



Adventuring Classes:

Monk Reborn



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Adventuring Classes: Monk Reborn

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Introduction

Each book in the **Adventuring Classes** series is intended to open up new player options. Each AC book aims to empower particular character concepts that are otherwise hard to pull off with existing options. For the most part, the series accepts the core classes as a given baseline and does not seek to replace them. This book is different. *Adventuring Classes: Monk Reborn* offers a replacement for the core monk. With all due respect, it just had to be done. This offering tunes up a few of the monk's mechanical issues and offers more out-of-the-box customizability.

The Monk (Reborn)

The monk is an agile, unarmored warrior who depends on physical superiority rather than heavy armor and weapons. Although not bruisers, monks can deliver devastating special maneuvers and lightning-fast attacks that confound opponents. They are capable of surpassing normal physical limits through their mastery of *ki* as well as esoteric practices and exercises that lead to mastery over the physical world. Monks are reflective and strong-willed.

Role: Monks are mobile attackers and possess an array of special resistances, making them superb at dealing with difficult foes. Although lacking the sheer durability of other fighting classes, monks make up for it with elusiveness and hard-hitting special attacks.



Alignment: Any lawful

Hit Die: d10

Starting Wealth: $1d6 \times 10$ gp (average 35 gp.)
In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The 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: Monk

Level	Base attack bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus	Fast Movement
1st	+1	+2	+2	+2	Unarmed strike, monk fist, bonus feat	1d6	+0	+0 ft.
2nd	+2	+3	+3	+3	Evasion, bonus feat	1d6	+0	+0 ft.
3rd	+3	+3	+3	+3	Fast movement, still mind	1d6	+0	+10 ft.
4th	+4	+4	+4	+4	Ki pool (magic), slow fall 20 ft.	1d8	+1	+10 ft.
5th	+5	+4	+4	+4	High jump, purity of body	1d8	+1	+10 ft.
6th	+6/1	+5	+5	+5	Monk tantra, slow fall 30 ft.	1d8	+1	+20 ft.
7th	+7/2	+5	+5	+5	Ki pool (cold iron, silver), wholeness of body	1d8	+1	+20 ft.
8th	+8/3	+6	+6	+6	Monk tantra, slow fall 40 ft.	1d10	+2	+20 ft.
9th	+9/4	+6	+6	+6	Improved evasion	1d10	+2	+30 ft.
10th	+10/+5	+7	+7	+7	Monk tantra, ki pool (lawful), slow fall 50 ft.	1d10	+2	+30 ft.
11th	+11/+6/+1	+7	+7	+7	Diamond body	1d10	+2	+30 ft.
12th	+12/+7/+2	+8	+8	+8	Monk tantra, slow fall 60 ft.	2d6	+3	+40 ft.
13th	+13/+8/+3	+8	+8	+8	Diamond soul	2d6	+3	+40 ft.
14th	+14/+9/+4	+9	+9	+9	Monk tantra, slow fall 70 ft.	2d6	+3	+40 ft.
15th	+15/+10/+5	+9	+9	+9	Quivering palm	2d6	+3	+50 ft.
16th	+16/+11/+6/+1	+10	+10	+10	Monk tantra, ki pool (adamantine), slow fall 80 ft.	2d8	+4	+50 ft.
17th	+17/+12/+7/+2	+10	+10	+10	Timeless body	2d8	+4	+50 ft.
18th	+18/+13/+8/+3	+11	+11	+11	Monk tantra, slow fall 90 ft.	2d8	+4	+60 ft.
19th	+19/+14/+9/+4	+11	+11	+11	Contemplate formlessness	2d8	+4	+60 ft.
20th	+20/+15/+10/+5	+12	+12	+12	Grand master, monk tantra, slow fall any distance	2d10	+5	+60 ft.

Class Features

All of the following are class features of the monk.

Weapon Proficiency: Monks are proficient with simple weapons, as well as the handaxe, kukri, nunchaku, sai, short sword, shuriken, and one martial weapon of choice.

Armor and Shield Proficiency: Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses his AC bonus as well as his fast movement ability.

Defense Bonus (Ex): When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and 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.

Unarmed Strike (Ex): At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. A monk may make two strikes as though fighting with two light weapons. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A monk's 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.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown on [Table: Monk](#). The unarmed damage values listed on Table: Monk are for Medium monks. A Small monk deals less damage than



the amount given there with his unarmed attacks, while a Large monk deals more damage; see [Table: Small or Large Monk Unarmed Damage](#).

Monk fist: Choose one of the following feats as a bonus feat: [Elemental Fist](#), [Perfect Strike](#), [Punishing Kick](#), [Redirection](#), Stunning Fist. He may ignore the usual prerequisites.

Bonus Feat: At 1st level and 2nd level, a monk may select a bonus feat. These feats must be taken from the following list:

Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, [Flurry of Blows](#), Improved Grapple, Point Blank Shot, Precise Shot, Rapid Shot, Scorpion Style, Throw Anything, Two-Weapon Fighting, or [Vow of Poverty](#).

A monk need not have any of the prerequisites normally required for these feats to select them.

Table: Small or Large Monk Unarmed Damage

Level	Damage (Small monk)	Damage (Large monk)
1st-3rd	1d4	1d8
4th-7th	1d6	2d6
8 th -11th	1d8	2d8
12th-15 th	1d10	3d6
16th-19 th	2d6	3d8
20th	2d8	4d8

Evasion (Ex): At 2nd level or higher, a monk can avoid damage from many area-effect attacks. If a monk 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 a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast movement (Ex): At 3rd level, a monk gains an enhancement bonus to his land speed, as shown on [Table: Monk](#). A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

Ki Pool (Su): At 4th level, a 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.

At 4th level, *ki strike* allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. *Ki strike* improves with the character's monk level.

At 7th level, his unarmed attacks are also treated as cold iron and silver weapons for the purpose of overcoming damage reduction.

At 10th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

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

- Make one additional attack at his highest attack bonus when making a full-attack, or
- Increase his speed by 20 feet for 1 round, or
- Give himself a +4 dodge bonus to AC

for 1 round.

Each of these powers is activated as a swift action.

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

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes 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 with his monk level until, at 20th level, he can use a nearby wall to slow his descent and fall any distance without harm.

High Jump (Ex): At 5th level, a 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. By spending 1 point from his *ki* pool as a swift action, a monk gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases.

Monk Tantras: At 6th level, and every even level after, a monk may select one of the following tantras, specialized arts transmitted by monk training:

Feat Kata: Select a bonus feat from the list of monk bonus feats or the *monk fist* ability, or from the following list:

[Avalanche of Blows](#), [Flowing Dodge](#), Gorgon's Fist, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Precise Shot, Improved Trip, [Ki Throw](#), Lunge, Manyshot, Martial Weapon Proficiency, Medusa's Wrath, Mobility, [Pain Points](#), Pinpoint Targeting, Shot on the Run, Snatch Arrows,

Spring Attack, [Unarmored Defense](#), [Unbalancing Counter](#).

This tantra may be chosen more than once. Each time, select a different feat. You need not have any of the prerequisites normally required for these feats to select them.

Greater Feat Kata: Choose as a bonus feat any feat with Greater in the name for which you have the prerequisite Improved feat. You may ignore Combat Expertise and ability scores as prerequisites. This tantra may be chosen more than once.

Abundant Step (Su): You can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from your *ki* pool. Your caster level for this effect is equal to your monk level. You cannot take other creatures with you when you use this ability. Prerequisite: *improved evasion*.

Empty Body (Su): You gain 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 your *ki* pool. This ability only affects you and cannot be used to make other creatures ethereal. Prerequisite: *abundant step*, *timeless body*.

Extreme Endurance (Ex): You can no longer become fatigued.

Fist of Fury: If you have the prerequisite unarmed feat, you may select one of the following feats as a bonus feat: [Afflicting Palm](#), [Fist of the Four Winds](#), [Exquisite Strike](#), [Flowing Redirection](#), [Hurling Thunder Kick](#).

Gentle Touch (Su): As a standard action, you may use your *wholeness of body* ability to heal someone you touch rather than yourself. Prerequisite: *wholeness of body*.

Ghost Shirt Technique (Su): The armor bonus granted by your Unarmored Defense feat, and improvements to it, counts against incorporeal opponents, as though it had the *ghost touch* armor special ability. Prerequisite: [Unarmored Defense](#).

Improved Ki Defensive Roll: When you use *ki defensive roll*, you suffer no damage on a successful Reflex save, or half damage on a failed save. Prerequisite: *ki defensive roll*.

Improved Physical Resistance: The benefit gained from *physical resistance* increases by 1 for every three levels beyond 7th (to a maximum reduction of 5 at 19th level). Prerequisite: *physical resistance*.

Improved Uncanny Dodge (Ex): You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have monk levels. If you already have *uncanny dodge* (see below) from another class, the levels from the classes that grant *uncanny dodge* stack to determine the minimum rogue level required to flank you. Prerequisites: *uncanny dodge*.

Improved wholeness of body: When you use wholeness of body, you may spend 1 *ki* pool point to heal twice your monk level in hit points, or 2 *ki* pool points to heal four times your monk level. Prerequisite: *wholeness of body*.

Ki blast (Su): By expending 2 *ki* points, you can project your unarmed strike as a ray attack up to close range (25 feet, plus 5 feet per two monk levels) for one round. This ray is considered an unarmed strike, but not a melee attack. A monk may choose to make one attack with this ability as a standard action, or a full attack as a full round use of this ability.

Ki Defensive Roll (Su): You can roll with a potentially lethal blow to take less damage from it than you otherwise would. Once per day, when you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to roll with the damage. To use this ability, you must spend 2 *ki* pool points and attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, you take only half damage from the blow; if it fails, you take full

damage. You must be aware of the attack and able to react to it in order to execute your defensive roll—if you are denied your Dexterity bonus to AC, you can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, your *evasion* ability does not apply to the defensive roll. Prerequisite: *improved evasion*.

Ki Focus Weapon: When using *ki weapon*, you can spend 1 additional *ki* pool point to grant the melee weapon you wield the *ki focus* quality until the end of your next turn. Prerequisites: *ki weapon*.

Ki Strike (Ghost Touch): As long as you have at least 1 point in your *ki* pool, your unarmed strikes are treated as having the *ghost touch* weapon special ability.

Ki Weapon (Su): As a swift action, you may spend 1 point from your *ki* pool to grant any weapon you wield (including your unarmed strike) a +1 enhancement bonus on attack and damage rolls, increasing by +1 per four levels after 4th to a maximum bonus of +5 at 20th level, until the end of your next turn.

Learned Master (Ex): You gain all Knowledge skills and the Linguistics skill as class skills. You use Wisdom instead of Intelligence as the key ability for these skills.

Monk's flight (Su): As a swift action, by spending 1 *ki* pool point, you gain the ability to fly with poor maneuverability for 1 round. Your speed equals your ground movement rate. If you do not end your movement resting on a solid surface, you begin falling harmlessly at a rate of 60 ft. per round. As an immediate action when you fall, you may spend 1 *ki* point from your pool to gain the benefits of a *feather fall* spell with a caster level equal to your monk level.

Neutralize poison (Su): By spending 3 *ki* points, you may cast *neutralize poison* as the spell. Prerequisite: *gentle touch*.

Peaceful Spirit: You gain Diplomacy as a

class skill. As a supernatural ability, you may spend 1 *ki* point to use *sanctuary*, as the spell, with a caster level equal to your monk level. The Will DC to resist is 10 + 1/2 your monk level + your Wisdom bonus.

Physical Resistance (Ex): If you suffer any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point.

Positive Ki (Ex): You become immune to death effects and energy drain. Prerequisite: *surpassing endurance*.

Practiced Fist (Ex): As a swift action, you may grant yourself a +1 per five monk levels (max +4) competence bonus to attacks, combat maneuver checks, and hit point damage rolls until the end of your turn.

Quivering Palm Mastery: You may have two targets subject to the effect of *quivering palm* at a time, rather than one. Prerequisite: *quivering palm*.

Remove disease (Su): By spending 2 *ki* points, you may cast *remove disease*. Prerequisite: *gentle touch*.

Restoring touch (Su): By spending 2 *ki* points, you may cast *lesser restoration*. By spending 3 *ki* points, you may cast *restoration* instead; for this use, the material component must be provided. Prerequisite: *gentle touch*.

Silk to Steel (Su): By spending 1 *ki* point and a standard action, you imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility. Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip. This ability has a duration of 1 round/level.

Spit Venom (Su): By spending 2 *ki* points, you may spit a stream of venom at a target in close range using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder

venom; the DC in successive rounds of the poison is equal to the spell's DC (Fortitude DC 10 + 1/2 your monk's level + your Wisdom bonus).

Strangling Hair (Su): By spending 3 *ki* points, you activate this ability as a standard action. Your hair animates and extends to grapple and constrict an opponent up to close range. Make a grapple check against the target using your base attack bonus plus a bonus equal to your Wisdom bonus. This grapple check does not provoke attacks of opportunity. If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage or your unarmed strike damage, whichever is greater, and gains the grappled condition. The hair receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage. The CMD of your hair, for the purposes of escaping the grapple, is equal to 10 + its CMB.

Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes the hair to release its current target (if any) and attack the new target that round. Your hair cannot be targeted as a separate creature. This ability has a duration of concentration, up to 1 round/level.

Surpassing Endurance (Ex): You can no longer become exhausted or stunned. Prerequisites: *extreme endurance*.

Tongue of the sun and moon (Ex): You can speak with any living creature.

Trick Shot (Su): You may hit targets that you might otherwise miss. By spending 1 point from your *ki* pool as a swift action, you can ignore concealment when attacking with a ranged weapon. By spending 2 points, you can ignore total concealment or cover. By spending 3 points, you can ignore total cover, even firing arrows around corners. The attack 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.

Prerequisite: *zen archery*, Precise Shot, Weapon Focus (any ranged weapon).

Uncanny Dodge: You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to Armor Class if immobilized. A monk with this ability can still lose his Dexterity bonus to Armor Class if an opponent successfully uses the feint action against him. If you already have uncanny dodge from a different class, you automatically gain *improved uncanny dodge* (see above) instead.

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

Weapon Specialization: Choose one weapon for which you have Weapon Focus. You gain Weapon Specialization as a bonus feat, as though a fighter. For the purposes of prerequisites, you are treated as a fighter of two levels lower than your monk level for feats specific to the particular weapon. Prerequisites: Weapon Focus feat.

Zen Archery: You gain proficiency with either the shortbow (and composite shortbow) or the longbow (and composite longbow). You may use your Wisdom modifier rather than your Dexterity modifier when making ranged attacks with a bow.

Wholeness of Body (Su): At 7th level or higher, a 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.

Improved Evasion (Ex): At 9th level, a

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*.

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Diamond Soul (Ex): At 13th level, a 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.

Quivering Palm (Su): Starting at 15th level, a 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 strikes successfully 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.

Timeless Body (Ex): At 17th level, a 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.

Contemplate Formlessness: At 19th level, once per day, the monk can meditate quietly for one hour and exchange any tantra he has learned for another tantra for which he is qualified. If any other ability relies on that tantra, or a feat granted by the tantra, as a prerequisite, that ability ceases to function as long as the prerequisite is missing.

Grand master: Choose either *perfect self* or *pure power*.

Perfect Self: You become a magical creature. You are forevermore treated as an outsider rather than as a humanoid (or whatever your creature type was) for the purpose of spells and magical effects. Additionally, the you gain damage reduction 10/chaotic, which allows you 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, you can still be brought back from the dead as if you were a member of your previous creature type.

Pure Power: You forsake the ideals of the perfect self to become a bastion of the physical



and mental virtues monks hold dear. You gain a +2 bonus to Strength, Dexterity, and Wisdom.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

New Feats

Afflicting Palm (Combat)

The body does not control *ki*; *ki* controls the body.

Prerequisites: Stunning Fist, *ki* pool ability

Benefit: You gain the ability to apply a new condition to the target of your Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect.

At 4th level, he can choose to make the target fatigued.

At 8th level, you can make the target sickened for 1 minute.

At 12th level, you can make the target staggered for 1d6+1 rounds.

At 16th level, you can permanently blind or deafen the target.

At 20th level, you can paralyze the target for 1d6+1 rounds.

You 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.

Avalanche of Blows

You deliver repeated strikes too fast to avoid.

Prerequisites: Dex 17, Flurry of Blows, base attack bonus +6

Benefit: When making a full-attack action with a light or double weapon, your first attack launches two blows. If the attack hits, both blows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses such as a high Strength bonus, a ranger's favored enemy bonus, and so forth apply to each blow. Damage reduction and resistances apply separately to each blow.

Distinctive Weapon Use

Prerequisites: Weapon Focus

Benefit: Choose one type of manufactured weapon, such as a longsword. You can choose to replace its normal damage die as follows: light weapons do 1d8, one-handed weapons do 1d10, and two-handed weapons do 2d6.

Special: Double weapons gain the damage die of a light weapon, not a one- or two-handed weapon.

The damage of a smaller or larger character is scaled up or down, as for re-sizing a weapon.

You may take this feat multiple times, each time choosing a different weapon.

Elemental Fist (Combat)

You empower your strike with elemental energy.

Prerequisites: Con 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: When you use Elemental Fist, pick one of the following energy types: acid, cold,

electricity, or fire. On a successful hit, the attack deals damage normally plus 1d6 points of damage of the chosen type. You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You may attempt an Elemental Fist attack once per day for every four levels you have attained (see Special), and no more than once per round.

Special: A monk may make an Elemental Fist 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.

A monk can choose Elemental Fist as their *monk fist* feat at 1st level.

Exquisite Strike

You do not aim; you allow your motions to defeat your enemy.

Prerequisites: Perfect Strike, *ki* pool ability

Benefit: When you use Perfect Strike, you can roll your attack roll three times and take the higher result. If one of these rolls is a critical threat, you can choose which one of the other two rolls to use as your confirmation roll.

Extra Monk Tantra

Prerequisites: Monk level 6th

Benefit: Gain a monk tantra.

Special: You may take this feat multiple times, choosing a different tantras each time.

You may choose *feat kata* or *greater feat kata*, effectively allowing you to bypass normal feat prerequisites for that set of feats.

Fist of the Four Winds (Combat)

You wield the power of nature like a warrior sage.

Prerequisites: Elemental Fist, *ki* pool ability

Benefit: When you use Elemental Fist, the additional damage increases by 1d6 at 5th level, plus an additional 1d6 at 10th, 15th, and 20th levels (for a total of +5d6 elemental damage).

Flowing Dodge (Combat)

You are like a rock on the shore, the waves breaking around you.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike

Benefit: You gain a +1 dodge bonus to AC for each enemy adjacent to you up to a maximum bonus equal to your Wisdom modifier (minimum 1). You lose this benefit if you are wearing armor or using a shield.

Flowing Redirection (Combat)

One who attacks has already defeated himself.

Prerequisite: Redirection, *ki* pool ability

Benefit: You can use Redirection against an opponent that you threaten and that attacks an ally with a melee attack.

At 8th level, you can make both a reposition and a trip maneuver as part of a single immediate action with Redirection.

At 12th level, you can use redirection against any opponent that attacks you in melee, even if you are not threatening the opponent who attacks you.

Flurry of Blows (Combat)

Fighting you is like fighting leaves in the wind.

Prerequisite: Dex 13, Weapon Focus or Improved Unarmed Strike

Benefit: When making a full-attack action with a light or double melee weapon, you can

strike one additional time this round. All of your attack rolls take a –2 penalty when using Flurry of Blows.

Greater Unarmored Defense

Some people have said you should cover it before you lose it, but some of those people are dead.

Prerequisite: Improved Unarmored Defense

Benefit: Your armor bonus from Unarmored Defense improves from +6 to +8.

Hurling Thunder Kick (Combat)

You can deliver a kick with the force of a hurricane.

Prerequisite: Punishing Kick, ki pool ability

Benefit: You can push the target of your Punishing Kick an additional 5 feet.

At 15th level, you can either knock the target prone and push them 5 feet in one attack (save applies), or push them back an additional 5 feet (15 feet total).

Improved Unarmored Defense

You just keep your head low.

Prerequisite: Unarmored Defense

Benefit: Your armor bonus from Unarmored Defense improves from +4 to +6.

Ki Throw (Combat)

Your physical control and mastery of momentum allows you to throw enemies.

Prerequisites: Improved Trip, Improved Unarmed Strike.

Benefit: On a successful unarmed trip attack against a target your size or smaller, you may throw the target prone in any square you

threaten rather than its own square. This movement does not provoke attacks of opportunity, and you cannot throw the creature into a space occupied by other creatures.

Special: A character with a *ki* pool can affect creatures larger than his own size by spending 1 *ki* point per size category difference.

Perfect Strike (Combat)

When wielding a weapon with dexterity, your attacks can be extremely precise.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). When you attack with a light or double melee weapon or a ranged weapon, you can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack once per day for every four levels you have attained (but see Special), and no more than once per round.

Special: A monk may make a Perfect Strike 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.

A monk can choose Perfect Strike as their monk fist feat at 1st level.

A weapon that qualifies for Weapon Finesse can also be used for Perfect Strike.

Pain Points (Combat)

It's not simply a matter of hurting your opponent, but commanding his body to respond to your power.

Prerequisites: Stunning Fist

Benefit: Your advanced knowledge of anatomy grants a +1 bonus on critical hit confirmation rolls and increases the DC of your Stunning Fist and *quivering palm* by 1.

Punishing Kick (Combat)

Your kicks are so powerful you use them to push or knock back your foes.

Prerequisites: Con 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). On a successful hit, the attack deals damage normally and you can choose to push your target 5 feet or attempt to knock them prone. If you decide to push the target, it is moved 5 feet directly away from you. This movement does not provoke attacks of opportunity, and the target must end this move in a safe space it can stand in. If you decide to attempt to knock the target prone, the target receives a Fortitude saving throw with a DC of $10 + 1/2$ your character level + your Wisdom modifier to avoid the effect. You may attempt a punishing kick attack once per day for every four levels you have attained (but see Special), and no more than once per round.

Special: A monk may make 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.

A monk can choose Punishing Kick as their *monk fist* feat at 1st level.

Redirection (Combat)

You are skilled turning an attacker's strength into weakness.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8

Benefit: As an immediate action, you can

attempt a reposition or trip combat maneuver against a creature that you threaten and that attacks you. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = $10 + 1/2$ your character level + your 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). You gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for this feat 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.

You may attempt a redirection once per day for every four levels you have attained (but see Special), and no more than once per round.

Special: A monk may use Redirection 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.

A monk can choose Redirection as their *monk fist* feat at 1st level.

Unarmored Defense

You don't usually wear armor. Whether by luck, grit, or just because you can't stand to wear the stuff, you scrape by in just your skin and clothes.

Benefit: You gain a +4 armor bonus.

Special: This is not a natural armor bonus. Multiple armor bonuses do not stack. Your armor bonus has no special properties.

Unbalancing Counter (Combat)

Opponents ignore you at their risk.

Prerequisites: Dex 13, Wis 13, Combat Reflexes, Improved Unarmed Strike

Benefit: Your attacks of opportunity render a struck creature flat-footed until the end of your

next turn (Reflex DC 10 + 1/2 your character level + Wisdom modifier negates).

Vow of Poverty

The character taking a vow of poverty must never own more than six possessions—a simple set of clothing, a pair of sandals or shoes, a bowl, a sack, a blanket, and any one other item. Five of these items must be of plain and simple make, though one can be of some value (often an heirloom of great personal significance to you). You can never keep more money or wealth on your person than you need to feed, bathe, and shelter yourself for 1 week in modest accommodations. You cannot borrow or carry wealth or items worth more than 50 gp that belong to others. You are allowed to accept and use curative potions (or similar magical items where the item is consumed and is valueless thereafter) from other creatures.

Prerequisite: *ki pool* ability

Benefit: You increase your *ki pool* by an additional 1 *ki* point for every level you possesses in the class granting the *ki pool*.

Special: A character who knowingly and willingly violates his vow of poverty loses his entire pool of *ki* points. Actions that are longer than momentary, or that grossly violate the vow, leave the character unable to regain his *ki* pool until he has purified himself, either through the atonement spell or a full month of ascetic living, free from distractions.

A character may abandon his vow; he loses his *ki* pool, but can regain it (without the bonus) normally. Renewing his vow, regaining both the bonuses and restrictions, requires a purification process as above.

Races

Vanara

Vanaras are humanoids with a monkey-like appearance, known for their playful and sometimes teasing personalities. According to one legend, vanaras were once ordinary monkeys who performed some act of kindness or piety and were rewarded by the spirits with the gift of speech. According to another tale, they were created as guardians by the gods in order to protect hidden shrines, gardens, and groves sacred to them. Despite their self-made possessions and rude dwellings, vanaras possess great knowledge, skill, and culture. Vanara clerics and monks are said to possess sacred knowledge known to no other mortal creatures. They are also agile and tenacious warriors. Although the common vanaras of today bear only small resemblance to the greatness of their ancestors, who were companions to gods and demons, woe to those who mistreat them or take their simplicity for granted.



Physical Description: Vanara are somewhat smaller than humans. They resemble monkeys and apes, but have a more upright appearance and dextrous, human-like hands. Although

covered in fur, they can grow long hair on their heads like a human or a maned monkey.

Male names: Angada, Gokū, Nala, Shī Hōu, Sugriva, Vali

Female names: Jing, Li, Liu, Neela, Jing, Rumā, Tara

Ability Score Modifiers: Vanaras are agile and insightful, but are also rather mischievous. They gain +2 Dexterity, +2 Wisdom, and -2 Charisma.

Type: Vanaras are humanoids with the vanara subtype.

Size: Vanaras are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Vanaras have a base speed of 30 feet and a Climb speed of 30 feet.

Languages: Vanaras begin play speaking Common and Vanaran. Vanaras with high Intelligence scores can choose from the following: Aklo, Celestial, Elven, Gnome, Goblin, and Sylvan.

Nimble: Vanaras have a +2 racial bonus on Acrobatics and Stealth checks.

Low-Light Vision: A vanara can see twice as far as a human in dim light.

Prehensile Tail: A vanara has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

Hanyou

Hanyou are of human and spirit ancestry. While humanlike in appearance and habit, they have some of the grace and supernatural force of their parent, typically a powerful outsider such as a demigod, genie, or demon. Hanyou are equivalent to the planetouched; oreads and

undines are typical of those beings whose mortal parent mated with a local river or mountain god, or one of the lords of the sea. An additional type of hanyou is described below, the forest hanyou.

Forest Hanyou

Forest hanyou arise when a spirit of a bamboo or tree grove mates with a human. Both parents often sought a child to ease a great sense of loneliness. Forest hanyou typically grow up near the grove of their spiritual parent in the care of their human parent. Though raised by mortals, hanyou have an uncanny connection to the natural world and spiritual forces, and often receive tutelage by their spiritual parent or their spirit friends. Though such children bear some difficulties, as adults, forest hanyou are often valued in occupations that require rare mettle, such as war, prayer, and sorcery.

Physical Description: Like other hanyou, forest hanyou tend toward grace, petite features, and hints of otherworldliness. A hanyou's dark hair often reeks of bamboo, dark wood, or moss, with a mixture of mist and sunlight. Their skin tends to be pale, resembling bamboo hearts or white oak.

Names: Hanyou follow the naming customs of their human parents.

Type: Outsider (native)

Ability Modifiers: Forest hanyou are graceful and canny, but slight. They gain +2 Dexterity, +2 Wisdom, and -2 Constitution.

Size: Hanyou are Medium creatures and thus have no bonuses or penalties due to their size.

Medium Speed: Forest hanyou have a base speed of 30 feet.

Languages: Forest hanyou begin play speaking Common and Sylvan. Forest hanyou with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Gnome, Goblin, Sylvan, or Tengu.

Darkvision: As native outsiders, hanyou possess darkvision with a range of 60 feet.

Camouflage: Forest hanyou gain a +4 racial bonus on Stealth checks within a forest terrain.

Fertile soil: Sorcerer members of this race with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Clerics who are members of this race with the Plant domain use their domain powers and spells at +1 caster level. This trait does not give forest hanyou early access to level-based powers; it only affects powers that they could already use without this trait.

Forest stride: In a forest, forest hanyou can move through natural difficult terrain at their normal speed. Magically altered terrain affects them normally.

Speak with animals (Sp): Once per day, a forest hanyou can use speak with animals, as the spell, only affecting forest animals. The effective caster level is the hanyou's character level.

Natural gift: A forest hanyou gains a +2 racial bonus on Survival checks.

Zhú Xióng

Sometimes known as Bamboo Bears or the “bamboo people,” these portly humanoid bear a close resemblance to giant pandas, including their distinctive black-and-white markings and slitted, cat-like eye pupils. Zhú xióng typically live in small, private communities, often consisting of only a dozen or so families spread out over several acres. Although bound by strong ties of loyalty, family, and honor, they do not live communally. Every adult maintains their own shelter, occasionally shared with a mate and child. They are naturally suited to the forest life, and their well-padded bodies and



thick fur make them able to easily endure the cold temperatures of winters in mountain country and the lowlands. Zhú xióng usually live off gardening or by living off the land. Their diet is mostly vegetarian, especially bamboo, although they will sometimes supplement their diet with fish or fruits. Despite their quiet, rustic lives, zhú xióng tend to be well-learned. Most practice a trade of some sort, in their own leisurely way, and their naturally placid temperament makes them natural scholars, monks, and mystics. Despite their aloofness, even to the point of being gruff, their calm demeanor naturally impresses those who admire restraint and careful manners.

Physical Description: Although humanoid in form, a zhú xióng's beast-like features are so pronounced he is easily mistaken for a panda at a distance. Zhú xióng have thick black-and-white fur, rounded ears, a pronounced snout, a small tufted tail, and a rotund body. They have sharp, claw-like fingernails.

Male Names: Po, Chen, Zeng, Phat, Zhú, Law

Female Names: Jin, Ping, Li, Mei, Yu, Liu

Type: Humanoid (zhú xióng)

Ability Modifiers: Zhú Xióng are powerful and centered, but lack the stamina of more energetic folk. They gain +2 Strength, +2 Wisdom, and -2 Constitution.

Slow Speed: Zhú xióng have a base speed of 20 feet. Their speed is never modified by armor or encumbrance.

Languages: Zhú xióng begin speaking Common and Zhú Xióng. Zhú xióng with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Giant, Goblin, Sylvan, or Tengu.

Thick fur: Zhú xióng have a natural armor bonus of +1 due to their thick fur and mass.

Well-padded: They also receive a +2 racial bonus to saves versus cold environments. They are always wearing a cold weather outfit, which is beneficial in cold environments but detrimental in extreme heat.

Stability: Zhú xióng receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Inoffensive: Zhú xióng gain a +2 racial bonus to Diplomacy checks.

Strong-limbed: Zhú xióng are talented climbers, gaining a +2 racial bonus to Climb checks.

Forest Stride: As people of the bamboo forests, zhú xióng can move through natural difficult terrain at their normal speed in forests. Magically altered terrain affects them normally.

Winter Camouflage: Black-and-white fur acts as a natural camouflage in shady, snowy environments. Zhú xióng gain a +4 racial bonus on Stealth checks in cold terrain.

Notes on Asian Weapons

The equipment list for Pathfinder assumes a late Medieval, early Renaissance, European-inspired world. The monk originates in Asian tropes and motifs. Much of the mystique of the Asian martial arts comes from eras much later than the Middle Ages. Pathfinder is a fantasy game, and anachronistic Asian weapons pose no more problems for the setting than the anachronistic European ones already present.

The following is a guide for including Asian weapons, especially martial arts-themed ones, in a Pathfinder game. For the most part, Asian weapons have European equivalents; exceptions will be called out below. This section is not a historical treatise, just a simplified but hopefully useful set of notes for equipping martial artist characters. In some cases, these suggestions replace the writeups in the core rules.

Japanese Swords

Katana: This is a slightly curved sword of the Late Middle Ages of Japan, largely replacing the somewhat antique tachi. Although used much as the European longsword in a cutting fashion, its blade characteristics are those of the scimitar. It is frequently used two-handed on foot and one- or two-handed on horseback, though there are a dizzying number of styles for the katana. Use the stats for a scimitar. Katanas are frequently crafted as masterwork items for those that can afford it.

Ken/Tsurugi: Early Japanese warriors often used heavy, double-edged swords in the Chinese style, similar to the jian. Treat as a

shortsword, longsword, or even bastard sword.

Tachi: The ancestor to the katana. It is more strongly curved and has stronger cavalry characteristics. It is worn cutting edge down. Despite these technical distinctions, it should also be considered a scimitar. A shorter version, the kodachi, is similar to the slashing style wakizashi. The odachi is a large blade, and uses the stats for a falchion.

Tanto: A shorter, knife-sized sword blade, sometimes made as a companion for a katana or tachi. Treat as a dagger or kukri, depending on its heft.

Wakizashi: This is a shorter sword than the katana, designed as a secondary weapon or for close combat. Although sometimes built as a companion for the katana (a combination called daisho), the wakizashi is built with different blade characteristics. Use the stats for a short sword. Some have a more curved, saber-like tip, like a katana; it inflicts slashing damage but is otherwise identical to the standard short sword.

Feudal Japanese and Okinawan Weapons

Bo: A staff, often made of resilient oak. This is equivalent to a quarterstaff.

Jo: A staff, shorter than the bo, but nonetheless still equivalent to the quarterstaff.

Jutte: A variant of the sai, typically with a single prong. It differs from the sai in that its narrower shape is usually used to protect the hand or as a weapon, rather than to parry or disarm. It is associated with peace officers, and ceremonially, with royal guards. It has the blocking property; when used to fight defensively, it provides a +1 shield bonus to AC.

Kama: This is an inward curving blade associated with traditional Okinawan weapon arts. It is a type of sickle, with identical statistics.

Naginata: A Japanese glaive with a saber-like blade.

Nunchaku: This is an interesting flail-type weapon that joins two bars by a rope (or possibly a chain). This weapon may be descended from a Chinese hinged flail; sometimes a nunchaku-style weapon is used in Chinese fighting arts. It is tricky to use and is rarely seen outside the context of Japanese and Okinawan fighting arts, in which it is a prominent weapon. While similar to a martial flail, the unusual style required for nunchaku makes it an exotic weapon.

Sai: A short spiked weapon with a sword-like hilt used to block and disarm weapons. The sai and similar weapons are used in traditional Okinawan weapon arts. Sometimes used as a side-weapon by samurai, guards, and peace officers. As such, the sai is a martial weapon, similar in form and function to the poignard and main-gauche.

Tambo: A short staff. Equivalent to a club.

Tekko: Brass or iron knuckles. Treat as brass knuckles or a cestus, depending on construction.

Tonfa: A type of baton with a perpendicular handle, often used in a way that mimics empty-handed styles. It has the blocking property; when used to fight defensively, it provides a +1 shield bonus to AC.

Yari: A Japanese long spear.

Chinese Swords

Butterfly sword: A short, stout curved blade, with prominent handguards. These blades are commonly wielded in pairs, and techniques

mimic empty-handed techniques. Treat as a kukri.

Chang Xiao Ban: The two-section staff, consisting of a long pole for the handle, attached to a small rod by a chain. Treat as a flail. Some versions have sections of relatively close size; in the modern day, nunchaku-style weapons are sometimes used in the Chinese fighting arts.

Dao: Sometimes called a “Chinese broadsword,” this is actually a short, broad-bladed saber. The military version is known as the “General of weapons.” Use the stats for a scimitar.

Jian: A long, two-edged sword, known as the “Gentleman of weapons.” It can be used as a one-handed martial weapon as though it were a longsword. Users proficient with this exotic weapon may use it in conjunction with Weapon Finesse. Some heavier versions are equivalent to a bastard sword.

Other Chinese Weapons

Emei: Emeici, or “dagger piercers,” resemble metal arrows. They are held like a baton, and generally have a ring that is used for grip and protection. These are simple weapons; treat as a siangham.

Guan Dao: A Chinese pole-arm with a saber-like blade. Treat as a glaive.

Gun: A quarterstaff.

Hu Chua: The tiger fork, a bladed spear equivalent to a trident.

Ji: A hybrid weapon that combines a spear with a curved blade. Treat as a halberd.

Monk's spade: The chánzhàng is based on a spade using by Zen monks to perform funerals. This stylized version of the spade has a fan-shaped blade at one end, and an outward facing crescent blade on the other. It is used as a

double weapon, combining slashes with the broad blade, bashes with the haft, and rakes and stabs with the crescent blade for a high degree of versatility.

Qian: A spear or long spear.

Three-Section Staff: Known as the sanjiegun in Chinese, and later incorporated into the Japanese martial arts as the sansetsukon. This elaborate weapon links three forearm-length shafts by connecting chains. It is a difficult weapon, and exotic in every sense of the word. It can be swung much like a chain, used to thrash as if a large nunchaku, used to deflect like a staff, or used in a circular motion to mimic unarmed techniques with terrifying force. It has the blocking property; when used to fight defensively, it provides a +1 shield bonus to AC.

Wind-and-fire-wheels: Feng huo lun, used in pairs, consist of bladed rings with a central grip. Treat as a starknife.

Other Weapons

Geom (Gum): A Korean term for a sword. Geom usually refers to a double-edged sword similar to the Chinese jian, though typically broader; however, in modern terminology, Geom Bop and Geom Do refer to fencing arts based on Japanese Kendo.

Siangham: Also spelled siangam or siangkam, this is an obscure Malaysian weapon associated with the martial art of Kuntao. It consists of a short, arrow-like spike attached to a durable shaft or hilt. It is used much in the same way as a dagger or misericord, and should be considered a simple weapon.

Ssangsoodo: A prodigious Korean saber, as high as a man, styled similarly to the Japanese nodachi. Functionally, a two-handed slashing weapon like the falchion.

Tabak-toyok: Filipino weapon similar to the

nunchaku, but with smaller handles and a longer chain.

Temple Sword: An unusual design found in blades of South India, where they were used by a martial caste of people known as the Nair. Stylized versions of this weapon were used in temple ceremonies. It combines a curved sword-blade with a rearward-facing, sickle-like

hook at the end. Despite the radical curve of the blade, it is related to the more common tulwar. In game terms, it is functionally a scimitar.

To: A Korean single-handed side-saber, similar in character to a Japanese katana, though with a shorter hilt. Functionally, a scimitar.

Table: Asian Weapon Equivalents

Standard Weapon	Chinese equivalent	Japanese equivalent	Other
Brass knuckles		tekko	
Cestus		tekko	
Club		jo, tambo	
Dagger		tanto	
Falchion	changdao	nodaichi, odachi	ssangsoodo (Korean)
Flail	chang xiao ban		
Glaive	guan dao	naginata	
Great club		tetsubo	
Halberd	ji		
Kukri	butterfly sword	tanto	
Longspear	qian	yari	jangchang (Korean)
Longsword	jian	ken/tsurugi	geom (Korean)
Mace	chúi		
Monk's spade	chánzhàng	getsugasan	
Nunchaku	chang xiao ban		tabak-toyok (Filipino)
Quarterstaff	gun	bo	
Scimitar	dao	katana, tachi	temple sword (Indian), to (Korean)
Siangham	emei		
Sickle		kama	
Spear	qian	yari	
Starknife	feng huo lun		

Standard Weapon	Chinese equivalent	Japanese equivalent	Other
Sword, bastard		ken/tsurugi	geom (Korean)
Sword, dueling	jian		
Sword, short		ken/tsurugi	
Sword, short (slashing variant)		wakizashi	
Three-section staff	sanjiegun	sansetsukon	
Trident	hu chua		dangpa (Korean)

Table: New Weapons

Weapon	Cost	Damage (S)	Damage (M)	Critical	Range	Weight	Type	Special	Prof
Light Melee Weapons									
Jutte	2 gp	1d3	1d4	x2	-	1 lb.	B or P	blocking	Martial
Sai	2 gp	1d3	1d4	x2	-	1 lb.	B or P	disarm	Martial
Tonfa	1 gp	1d4	1d6	x2	-	1 lb.	B	blocking	Martial
One-handed Melee Weapons									
Jian	20 gp	1d6	1d8	19-20/x2	-	3 lbs.	P or S	finesse	Exotic
Two-handed Melee Weapons									
Monk's spade	20 gp	1d4/1d4	1d6/1d6	x2	-	12 lbs.	B or P or S	double	Martial
Three-section staff	8 gp	1d8	1d10	x3	-	3 lbs.	B	blocking, disarm, trip	Exotic

Appendix:

Designer's

Notes

You can build viable monk characters, using the core books, but the monk is easily outshone by middling representatives of other classes. The impetus for upgrading the monk began with *Adventuring Classes: A Fistful of Denarii*, in which I deliberately avoided basing any of the class skeletons on the hot mess that is the monk. Oh, monk!

The monk is a mobile, fast character who can deliver some nice feat-based attacks. However, their strongest attack scheme, the flurry of blows, requires them to stand still to gain the benefits of a full base attack bonus scheme. They can also perform combat maneuvers as though they had full BAB. In fact, the one thing they can't do is move and make a single attack at full BAB, which is how you would use Stunning Fist tactically. Because of their nominal membership in the medium BAB club, they are also arbitrarily saddled with d8 Hit Dice. Monks are supposed to be agile, tough fighters who can go toe to toe with powerful opponents. In other words, they should have lots of hit points. Not only do they have to suffer with medium BAB, but this is not compensated for by a high damage output. They get fewer attacks, and unlike Fighters and Paladins, or even Clerics, don't get bonuses to outpace the typical NPC's defenses. Monks can be competent grapplers, which is excellent for defeating all those Small and Medium humanoids with medium or poor BAB that adventurers fight all the time. Halfling wizard to fight? The monk is your guy. Monks benefit

from decent SR, high saves, bonuses, and sweet immunities, but their offenses are difficult to deploy.

What is a monk? The guy from Kung Fu? A Shaolin monk? A zen boxer? A shinto mystic? A magical street fighter? In practice, it tends to be all of those to some extent, but none of them satisfactorily. The monk has very few customizable options, so if you want to tighten up your concept, you usually have to resort to alternate class features and taxing feat selections.

The traditional monk is an ascetic, owning little more than a set of robes and some prayer scrolls. The wandering wuxia hero, the free-spirited adventurer, rarely owns much more, just some clothes, a bedroll, a musical instrument, and a week's wages. Bereft of the normal benefits of armor and even weapons, core monks depends on an expensive arsenal of special items. While magic super-monks are cool, simple robed monks should also be an option. I hope the options presented allow you to avoid equipment choices that don't fit your character, without burdening characters with penalties or a different set of strictures.

Since monks are already using a their full level for their maneuver bonus and get full attack bonus, they have been upgraded to full BAB, which also nets them a better Hit Die. Many of their class features, especially the ones commonly swapped out for alternate class features, are now menu items, chosen from a list of talents. Doesn't this mean that we're giving away the candy store? Yes. Yes, we are. That's why this release is different from other *Adventuring Classes* books. This book brings the monk up to par in both customizability and basic math.

For another take on a martial arts-themed character, check out the Martial Artist from *Adventuring Classes: A Fistful of Denarii*. The Martial Artist lacks exotic mystical abilities and fights more like a fighter. Most Martial Artists

use weapons rather than fists.

About Asian-Inspired Elements in This Book

Obviously, recreating an entire Asian-inspired setting for Pathfinder is way beyond the scope of this book. I expect monks will usually be integrated into standard, mostly Western-inspired fantasy games. I included several Asian-themed fantasy races that would be suitable as monks and would be suitable as expansions to either standard, Westernized fantasy campaigns or alternative, Orientalized fantasy campaigns. The vanaras come from the epics of India and are found in tales across southeast Asia. It is likely they influenced the Chinese story of Sun Wukong, the Monkey King. Zhú xióng are based on the popularity of the Chinese giant panda, and reflect a type of anthropomorphic animal common to Chinese legends. The name is just an older term for the giant panda. Forest hanyou owe some of their inspiration to the spirit folk of the original and revised *Oriental Adventures* books for Dungeons & Dragons. For their conception, I drew on stories of Japanese yōkai as portrayed in modern manga and anime. Hanyou are planetouched with an Asian flair; as an alternative, the forest hanyou and other planetouched could be recast as half-humans of the fey type, with the same abilities.

When integrating monks into a fantasy setting with strong roots in Western genre fantasy, it is only practical to emphasize continuity rather than alienness. The Asian weapon selections are presented to expand on the historical details of the weapons and to emphasize continuity between Eastern and Western combat.

Haphazardly labeling weapons as “exotic” because a certain popular form of a weapon comes from Asia is not only ethnocentric, it results in illogical and unplayable results. I honestly do not know what to say to someone who believes a bo staff needs different statistics than a quarterstaff.

I think it's important when appropriating from other cultures to make a basic effort at respecting their cultural identity, so I made distinctions between Chinese, Japanese, and other weapons. Oriental settings are already a fraught topic; it's better not to compound any other issues with ignorance. Thus, the information is here, for the benefit of GMs and players, even if the details may vary considerably in a fantasy setting. So, now you will have a proper historical grounding when someone uses their sai to attack a fiendish gelatinous cube inside a crashed spaceship.

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