

The Genius Guide to: MORE MONK TALENTS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The idea of monk talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Monk*, along with a large number of talents (many adapted from the abilities of monk archetypes). The new talents presented here can be used with that book, or added as new options for the traditional monk class.

To use these talents with the core monk class, simply allow a monk to replace any of the following class features with a talent – abundant step, bonus feat, diamond body, diamond soul, empty body, evasion, fast movement (if traded for a talent, the monk never receives any fast movement), flurry of blows (grants two talents, one at 1st level and one at 15th), improved evasion, ki pool, quivering palm, slow fall (if traded for a talent, the monk never receives any slow fall), perfect self, purity of body, timeless body, tongue of the sun and the moon, wholeness of body. Advanced talents require the monk be at least 10th level, and grand talents are available only to 20th level monks and must be taken in place of perfect self.

MONK TALENTS

As a talented monk 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. (For campaigns not using these talents from *The Genius Guide to the Talented Monk*, feats with an asterisk may only be used unarmed or with monk weapons.)

Elemental Ki Powers (Sp): Elemental ki powers are special abilities that allow a monk to harness his ki in ways tied to an elemental force to which he already has an affinity as a result of having the Elemental Fist feat. When a monk takes this talent he selects one elemental ki power of his level or less. Once made, this decision cannot be changed.

Elemental ki powers require the monk to spend ki points; the exact amount is listed after the ki power. 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. The saving throw against a monk's elemental ki power, if any, is equal to 10 + 1/2 the monk's level + the monk's Wisdom bonus.

Elemental ki powers of 10th level and higher are listed as Advanced Elemental Ki Powers, in the Advanced Talents section, below. A monk must have a ki pool and the Elemental Fist feat dealing the appropriate damage (acid for earth ki powers, cold for water ki powers, electricity for air ki powers, and fire for fire ki powers) to take this talent. This talent may be taken more than once. Each time it is taken, the monk gains a new elemental ki power of his level or less.

4TH-LEVEL ELEMENTAL KI POWERS

AIR

Alter winds (1 ki point)
Resist energy (1 ki point, self only, electricity only)
Shocking grasp (1 ki point)
Whispering wind (1 ki point)

EARTH

Corrosive touch (1 ki point)
Create pit (1 ki point)
Mage armor (1 ki point)
Resist energy (1 ki point, self only, acid only)

FIRE

Burning hands (1 ki point)
Fiery shuriken (1 ki point)
Resist energy (1 ki point, self only, fire only)
Pyrotechnics (1 ki point)

WATER

Hydraulic push (1 ki point)
Obscuring mist (1 ki point)
Resist energy (1 ki point, self only, cold only)
Touch of the sea (1 ki point, self only)

6TH-LEVEL ELEMENTAL KI POWERS

AIR

Cloak of winds (self only, 2 ki points)
Gaseous form (self only, 1 ki point)
Resist energy, communal (2 ki points, electricity only)

EARTH

Burrow (2 ki points, self only)
Pellet blast (2 ki points, +1 ki point to be considered adamantite, cold iron, or silver)
Resist energy, communal (2 ki points, acid only)

FIRE

Ash storm (2 ki points)
Heat metal (1 ki point)
Resist energy, communal (2 ki points, fire only)

WATER

Aqueous orb (2 ki points)
Resist energy, communal (2 ki points, cold only)
Sleet storm (2 ki points)

8TH-LEVEL ELEMENTAL KI POWERS

AIR

Draconic reservoir (2 ki points, self only, electricity only)
Fly (2 ki points, self only)
Lightning bolt (2 ki points)

EARTH

Cup of dust (2 ki points)
Draconic reservoir (2 ki points, self only, earth only)
Meld into stone (2 ki points)

FIRE

Draconic reservoir (2 ki points, self only, fire only)
Fireball (2 ki points)
Quench (2 ki points)

WATER

Draconic reservoir (2 ki points, self only, cold only)
Hydraulic torrent (2 ki points)
Water breathing (2 ki points)

Endless Strikes (Ex)*: The monk may make dozens of even hundreds of rapid (though individually weak) strikes against very small, swarming targets. As a full-round action the monk may make a single melee attack against a swarm, dealing full damage to a swarm of tiny creatures, and half damage to swarms of Fine or diminutive creatures. The monk may also bull rush and trip swarms. A monk must have the flurry of blows or flurry of maneuvers edge to take this talent.

Normal: Swarms of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Swarms cannot be bull rushed or tripped.

Fighting Retreat (Ex): The monk may select one foe to engage in a fighting retreat. If the monk ends his turn further away from his foe than he began his turn, and every square of movement the monk took was further away from his foe (doing as little as taking a 5-foot step away from a foe qualifies, but running around a foe does not), the monk receives a +2 bonus to AC against attacks from that foe until the beginning of the monk's next turn.

Kata Kin (Ex): The monk can switch places with an adjacent ally who also has this talent as a swift action that does not provoke attacks of opportunity, and gains a +2 bonus to attack rolls while adjacent to such an ally. This talent qualifies as a Teamwork feat for purposes of abilities that modify or duplicate teamwork feats.

Ki Bolt (Su)*: The monk may focus the spiritual power of a melee weapon, natural weapon, or unarmed attack into a bolt of magic energy used to make a ranged attack. The monk spends 1 ki point to be able to turn any of his melee attacks into ranged attacks for 1 round. Making these ranged attacks does not provoke attacks of opportunity. This does not expand the monk's reach. The attack has a range increment of 5 feet per monk level. Normally the damage is exactly the same as damage from the melee weapon the monk is using. However, if the monk has the Elemental Fist feat his ki bolt may instead deal elemental damage of the same type. A monk must have a ki pool to select this talent.

Martial Pose (Ex): As a standard action the monk may take a dramatic martial pose, preparing himself for combat. Until the end of his next turn, the monk gains a +2 bonus to attack rolls and CMB checks against foes he could see when he took his pose, and receives a +2 bonus to AC and CMD against attacks and maneuvers from such foes.

Prone Fighting (Ex): The monk can move while prone without crawling, though his move rate is cut in half. The monk does not take an AC penalty against melee attacks while prone. If the monk decides to stand from prone as a standard action, doing so does not provoke an attack of opportunity.

Normal: A prone character suffers a -4 penalty to AC from melee attacks, can only crawl 5 feet as a move action, and standing from prone is a move action that provokes an attack of opportunity.

Scroll-Fu (Su)*: The monk is a wise and learned master of the written word, and has a special affinity for scrolls. When attempting to use a scroll normally, the monk is considered trained in the Use Magic Device skill and has a special UMD check of 1d20 + monk level + Wisdom modifier.

Additionally, once per round the monk may apply a scroll to a target with a successful melee attack. Only a scroll with a single spell of a level no higher than the half the monk's class level



may be used in this way. The spell on the scroll must have a range of touch or a range defined in feat, and either have one or more targets or an area.

The monk must declare in advance he is applying the scroll with a melee attack, and on a failed attack roll the scroll has no affect (and is not expended). If the monk's attack roll is successful, the target hit is also the target of the spell on the scroll. Even if the spell normally affects an area or multiple targets, when used in this way only the target struck is affected. The target receives any saving throw the scroll's spell normally allows, and applies all its normal defenses (elemental resistance, SR, and so on). No UMD check is required for the monk to use the scroll in this manner. The scroll is destroyed on a successful melee attack, even if it has no effect on the target.

Shuck (Ex): The monk may gain a +5 bonus to an Escape Artist check or a CMB check to escape a grapple by slipping free of an outer layer of clothing such as a dress, coat, surcoat, jacket, shirt, tunic, or even armor. On a successful check, one creature holding the monk falls prone. For every additional 5 points the monk exceeds the check's DC by 5, one additional creature that was holding the monk, falls prone.

Spirit Strike (Su): As a free action the monk may spend 1 ki point to cause all his attacks to have the ghost touch ability until the beginning of his next round.

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

Spring Maneuver (Ex):* As a full-round action, the monk can move up to his speed and make a single combat maneuver without provoking any attacks of opportunity from the target of his

maneuver. The monk can move both before and after the maneuver, but must move at least 10 feet before the attack and the total distance that the monk moves cannot be greater than his speed. A monk cannot use this ability to attack a foe that is adjacent to him at the start of his turn.

A monk must have the Spring Attack feat to take the spring maneuver talent.

Up and Over (Ex): As a standard action the monk can run up a wall or similar object, flip over a foe, and land behind the foe to attack from surprise. To do this the monk must be adjacent to a vertical object able to support the monk's weight, and there must be a position from which a foe adjacent to the monk could be flanked. The monk makes an Acrobatics check with a DC equal to the foe's CMD. If successful, the monk runs up the surface, flips over the foe (without this movement provoking attacks of opportunity) into the flanking position, and makes a single attack roll. The foe is flat-footed against the attack.

If the monk fails the Acrobatics check, this movement provokes attacks of opportunity, and the foe is not flat-footed against the monk's attack. If the monk's check fails by 5 or more the monk never leaves his original position, still provokes attacks of opportunity, and is not allowed to make an attack this round.

If a monk is running from a foe, he may ready to use this talent, or if special chase rules are being used, the monk may declare he is attempting an up and over to bring a foe chasing him into melee combat.

Returning Throw (Ex):* As a standard action the monk can use a thrown weapon to attack all targets in its path and return to the monk. The monk selects a path for the thrown weapon, which must begin and end in the monk's space. (If the monk chooses to move, the thrown weapon's path must end when the monk's move ends.) The monk must have line of sight to every space in the ranged weapon's path, and the path may not be longer than five times the weapon's range increment. The monk makes a single attack at his highest attack bonus against every target in the weapon's path. All attacks suffer a -5 attack penalty, as well as range penalties for the entire distance of the path. (For example, if the path is 3 range increments long, all attacks suffer a -4 penalty for range).

Whether the attacks hit or miss, the monk automatically catches the thrown weapon at the end of the path. If the weapon strikes a barrier it cannot destroy with its damage, it falls in that space and makes no further attacks. A character in the weapon's path with a readied action may attempt a disarm combat maneuver to knock the weapon down, ending its attacks and preventing it from returning to the monk. (If a disarm is performed bare handed, the thrown weapon can be grabbed out of the air on a successful check.) A target with Snatch Arrow can similarly grab the weapon and end its attacks.

A monk must have the Dodge, Mobility, Point-Blank Shot, and Shot on the run feats to take this talent.

Wasp Swatter (Ex): The monk can deflect and snatch ranged weapons with Deflect Arrow and Snatch Arrow multiple times per round. Each deflection or snatch after the first counts against the number of attacks of opportunity the monk may make that round, and the monk cannot use this talent if he has no attack of opportunity remaining.

A monk with this talent also reduces the damage dealt to him by a swarm by an amount equal to his Wisdom bonus.

A monk must have the Deflect Arrow feat to take this talent.

Unearthly Path (Su): Rather than follow the path of training to be the best possible mortal he can, the monk follows a path to come as close as possible to being a specific kind of outsider. This path 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 path. If the monk ever changes his alignment to something outside the path's alignment restrictions, he loses this ability and cannot regain it unless his alignment later changes again to match that of the path.

Path of Aeons: The monk appears to be faceless (though he is still subject to effects and the environment as if he had normal eyes, nose, mouth, and ears). The monk gains cold resistance 5, and gains a +4 bonus to AC against attack rolls made to confirm critical hits. He also gains a +1 bonus to attack and damage on attacks against targets with no neutral element to their alignment (CE, CG, LE, and LG).

A monk must be true neutral to take the path of aeons, and a true neutral monk with this talent may continue to gain levels in the monk class.

Path of Archons: The monk loses all body hair, and his skin is marked with sigils of justice and may turn a pastel color (often a light blue or green). The monk gains acid and cold resistance 5. He also gains a +1 bonus to attack and damage on attacks against targets with evil alignments.

A monk must be lawful good to take the path of archons.

Path of Azatas: The monk's hair becomes thick, long, and turns to a bright color (often shock white, flame red, or emerald green). The monk gains electricity resistance 5 and a +4 bonus on saves against petrification effects. He also gains a +1 bonus to attack and damage on attacks against targets with lawful alignments.

A monk must be chaotic good to take the path of azatas, and a chaotic good monk with this talent may continue to gain levels in the monk class.

Path of Demons: The monk swells to appear massively muscled, and his face becomes a stylized demonic mask. The monk gains electricity resistance 5, and a +2 bonus to saves against poison. He also gains a +1 bonus to attack and damage on attacks against targets with lawful alignments.

A monk must be chaotic evil to take the path of demons, and a chaotic evil monk with this talent may continue to gain levels in the monk class.



Path of Devils: The monk's eyes turn fully black, and his skin takes on a reddish hue. The monk gains fire resistance 5, and a +2 bonus to saves against poison. He also gains a +1 bonus to attack and damage on attacks against targets with good alignments.

A monk must be lawful evil to take the path of devils.

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 Elemental Ki Power (Sp): These advanced ki powers follow the rules for elemental ki powers, found in the monk talents section (above). Elemental ki powers of 20th level are listed with grand talents (below). A monk must have a ki pool and the Elemental Fist feat dealing the appropriate damage (acid for earth ki powers, cold for water ki powers, electricity for air ki powers, and fire for fire ki powers) to take this advanced talent. This advanced talent may be taken more than once. Each time it is taken, the monk gains a new elemental ki power of his level or less that matches the element he has selected with Elemental Fist.

10TH LEVEL ELEMENTAL KI POWERS

AIR

Ball Lightning (2 ki points)
Elemental aura (2 ki points, electricity only)
Control Summoned Creature (1 ki point, creatures of the air subtype only)
River of wind (2 ki points)

EARTH

Acid pit (2 ki points)
Control Summoned Creature (1 ki point, creatures of the earth subtype only)
Elemental aura (2 ki points, acid only)
Volcanic storm (2 ki points)

FIRE

Control Summoned Creature (1 ki point, creatures of the fire subtype only)
Elemental aura (2 ki points, fire only)
Fire shield (2 ki points)
Wall of fire (2 ki points)

WATER

Control Summoned Creature (1 ki point, creatures of the water subtype only)
Elemental aura (2 ki points, cold only)
Solid Fog (2 ki points)
Ride the waves (2 ki points)

12TH LEVEL ELEMENTAL KI POWERS

AIR

Elemental body II (2 ki, air elemental only)
Overland flight (2 ki points)
Suffocation (2 ki points)

EARTH

Elemental body II (2 ki, earth elemental only)
Hungry Pit (2 ki points)
Wall of stone (2 ki points)

FIRE

Elemental body II (2 ki, fire elemental only)
Fire snake (2 ki points)
Summon monster V (1 ki point, fire elementals only)

WATER

Cone of cold (2 ki points)
Elemental body II (2 ki, water elemental only)
Icy prison (2 ki points)

14TH LEVEL ELEMENTAL KI POWERS

AIR

Chain lightning (3 ki points)
Elemental body III (3 ki, air elemental only)
Sirocco (3 ki points)

EARTH

Elemental body III (3 ki, earth elemental only)
Flesh to stone (3 ki points)
Wall of iron (3 ki points)

FIRE

Contagious flame (3 ki points)
Elemental body III (3 ki, fire elemental only)
Fire seeds (3 ki points)

WATER

Elemental body III (3 ki, water elemental only)
Fluid form (3 ki points)
Ice crystal teleport (3 ki points)

16TH LEVEL ELEMENTAL KI POWERS

AIR

Control weather (4 ki points)
Fly, mass (4 ki points)
Scouring winds (4 ki points)

EARTH

Caustic eruption (4 ki points)
Rampart (3 ki points)
Stoneskin (4 ki points)

FIRE

Delayed blast fireball (4 ki points)
Firebrand (4 ki points)
Firestorm (4 ki points)

WATER

Cold ice strike (3 ki points)
Ice body (4 ki points)
Vortex (3 ki points)

Advanced Pose (Ex): The monk's martial pose bonus increases to +4.

A monk must have the martial pose talent to take the advanced martial pose advanced talent.

Secret Techniques (Su): The monk selects one spell-like ability gained through a monk edge, talent, advanced talent, or grand talent. Once this selection is made, it cannot be changed. The ability becomes a supernatural ability.

This advanced talent can be taken more than once. Each time it is taken, it applies to a different spell-like ability.

Unearthly Way (Su): The monk takes a major step along his unearthly path, coming closer to being a true outsider. The monk selects an unearthly way that matches his unearthly path. The monk must abide by the alignment restrictions of the way selected. If the monk ever changes his alignment to something outside the way's alignment restrictions, he loses this ability and cannot regain it unless his alignment later changes again to match that of the unearthly way.

A monk must have the appropriate unearthly path to take an unearthly way advanced talent.

Way of Aeons: The monk no longer seems to touch the ground (though his movement is unchanged), and his clothes constantly move as if buffeted by a gentle wind. The monk's cold resistance increases to 15, and he has a 75% chance for any critical hit against him to instead be a normal successful attack. He also gains a bonus

equal to half his class level to all Knowledge checks, and treats all knowledge checks as if he was trained in them.

A monk must be true neutral to take the way of aeons, and a true neutral monk with this advanced talent may continue to gain levels in the monk class.

Way of Archons: The monk grows a set of feathery wings. The monk's acid and cold resistance increase to 15, and he gains a flight rate equal to half his movement rate (with perfect maneuverability).

A monk must be lawful good to take the way of archons.

Way of Azatas: The monk eyes and skin turn hues that compliment his hair. The monk's electricity resistance increases to 15 and he becomes immune to petrification effects. All his attacks are treated as if he has the axiomatic weapon (this replaces his +1 bonus to attack and damage on attacks against targets with lawful alignments).

A monk must be chaotic good to take the way of azatas, and a chaotic good monk with this talent may continue to gain levels in the monk class.

Way of Demons: The monk's skin seems scaly, leathery, or stonelike and covered in glowing runes. The monk's electricity resistance increases to 15, and he gains a +2 inherent bonus to his Strength.

A monk must be chaotic evil to take the way of demons, and a chaotic evil monk with this talent may continue to gain levels in the monk class.



Way of Devils: The monk grows a small set of horns and a tail. The monk's fire resistance increases to 15. All his attacks are treated as if he has the axiomatic weapon magic property (this replaces his +1 bonus to attack and damage on attacks against targets with chaotic alignments).

A monk must be lawful evil to take the way of devils.

Whirlwind Dash (Ex): As a full-round action, the monk may spend one ki point to move up to his move rate and make a single melee attack against every foe within his reach at any point of his movement. The monk may not attack any foe more than once, even if a foe comes in reach multiple times during his movement.

A monk must have a ki pool and the Whirlwind Attack feat to take the whirlwind dash advanced talent.

GRAND MONK TALENTS

Grand monk talents are available only to monks of 20th level.

Grand Elemental Ki Power (Sp): These grand ki powers follow the rules for elemental ki powers, found in the monk talents section (above). A monk must have a ki pool and the Elemental Fist feat dealing the appropriate damage (acid for earth ki powers, cold for water ki powers, electricity for air ki powers, and fire for fire ki powers) to take this grand talent.

AIR

Stormbolts (4 ki points)

EARTH

Wall of lava (4 ki points)

FIRE

Incendiary cloud (4 ki points)

WATER

Seamantle (4 ki points)

Unearthly Master (Su): The monk completes his path to reach the ideal espoused by a specific kind of outsider. He selects the unearthly mastery that matches his unearthly path and unearthly way. 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. Unlike other outsiders, the monk can still be brought back from the dead as if he were a member of his previous creature type. The monk also gains additional abilities depending on the mastery selected.

The monk must abide by the alignment restrictions of the mastery. If the monk ever changes his alignment to something outside the mastery's alignment restrictions, he loses this ability and cannot regain it unless his alignment later changes again to match that of the mastery.

A monk must have the appropriate unearthly path and unearthly way to take an unearthly mastery grand talent.

Aeon Mastery: The monk becomes immune to cold damage, and gains a +8 bonus on all Charisma-based ability and skill checks regarding aeons. A monk must be true neutral to take aeon mastery.

Archon Mastery: The monk becomes immune to acid damage, and gains a +8 bonus on all Charisma-based ability and skill checks regarding archons.

A monk must be lawful good to take archon mastery.

Azata Mastery: The monk becomes immune to electricity, and gains a +8 bonus on all Charisma-based ability and skill checks regarding azatas. A monk must be chaotic good to take azata mastery.

Demon Mastery: The monk gains a +2 inherent bonus to Str and Con, and gains a +8 bonus on all Charisma-based ability and skill checks regarding demons.

A monk must be chaotic evil to take demon mastery.

Devil Mastery: The monk becomes immune to fire, and gains a +4 bonus on all Charisma-based ability and skill checks.

A monk must be lawful evil to take the devil mastery.



TALENTS BY THEME

While an alphabetical list makes it easy to take a completed monk character sheet and look up what each talent does, when thinking about what talent to take next the list of abilities can form a nigh-impenetrable “wall of text” for players and GMs alike. To help with this issue we’ve categorized all the talents into the following themes and sub themes, based on common monk character concepts: Combat Maneuvers, Defensive (AC/DR and Other), Ki and Mysticism, Mobility, and Offense.

Each talent gives its name and notes if it is a talent, advanced talent, or grand. This allows a GM or player looking for a new option to see which talents are most likely to match a desired character concept without reading through the entire list of new options.

COMBAT MANEUVERS

- Spring maneuver

DEFENSE (AC/DR)

- Fighting retreat

DEFENSE (OTHER)

- Shuck

- Wasp swatter

KI AND MYSTICISM

- Advanced elemental ki powers (advanced talent)

- Elemental ki powers

- Grand elemental ki power (grand talent)

- Ki bolt

- Scroll-fu

- Secret techniques (advanced talent)

- Spirit strike

- Unearthly master (grand talent)

- Unearthly path

- Unearthly way (advanced talent)

MOBILITY

- Prone fighting

OFFENSE

- Advanced pose (advanced talent)

- Endless strikes

- Kata kin

- Martial pose

- Up and over

- Returning throw

- Whirlwind dash (advanced talent)



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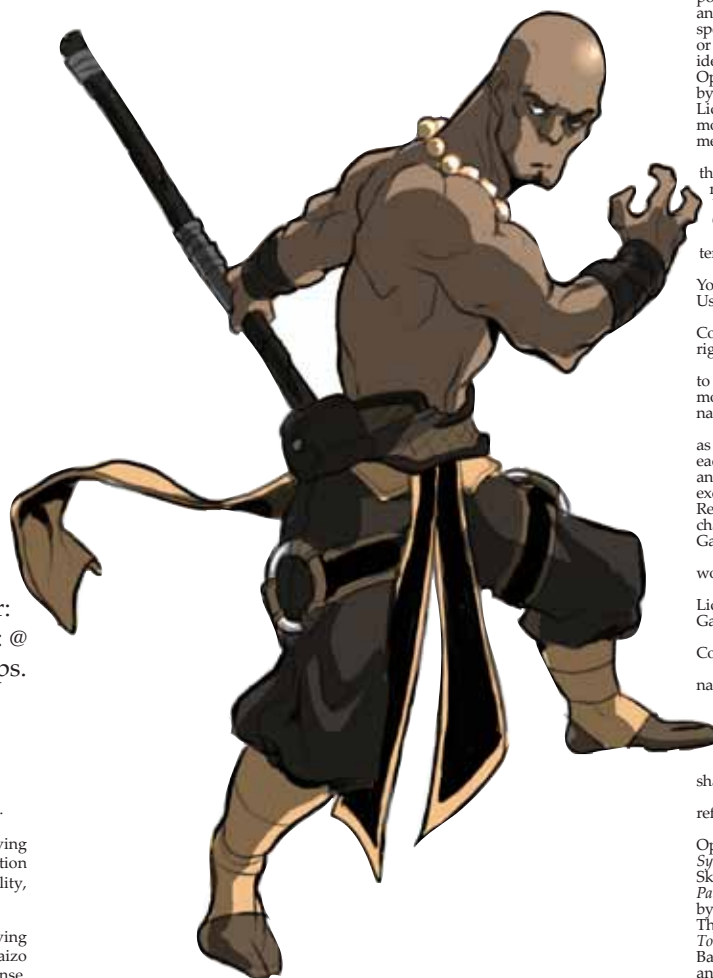
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