fire in a 30-foot cone. Creatures within the cone take 1d6 points of fire damage per level of the monk. A successful Reflex saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier) halves the damage. Using this ability is a standard action that consumes 4 ki points from the monk's ki pool. The monk must have at least 1 drunken ki point to use this ability.

A monk must have the drunken ki talent or have taken the aspect of the dragon with the aspect master advanced talent to select this advanced talent. A monk with aspect of the dragon may deal acid, cold, or electricity damage instead of fire damage if that matches the dragon type their appearance is based on. Once this decision is made, it cannot be changed.

Form Lock (Su): [Tetori] The monk can negate a polymorph effect by touch with a Wisdom check, adding a bonus equal to his monk level, against a DC of 11 + the caster level of the effect (or HD of the creature, for supernatural polymorph effects). This is a standard action requiring 2 points from the monk's ki pool, or an immediate action if a creature the monk is grappling attempts to use a polymorph effect.

A monk must have a ki pool and the graceful grappler edge to select this advanced talent.

Greater Bastion Stance (Ex): [Monk of the Sacred Mountain] The monk becomes like stone, nearly impossible to move when he stands his ground. If the monk starts and ends his turn in the same space, he cannot be knocked prone or forcibly moved until the start of his next turn, even mind-affecting and teleportation effects.

The monk must have the bastion stance talent to select this advanced talent.

Greater Defensive Roll (Ex): [Martial Artist] The monk suffers no damage on a successful defensive roll, and only half damage if the Reflex saving throw fails.

A monk must be at least 14th level and have the defensive roll advanced talent to take this advanced talent.

Greater Ki Sacrifice (Sp): [Monk of the Healing Hand] When using his ki sacrifice ability, the monk may sacrifice his ki to cast *resurrection*. The monk must have at least 8 points of ki in his ki pool to use this ability.

A monk must be 15th level, have a ki pool, and have taken the ancient healing hand talent and ki sacrifice advanced talent to take this advanced talent.

Greater Ki Weapons (Su):* [Monk of the Empty Hand] The monk's ki weapons ability limit increases to 5 ki per round.

A monk must be 15th level and have a ki pool and the ki weapons advanced talent to take this advanced talent.

Improved Blindsense (Ex): The range of the monk's blindsense extends to 60 feet.

A monk must be 13th level and have the blindsense talent to take the improved blindsense advanced talent.

Improved Elusive Target (Ex): [Flowing Monk] When the monk uses his elusive target talent, he suffers no damage on a successful save, or half damage on a failed save.

A monk must have the elusive target talent to take this advanced talent.

Improved Extreme Endurance (Ex): [Martial Artist] The monk gains immunity to exhaustion. If the monk is at least 15th level, he also gains immunity to stunning.

A monk must have the extreme endurance talent to take this advanced talent.

Improved Fuse Style:* [Master of Many Styles] The monk can fuse four styles at once. He can have the stances of four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his ki pool.

A monk must have taken the fuse style talent twice to take improved fuse style.



Improved Punishing Kick (Ex):* [Hungry Ghost] The monk can push the target of his Punishing Kick an additional 5 feet, +5 feet per 5 levels above 10th (10 feet at 10th level, 15 feet at 15th level, and 20 feet at 20th level). A monk of 15th level or higher can instead choose to push the target 5 feet and knock the target prone with the same attack. The target still gets a saving throw to avoid being knocked prone.

A monk must have the Punishing Kick feat to take the improved Punishing Kick advanced talent.

Inescapable Grasp (Su): [Tetori] The monk can spend 1 point from his ki pool to suppress his opponents' *freedom of movement* and magical bonuses to Escape Artist or on checks to escape a grapple, and to have his grapple be considered to have the ghost touch magic weapon ability. These effects last until the end of the monk's next turn.

A monk must have a ki pool and the graceful grappler edge to select this advanced talent.

Ki Sacrifice (Sp): [Monk of the Healing Hand] The monk can use his entire ki pool to bring a person back to life. It takes 1 hour to perform this ritual. At the end of the ritual, the monk sacrifices all of his ki in order to cast *raise dead* (as the spell) with a caster level equal to his monk level. The ritual uses all of the ki in the monk's ki pool; the monk must have at least 6 points of ki in his ki pool to use this ability. These rituals do not require material components. When this ability is used, the monk's ki pool is not replenished until 24 hours have passed.

A monk must have a ki pool and the ancient healing hand talent to take this advanced talent.

Ki Weapons (Su):* [Monk of the Empty Hand, Sohei, Zen Archer] The monk may spend ki to grant an enhancement bonus or magical weapon abilities to a weapon or his natural or unarmed attacks for 1 round, at the rate of 1 point of ki per +1 bonus or its equivalent. The monk may not spend more than 3 points of ki at one time for this purpose. For example, a monk can spend 2 points of ki to give his weapon a +1 enhancement bonus and the ki focus quality, or just the flaming burst quality. The monk may use this ability to add magical weapon qualities to weapons that could not normally have such a quality, such as adding the disruption quality to a slashing weapon, or the vorpal quality to a bludgeoning weapon.

A monk must have a ki pool to take this advanced talent.

Life from a Stone (Su): [Hungry Ghost] The monk can use his life funnel and steal ki talents against creatures of any type, not just living creatures.

A monk must have a ki pool and the life funnel and steal ki talents to take this advanced talent.

Mystic Persistence (Su): [Ki Mystic] The monk can create an aura once per day as a swift action at the cost of at least 2 points of ki. The aura emanates out to a 20-foot radius. The monk and all allies within the aura can roll two dice when making an attack roll or a saving throw and take the better result. The aura lasts for 1 round, plus an additional round for every 2 ki points spent when the monk created the aura. The

monk can dismiss the aura at any time as a free action, but the ki points for the full duration of the aura are lost.

A monk must be at least 19th level, have the ki mystic and mystic insight talents, as well as the mystic visions advanced talent, to take this advanced talent.

Mystic Prescience (Su): [Ki Mystic] The monk gains a +2 insight bonus to AC and CMD. At 20th level, the bonus increases to +4.

A monk must be at least 13th level, have the ki mystic and mystic insight talents, as well as the mystic visions advanced talent, to take this advanced talent.

Mystic Visions (Su): [Ki Mystic] The monk can receive mystic visions when he rests. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in the monk's mind. The effect is similar to a *divination* spell with a caster level equal to the monk's level. The divination has no casting time; it is just part of the normal dreams or visions that occur every night. Using this ability costs 2 ki points that are removed from the next day's total.

A monk must have a ki pool and the mystic insight talent to take this advanced talent.

Quivering Palm (Su):* The monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once per day, and he must announce his intent before making his attack roll. Creatures immune to critical hits cannot be affected.

Otherwise, if the monk makes a successful attack and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A monk can have no more than 1 quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous effect is negated.

A monk must be at least 15th level to select this advanced talent. This advanced talent may be taken a second time, allowing the monk to use quivering palm twice per day. The monk may still only have one quivering palm effect active at a time – if a second quivering palm is initiated while a previous use of the ability is active, the earlier use ends harmlessly.

*Sipping Demon (Su)**: [Hungry Ghost] The monk gains 1 temporary hit point each time he hits an enemy with a melee attack. The monk gains a number of temporary hit points equal to his Wisdom modifier when he scores a critical hit. The maximum number of temporary hit points the monk can have is equal to his monk level. The temporary hit points disappear 1 hour later. The monk can only use this ability when he has at least 1 ki point in his ki pool.

A monk must be at least 13th level, have a ki pool, and have the life funnel and steal ki talents to take this advanced talent.

Slow Time (Su): [Monk of the Four Winds] The monk can use his ki to slow time or quicken his movements, depending on the observer. As a swift action, the monk can expend 6 ki points to gain three standard actions during his turn instead of just one. The monk can use these actions to do the following: take a melee attack action, use a skill, use an extraordinary ability, or take a move action. The monk cannot use these

actions to cast spells or use spell-like abilities, and cannot combine them to take full-attack actions. Any move actions the monk makes this turn do not provoke attacks of opportunity.

A monk must have a ki pool to take this advanced talent.

*Sweeping Maneuver (Ex)**: [Maneuver Master] The monk can make two combat maneuvers as a standard action, as long as neither maneuver requires the monk to move. He may perform two identical maneuvers against two adjacent enemies, or he may perform two different combat maneuvers against the same target.



Timeless Body (Ex): The monk no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the monk still dies of old age when his time is up.

Tongue of the Sun and Moon (Ex): The monk can speak with any living creature.

Touch of Peace (Su): [Monk of the Lotus] The monk can set up vibrations within the body of another creature to win over the creature's mind. The monk can use touch of peace once per day, and must announce his intent before making his attack roll. On a successful hit, the attack deals no damage, but the target is charmed as if the monk had cast *charm monster* with a caster level equal to the monk's level. The target does not get a saving throw against this effect. The creature is charmed for 1 day per level. If the monk or his allies attack the charmed creature, or if the monk asks or commands the charmed creature to take hostile actions, the effect ends. This is a mind-affecting charm effect.

A monk must be 15th level, have a ki pool, and have both the touch of serenity talent and improved touch of serenity talents to take this advanced talent.

Touch of Surrender (Su): [Monk of the Lotus] The monk makes a foe into a friend with a single show of mercy. As an immediate action, when one of his melee attacks would reduce a creature to 0 or fewer hit points, the monk can spend 6 ki points to make the target of that attack surrender. When the target surrenders, it is reduced to 0 hit points, becomes disabled, and is charmed, as if the monk had cast *charm monster* with a caster level

equal to the monk's level. The target does not get a saving throw against this effect. This charm lasts until its duration expires, until the monk dismisses it or uses it on another creature, or until the target is again reduced to 0 or fewer hit points, whichever happens first. The monk can only have one creature charmed with touch of surrender at a time. This is a mind-affecting charm effect.

A monk must have a ki pool, and both the touch of serenity talent and improved touch of serenity talents to take this advanced talent.

Uncanny Initiative (Ex): [Weapon Master] The monk does not need to roll for initiative. He always treats his initiative roll as if it resulted in any number of his choosing (from 1 to 20).

Volley Spell (Su): [Flowing Monk] When a targeted spell or spell-like ability fails to overcome a flowing monk's spell resistance, he may reflect the effect onto its caster as *spell turning* (as the spell) by spending a number of points from his ki pool equal to 1/2 the spell's level (minimum 1).

A monk must be at least 15th level and have the diamond soul advanced talent to take this advanced talent.

Vow of Silence (Su): [Monk of the Sacred Mountain] The monk becomes as impassive as stone, making a vow of silence in exchange for greater abilities. The monk gains a +2 insight bonus to AC and CMD and a +4 bonus on Sense Motive, Stealth, and Perception checks. The monk does not lose the capacity for speech, but if he ever speaks, he loses this feature for 24 hours.

*Whirlwind Maneuver (Ex)**: [Maneuver Master] Once per day as a full-round action, the monk can attempt a single combat maneuver against every opponent he threatens, as long as the combat maneuver does not require movement. He makes a single combat maneuver check, and it applies to all targets.

GRAND TALENTS

At 20th level a monk may select one of the following grand talents. A monk may select a talent or advanced talent in place of a grand talent, if that is preferred. Grand talents otherwise follow the rules for talents.

Grand Extreme Endurance (Ex): [Martial Artist] The monk gains immunity to death effects and energy drain.

A monk must have the extreme endurance talent and improved extreme endurance advanced talent to take this grand talent.

Grand Ki Power (Ex): [Qinggong Monk] These grand ki powers follow the rules for ki powers, found in the monk talents section (above).

A monk must have a ki pool to select this grand talent.

20TH-LEVEL KI POWERS

Blinding Critical (3 ki points)

Crippling Critical (3 ki points)

Deafening Critical (3 ki points)

Greater Penetrating Strike (3 ki points)

Tiring Critical (3 ki points)

Immortality (Su): [Monk of the Four Winds] The monk no longer ages. He remains in his current age category forever. Even if the monk comes to a violent end, he spontaneously *reincarnates* (as the spell) 24 hours later in a place of his choosing within 20 miles of the place he died. The monk must have visited the place in which he returns back to life at least once.

Master of Dragons (Ex): The monk a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, he may assume the form of a dragon twice per day. This ability works like *form of the dragon II* but is an extraordinary ability. His caster level for this effect is equal to his effective sorcerer levels for his draconic bloodline. Whenever he casts *form of the dragon*, he must assume the form of a dragon that matches his appearance from aspect of the dragon.

A monk must have the aspect of the dragon from the aspect master to take this grand talent.

Perfect Self (Ex): The monk becomes a magical creature. He is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaotic, which allows him to ignore the first 10 points of damage from any attack made by a nonchaotic weapon or by any natural attack made by a creature that doesn't have similar damage reduction.

Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type.

Perfect Style (Ex):* [Master of Many Styles] The monk can have the stances of five style feats active at once, and can change those stances as a free action.

A monk must have taken the fuse style talent twice and the improved fuse style advanced talent to select this grand talent.

Pure Power: [Weapon Adept] The monk forsakes the ideals of the perfect self to become a bastion of the physical and mental virtues monks hold dear. The monk gains a +2 bonus to Strength, Dexterity, and Wisdom.

True Sacrifice (Su): [Monk of the Healing Hand] In a final selfless act, the monk can draw in his entire ki, which then explodes outward in a 50-foot-radius emanation. All dead allies within the emanation are brought back to life, as if they were the subject of a *true resurrection* spell with a caster level equal to the monk's level. When the monk does this, he is truly and utterly destroyed. A monk destroyed in this way can never come back to life, not even by way of a *wish* or *miracle* spell or by the power of a deity. Furthermore, the monk's name can never be spoken or written down again. All written mentions of his name become nothing more than a blank space.

A monk must have a ki pool, and have taken the ancient healing hand talent and ki sacrifice advanced talent to take this grand talent.



SAVE VS. WALL OF TEXT

Because it includes well more than 120 edges, talents, advanced talents, and grand talents, getting through the talented monk class write-up can be daunting. Once a character has been written up its easy to look any selected edges and talents if they are presented alphabetically, but when thinking about what talent to take next the abilities can form a nigh-impenetrable “wall of text.”

To help with this issue we’ve categorized all the edges and talents into the following themes and sub themes, based on common monk character concepts: Combat Maneuvers, Defensive (AC/DR and Other), Ki and Mysticism, Healing and Restoration (including “vampiric” talents), Mobility, and Offense. Each talent gives its name and notes if it is an edge, advanced talent, or grand talent. This allows a GM or player looking for a new option to see which edges and talents are most likely to match his desired character concept without reading through the entire list of options.

COMBAT MANEUVERS

- Bonus feat (talent)
- Break free (talent)
- Constricting grappler (advanced talent)
- Counter-grapple (talent)
- Flurry of maneuvers (edge)
- Graceful grappler (edge)
- Improved redirection (talent)
- Inescapable grasp (advanced talent)
- Insightful maneuvers (edge)
- Maneuver training (talent)
- Maneuver defense (talent)
- Meditative maneuver (talent)

- Redirection (edge)
- Reliable maneuver (talent)
- Sweeping maneuvers (advanced talent)
- Whirlwind maneuver (advanced talent)

DEFENSE (AC/DR)

- Adamantine monk (talent)
- Bonus feat (talent)
- Drunken resilience (advanced talent)
- Flowing dodge (talent)
- Iron monk (edge)
- Iron limb defense (edge)
- Light armor kata (edge)
- Medium armor kata (edge)
- Mystic prescience (advanced talent)
- Perfect self (grand talent)
- Unfettered kata (edge)
- Vow of silence (advanced talent)

DEFENSE (OTHER)

- Bastion stance (talent)
- Bonus feat (talent)
- Defensive roll (advanced talent)
- Diamond body (advanced talent)
- Diamond soul (advanced talent)
- Drunken courage (advanced talent)
- Elusive target (talent)
- Evasion (edge)
- Extreme endurance (talent)
- Grand extreme endurance (grand talent)
- Greater bastion stance (advanced talent)
- Greater defensive roll (advanced talent)
- Improved elusive target (advanced talent)
- Improved extreme endurance (advanced talent)
- Improved evasion (talent)
- Physical resistance (talent)
- Purity of body (talent)
- Still mind (talent)
- Timeless body (advanced talent)

KI AND MYSTICISM

- Advanced ki power (advanced talent)
- Advice (edge)
- Aspect master (advanced talent)
- Blindsense (talent)
- Blindsight (advanced talent)
- Drunken ki (talent)
- Exert advice (talent)
- Grand ki power (grand talent)
- Improved blindsense (advanced talent)
- Improved touch of serenity (talent)
- Ki mystic (talent)
- Ki pool (edge)
- Ki power (talent)
- Master of dragons (grand talent)
- Mystic insight (talent)
- Mystic persistence (advanced talent)
- Mystic visions (advanced talent)
- Pure power (grand talent)
- Tongue of the sun and the moon (advanced talent)
- Touch of peace (advanced talent)
- Touch of serenity (talent)
- Touch of surrender (advanced talent)
- Volley spell (advanced talent)
- Vow of silence (advanced talent)

FLEXIBLE CUSTOMIZATION

- Bonus feat (talent)
- Basics (edge)
- Elemental fist (talent)
- Fuse style (talent)
- Ki focus weapon (talent)
- Improved fuse style (advanced talent)
- Learned (edge)
- Martial artist (talent)
- Perfect style (grand talent)
- Sohei (edge)
- Style master (talent)
- Talent (edge)

HEALING/RESTORATION

- Ancient healing hand (talent)
- Greater ki sacrifice (advanced talent)
- Immortality (grand talent)
- Ki sacrifice (advanced talent)
- Life funnel (talent)
- Life from a stone (advanced talent)
- Sipping demon (advanced talent)
- Steal ki (talent)
- True sacrifice (grand talent)
- Wholeness of body (talent)

MOBILITY

- Abundant step (advanced talent)
- Devoted guardian (talent)
- Empty body (advanced talent)
- Fast movement (edge)
- Leaping mastery (talent)
- Monastic mount (talent)
- Uncanny initiative (advanced talent)

OFFENSE

- Adaptive style (talent)
- Deadly strikes (talent)
- Drunken strength (talent)
- Elemental fist (talent)
- Exploit weakness (edge)
- Fighting style (edge)
- Firewater breath (advanced talent)
- Flurry of blows (edge)
- Form lock (advanced talent)
- Greater ki weapons (advanced talent)
- Improved elemental fist (talent)
- Improved punishing kick (advanced talent)
- Improved stunning fist (talent)
- Insightful strike (edge)
- Ki shot (talent)
- Ki weapons (advanced talent)

- Martial artist (talent)
- No-shadow strikes (talent)
- Pain points (talent)
- Perfect strikes (talent)
- Punishing kick (talent)
- Quivering palm (advanced talent)
- Reflexive shot (talent)
- Slow time (advanced talent)
- Stunning fist (talent)
- Trick shot (talent)
- Unbalancing counter (talent)
- Unfettered kata (edge)
- Versatile improvisation (talent)

MONKS, ROGUES, AND NINJAS

Patrons who have both *The Genus Guide to the Talented Rogue* and *The Genius Guide to the Talented Monk* may recognize some strong similarities between the two classes. Both have edges, talents, advanced talents, and grand talents. Both have access to evasion and (thanks to the inclusion of the ninja alternate class in the talented rogue's options) ki pools. Both have a series of edges and talents marked with an asterisk* that give them special attack options. Especially given that the rogue covers abilities from its ninja cousin and that monk often serves in similar roles in an adventuring group (scout, high-mobility flanker, trap-tripper), it seems reasonable to ask if the monk and rogue should be allowed to select each other's edges and talents. To which the answer is a very cautious "maybe."

While unrestricted combinations of edges and talents is at best problematic, it is possible to allow more limited cross-selection to give players of both classes more flexibility without having as strong an impact as unlimited cross-selection. Three specific options are given below – Unrestricted Combination, Cross-Class Talent, and Restricted Offense – each with a few pros and cons.

In addition to these, a GM may decide to make specific talents available to any character who joins a specific group or comes from a specific background. Deciding the Benedine Order can train anyone to use the rogue positioning attack talent, or anyone native to the city of Refuge may take the skilled lair edge is a good way to add some flavor to a campaign without opening the floodgates on cross-class options.

UNRESTRICTED COMBINATION: Allowing unrestricted combinations of monk and rogue edges and talents will result in more powerful characters than the core rules for those classes can produce. Such character may be interesting and exciting – but they also may be overpowered and concept-hogs. A monk or rogue with unlimited access to edges and talents from both classes would be able to make flurry of blow stunning sneak attacks with a greatsword – and other combinations likely exist that are just as powerful. If your group's style of play has resulted in universal agreement that rogues and monks are underpowered, this might be a useful way to boost their effectiveness. But if core monks and rogues seem either fine or close-to-fine as-is, it'd be as bad idea to allow this kind of cross-selection. Further, groups who prefer

each class retain a strong, distinct identity and flavor should disallow any cross-class selections to keep the classes from becoming too similar.

CROSS-CLASS TALENTS: One simply way to allow some blending of monk and rogue abilities is to create the Cross-Class Talents option. In essence, monks and rogue are each allowed to take a single talent from the other class as an edge, and another one as an advanced talent, for a total of two possible talents taken from the other class. When using this option monks can't take any rogue edges, advanced talents, or grand talents, and vice versa.

RESTRICTED OFFENSE: This is a more complex middle-ground option that allows monks and rogues to share a lot of abilities, but still keeps the classes distinct in some ways. If a GM decides to take the restricted offense option, rogues are allowed to take those monk edges and talents that are not marked with an asterisk*, and monks are allowed to take rogue edges and talents except shank and those marked with an asterisk*.

In essence this means rogues can't gain the benefit of the monk's specialty attack bonus, flurry of blows, stunning fist, or similar powers, while monks can't gain sneak attack, shank, or the offenses that play off of them.

COMBINED CLASS: When using the unrestricted combination or restricted offense options above, a GM may decide to allow monk/rogue characters to use a different class advancement table. Normally a rogue has many more skill points and class skills than a monk, while a monk has much better saving throws and a larger number of edges and talents at lower levels. Rather than use either of those

progressions, a GM may allow characters to have a hybrid progression, that can trade advantages in one area for more options in another.

For each of the progressions below the class has 1, 2 or 3 good saving throw progressions (using the numbers of the rogue's base Reflex save per level for a good progression, and the value for its Fortitude save for other saving throws), between 14 and 21 class skills (most likely selected from the monk and rogue class skills, though a GM can be flexible about this for a strong character concept), between 4 and 8 skill points per level, either the rogue or the monk armor and weapon proficiencies, and a set number of edges and talents gained at 1st, 2nd, and 3rd level.

Each of these progressions has advantages and drawbacks, and in theory they should all be equally balanced. A GM wishing to create alternate classes based on the monk or rogue can turn to these progressions as a base to build from, even if not combining monks and rogues into a single class. All the progressions receive the same talents, edges, advanced talents, and grand talents from 5th level on (duplicate the progression of both monks and rogues).

Standard Rogue Progression: 1 good saving throw category, 21 class skills, 8 skill points per level, rogue proficiencies, 1 edge & 1 talent at 1st level; 1 edge & 1 talent at 2nd level, 1 edge & 1 talent at 3rd level, 1 edge & 1 talent at 4th level.

Hybrid Option 1: 1 good saving throw category, 19 class skills, 7 skill points per level, rogue proficiencies, 2 edges & 1 talent at 1st level; 1 edge & 1 talent at 2nd level, 1 edge & 1 talent at 3rd level, 1 edge & 1 talent at 4th level.

Hybrid Option 2: 2 good saving throw categories, 17 class skills, 6 skill points per level, monk proficiencies, 2 edges & 1 talent at 1st level; 1 edge & 1 talent at 2nd level, 1 edge & 2 talents at 3rd level, 1 edge & 1 talent at 4th level.

Hybrid Option 3: 2 good saving throw categories, 16 class skills, 5 skill points per level, monk proficiencies, 2 edges & 1 talent at 1st level; 1 edge & 2 talents at 2nd level, 1 edge & 1 talent at 3rd level, 1 edge & 1 talent at 4th level.

Standard Monk Progression: 3 good saving throw categories, 14 class skills, 4 skill points per level, monk proficiencies, 3 edges & 2 talents at 1st level; 1 edge & 2 talents at 2nd level, 1 edge & 2 talents at 3rd level, 1 edge & 1 talent at 4th level.

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