

The Improved Monk

Ability Scores: +2 Dex or +2 Wis as long as it is not the same as your racial bonus

Gear:

Monk Armor

Type	Base AC	Attack Penalty
<i>None</i>	12	--
<i>Light</i>	12	--
Heavy	13	-2
Shield	+1	-2

Melee Weapon

Monk uses JAB, PUNCH, and KICKs for their unarmed attacks.

JAB is a d6

PUNCH is a d8

KICK is a d10

If you're using melee weapons, use your JAB, PUNCH and KICK dice instead of your WEAPON dice. Just like WEAPON dice, you gain an additional one each level.

Ranged Weapon

Thrown	Crossbow	Bow
Small 1d4 dagger, star	1d4 hand crossbow	---
Light or Simple 1d6 Javelin	1d6 light crossbow	1d6 hankyu
Heavy, Martial --	1d8 (-2 atk) heavy crossbow	1d8 (-2 atk) daikyu

Basic Attacks

<p>Melee Attack At-Will Target: One enemy Attack: Dexterity + Level vs. AC Hit: PUNCH + Dexterity damage Miss: Damage equal to your level</p>	<p>Ranged Attack At-Will Target: One enemy Attack: Dexterity + Level vs. AC Hit: WEAPON + Dexterity damage Miss: —</p>
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Monk Level	Total Hit Points	Total Feats	Class Talents (M)	Forms (M)	Ki (M)	Level-Up Ability	Damage Bonus from Ability scores
Level 1 Multiclass	(Avg. of both classes) x 3	As 1st Level PC	1 or 2 Adv (3 total)	2 Adv	2 + Wis Mod	<i>Not Affected</i>	Ability Modifier
Level 1	(7 + CON mod) x 3	1 Adv	3 Adv	2 Adv.	3 + Wis Mod		Ability Modifier
Level 2	(7 + CON mod) x 4	2 Adv	3 Adv	3 Adv.	4 + Wis Mod		Ability Modifier
Level 3	(7 + CON mod) x 5	3 Adv	3 Adv	3 Adv.	4 + Wis Mod		Ability Modifier
Level 4	(7 + CON mod) x 6	4 Adv	3 Adv	3 Adv.	5 + Wis Mod	+1 to 3 ability scores	Ability Modifier
Level 5	(7 + CON mod) x 8	4 Adv 1 Chp	3 Adv 1 Chp	3 Adv. 1 Chp	5 + Wis Mod		2 x Ability Modifier
Level 6	(7 + CON mod) x 10	4 Adv 2 Chp	3 Adv 1 Chp	3 Adv. 1 Chp	5 + Wis Mod		2 x Ability Modifier
Level 7	(7 + CON mod) x 12	4 Adv 3 Chp	3 Adv 1 Chp	3 Adv. 2 Chp	5 + Wis Mod	+1 to 3 ability scores	2 x Ability Modifier
Level 8	(7 + CON mod) x 16	4 Adv 3 Chp 1 Epic	3 Adv 1 Chp 1 Epic	3 Adv 2 Chp 1 Epic	6 + Wis Mod		3 x Ability Modifier
Level 9	(7 + CON mod) x 20	4 Adv 3 Chp 2 Epic	3 Adv 1 Chp 1 Epic	3 Adv 2 Chp 1 Epic	6 + Wis Mod		3 x Ability Modifier
Level 10	(7 + CON mod) x 24	4 Adv 3 Chp 3 Epic	3 Adv 1 Chp 1 Epic	3 Adv 2 Chp 2 Epic	6 + Wis Mod	+1 to 3 ability scores	3 x Ability Modifier

(M) means multiclass characters lag one level behind in this category.

Monk Stats

Ability Bonus	+2 Dex or +2 Wis
Initiative	Dex Mod + Level
Armor Class (No/Light Armor)	12 + Middle Mod of Con/Dex/Wis + Level
Physical Defense	12 + Middle Mod of Str/Con/Dex + Level
Mental Defense	12 + Middle Mod of Int/Wis/Cha + Level
Hit Points	(7 + Con Mod) x Level Modifier
Recoveries	(probably) 8
Recovery Dice	(1d8 x Level) + Con Mod
Backgrounds	8 points, max 5 in one background
Icon Relationships	3 (4 at 5th level, 5 at 8th level)
Talents	3
Feats	1 per level

Class Features

Jab, Punch, and Kick attacks

Under normal circumstances, melee weapons that are special effects for monks. Most monk attacks are rated as JAB, PUNCH or KICK attacks, in the same sense that most fighter attacks are WEAPON attacks.

- JAB attacks deal 1d6 damage per level
- PUNCH attacks deal 1d8 damage per level.
- KICK attacks deal 1d10 damage per level.

When fighting barehanded, with bracers, or with weapons, monks use damage dice based on the form they are attacking with, or PUNCH damage for basic melee attacks. (See Melee Weapons) While using a magic weapon, monks add the weapon's attack and damage bonus to their attacks, and they can use that weapon's power(s).

All monk attacks that use Dexterity as the attack stat use Dexterity as the ability score that determines damage.

Forms

When you learn a monk form, you learn all three elements of that form: **an opening attack, flow attack, and finishing attack**. Each element requires a standard action to use (although some standard action elements provide access to free or quick actions you can choose to use or ignore).

Using your forms in battle: You must follow a specific form progression during battle. Your first attack with a form must be an opening. Your second attack can be a flow attack from ANY form you know or you can “go back” and use another opening.

After you use a flow attack, your next monk attack can be a finishing attack from ANY form you know, or you can go back to another opening or flow.

After a finishing attack you must start over with an opening if you’re using forms. If you spend a turn without attacking for some reason, you retain your place in the form progression.

It’s worth noting that this form progression occurs whether you hit or miss with your attack.

Mixing forms: As long as you use the proper element of the form (opening, flow, or finishing attack), you can use an opening, flow, or finishing attack from ANY of the forms you know. Part of the fun of playing a monk character is tracking which moves you have used and announcing the elements/names of the form as they roll out across the rounds. Announce your action during your turn in your best Hong Kong action theater voice unless that conflicts with your character’s story.

Defense bonus: When you use an element of a form, you gain an AC bonus until the start of your next turn. After using an opening attack you gain a +1 bonus to AC. After using a flow attack, you gain a +2 bonus to AC. After using a finishing attack, you gain a +3 bonus to AC.

If elven grace or some other power lets you use multiple elements of your forms in a turn, the AC bonuses don’t stack but you do get to use the highest bonus.

Keeping track of your forms: Your best choice each round will usually be between all the elements of a single category of attack. If you’re writing out your forms, you’ll want to track all your opening attacks together, all your flow attacks separately, and all your finishing attacks in their own group

Ki

You gain a number of ki points each day equal to the amount listed on the Monk level progression chart. You can spend ki to modify the natural result of one of your attack rolls, as explained below. Talents and some feats provide ki powers, each of which can be activated by spending 1 point of ki.

When you take a full heal-up, you regain all your ki points. When you take a quick rest, roll 1d20 + your wis mod. If the result is a natural 13+, you regain 1 Ki point.

Spending ki to adjust your attack roll: After rolling an attack, you can spend 1 point of ki as a free action to change your attack’s natural result by 1, unless that result is a natural 1. The change can be positive or negative. For example, you could change a natural roll of 19 into a natural 20 to cause a critical hit. You could also change a roll of natural 1 to a natural 2, or natural roll of 3 into a natural 2, allowing you to reroll the attack thanks to the monk’s two-weapon fighting feature.

Ki powers: Adventurer-tier talents and a few feats offer additional ways to spend ki points.

Spending ki is a free action: Unless otherwise specified, spending ki is a free action.

Spend only 1 point of ki per turn: As a rule you can spend only 1 point of ki each turn. You can spend multiple points of ki each round, but only once during your turn and once during each other creature's turn. The exceptions to this rule are forms that cost multiple points of ki for a single use and the champion feat below.

Adventurer Feat: You gain 2 additional point of ki each day.

Champion Feat: You can spend as much ki as you like during a turn. You must spend each point of ki on a different attack roll or a different ki power.

Epic Feat: Work with your GM to invent a new ki power related to your one unique thing or some other aspect of your character's story. If the ki power is too good and overshadows your other ki powers (for example, like the quivering palm ki power on page 77), the GM should rule that you can only use it once a day.

Two-Weapon Fighting

Since monks are trained to strike with all their limbs, we're happy to say that they can always be considered to be fighting with two weapons in melee, even when they're barehanded. As indicated on page 168 of the 13th Age core rulebook, the principal advantage of "two-weapon fighting" is that you get to reroll your attack when you roll a natural 2 with a melee attack, sticking with the reroll.

Bracers as Magic Items

Monks get magic-weapon style powers from magical bracers; see page 235 of 13 True Ways for more information about bracers. In practice, a monk fighting barehanded looks to bracers for magical advantage. A monk who fights with the monastery's traditional weapons might use bracers or a magical weapon, but a monk wearing magical bracers can't use a magical melee weapon at the same time.

Class Talents

You gain three adventurer class talents at first level. You gain an additional champion talent at 5th level and an additional Epic talent at 8th level. You may spend those additional talents from talent pools of a lower tier.

Adventurer Tier Talents

Burning Fortress Style (Five Deadly Secrets)

When you use Burning Fortress Style in a battle, you can't use any other Five Deadly Secrets talents that battle.

When an enemy you are engaged with hits you with an attack, it takes 1d6 damage.

2nd level monk 1d8 damage.

4th level monk	2d6 damage.
6th level monk	3d6 damage.
8th level monk	5d6 damage.
10th level monk	7d6 damage.

Adventurer Feat: Once per battle, as an interrupt action, you can aggro one nearby or far away target. The target must now focus their actions on you. Normal save ends.

Champion Feat: Once per battle, after an enemy is damaged by Burning Fortress, you may heal yourself for the same amount you dealt in damage.

Epic Feat: Once per battle, you can deal Burning Fortress Style damage to a nearby enemy that hits you instead of an engaged enemy.

Ki power (*Certain Vengeance Posture*): When an enemy engaged with you hits you with an attack, you can spend 1 point of ki to make that enemy vulnerable to your monk attacks until the end of the battle.

Drunken Style (Five Deadly Secrets)

As a free action, you may enter a drunken stance. Once you enter this stance, you must pass a normal save to revert to normal. A revert attempt is a quick action. Once in this stance, you no longer may choose which stage of your form to use in a turn. However, you can now use flow and finishing attacks without following the sequence. Whenever you wish to use a form while in drunken stance, roll a d6 and consult the table.

1-2: You use the form's opening attack.

3-4: You use the form's flow attack.

5-6: You use the form's finishing attack.

If you gain an additional standard action on your turn and wish to spend it on a form, you must roll a d6 to decide which stage for the form to use. If you just wish to use a basic attack or other actions like rally, you do not need to roll a d6 and may perform it as normal.

Adventurer Feat: The ki power now affects attacks against both your AC and PD.

Champion Feat: The resistance you gain from the ki power is now 16+.

Epic Feat: If an enemy misses you with a natural odd roll below 10, you can make a basic melee attack against that enemy as a free action after the attack.

Ki Power (*Spasmodic Lurch*): [*Limited: You can only use this power when fighting Drunken Style*] When an enemy attacks and rolls a natural odd roll against your AC, you can spend 1 point of ki as an interrupt action to gain resist damage 12+ against that attack.

<<Sidebar Starts Here>>

In the real world, practitioners of the drunken fist do not consume alcohol to use the style. They train to mimic the motions of a drunk individual (well, actually, century old techniques that take the best aspects of drunken movement), not to fight drunk. Many fictional tellings feature the practitioners consuming alcohol to use the style, but that is just for effect.

In the Dragon Empire, practitioners of Drunken Style enter a trance to use the style. The trance is powerful and, as such, can be hard to break from, but the unpredictability it provides allows the practitioner to take their enemy unaware.

<<Sidebar Ends Here>>>

Flurry (Five Deadly Secrets)

You gain the following attack:

Melee attack Quick action **At-Will (once per round)**

Special: If you use this when the escalation die is below 3, you only deal half damage on a hit.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage

Miss: —

Adventurer Feat: You now deal full damage with Flurry when the escalation die is 2+.

Champion Feat: Your Flurry attack now deals damage equal to your level on a miss.

Epic Feat: When the escalation die is 3+, your Flurry attack deals KICK + Dexterity damage instead of PUNCH + Dexterity.

Ki Power (A Thousand Palms): After making a Flurry attack, you can spend 1 point of ki to make another Flurry attack against a target you have not already attacked with Flurry this turn.

Greeting Fist (Five Deadly Secrets)

If you use Greeting Fist in a battle, you can't use any other Five Deadly Secrets talent that battle.

The first time you make a melee attack against each enemy during a battle (including the first mook of a mob), the target takes 1d8 extra damage on a hit.

2nd level monk 2d6 extra damage.

4th level monk 2d8 extra damage.

6th level monk 4d6 extra damage.

8th level monk 4d10 extra damage.

10th level monk 6d12 extra damage.

Adventurer Feat: Once per battle when you miss with your first melee attack against an enemy, you can use Greeting Fist against that enemy later that battle.

Champion Feat: Once per battle, you can reroll your Greeting Fist damage dice. You must accept the reroll.

Epic Feat: Once per battle, reroll an attack that qualified for Greeting Fist damage.

Ki Power (Opening the Death Gate): When you deal Greeting Fist damage, you can spend 1 point of ki to double that damage (as usual, a crit would then triple that damage).

Temple Weapon Master (Five Deadly Secrets)

Once per battle, when using weapons, you may turn a natural even miss into a hit.

Adventurer Feat: The AC bonus from the ki power also applies to your PD. An attack against your PD that misses also ends the bonus.

Champion Feat: When you roll a natural 2 with a monk attack while fighting with your monastic weapons, in addition to the reroll you get from Two-Weapon Fighting, you gain a bonus to the rerolled attack equal to your dexterity modifier.

Epic Feat: One battle per day, the damage dice of your finishing attacks increase by one size (max d12). (For example, d10s become d12s.)

Ki Power (*Supreme Warrior Discipline*): When you hit when using a weapon, you can spend 1 point of ki to gain a bonus to AC equal to the half the current escalation die (roundup, minimum 1) until the end of the battle. (The AC bonus increases or decreases as the escalation die increases or decreases.)

Leaf On Wind

Once per battle, you may take another move action as a free action.

You may always balance yourself on precarious and/or narrow structures. You are also considered to be weightless when it comes to determining if something can support you. You never take damage from falling from heights less than 100 ft (30 meters) and always land on your feet.

Adventurer Feat: You gain a +3 bonus to disengage checks.

Champion Feat: When an enemy makes an attack against you that targets more than one creature, you only take half damage from that attack, hit or miss.

Epic Feat: Roll an easy save at the end of any turn in which you use the ki power. If you succeed, your flight lasts until the end of your next turn.

Ki Power (*Wind's Comrade*): You can spend 1 point of ki during your turn to gain flight until the end of your turn.

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We're keeping basic flight rules simple. For now, play it exactly like other movement, but if there's space above them, you can fly over enemies you're not engaged with without allowing them to take opportunity attacks against you. You can be intercepted as you move, but only by other unengaged flyers that are already airborne.

We're also keeping engagement and disengagement rules the same when flyers make melee attacks against enemies on the ground. When a flyer makes a melee attack against a flying enemy, however, instead of engaging that creature, the flyer can choose to swoop past as part of the attack, but it takes a -2 attack penalty.

If your flight ends before you land or are grabbing onto something, you'll fall and probably take damage (see page 186 of the core rulebook).

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Heaven Arrow

Your basic ranged attack now deals damage equal to your level on a miss and you no longer take attack penalties with any of the monk's ranged weapons.

Once per battle when you would make a melee attack as an element of one of your monk forms, you can use a ranged attack against a nearby or far away enemy instead. This attack deals damage according to the JAB/PUNCH/KICK hierarchy that's part of the form.

Adventurer Feat: You may make ranged attacks at close range or while engaged without invoking attacks of opportunity.

Champion Feat: You can now use the Heaven Arrow's power twice per battle.

Epic Feat: Twice per day, when using Heaven Arrow's power, your attack always deals KICK damage regardless of the form's regular damage.

Ki Power (*Empowered Shot*): You can spend 1 point of ki to regain your Heaven Arrow power when it's expended.

Overworld Lineage, aka Phoenix-touched

You gain a +2 bonus to saves while you're not staggered.

Once per day when you are staggered, you can heal using a recovery. You heal half the hit points you roll for the recovery, and one enemy engaged with you of your choice takes the other half in fire damage.

Adventurer Feat: You may now use the talent's power twice per day.

Champion Feat: Once per day when rolling a Death Save, you may add a +4 bonus to the roll.

Epic Feat: The Ki power save is now an easy save (6+) and you may use it to save against a Last Gasp Effect (but it doesn't count against your total if you fail)

Ki Power (*Rise From The Ashes*): When you are dazed, weakened, confused, hampered, or stunned, you can spend 1 point of ki to make an immediate normal save (11+) (or an easy save if that would normally end the effect). If you succeed, the effect ends. If you fail, the condition affects you normally. (This power also works on effects that aren't save ends. It also breaks the stunned rule by letting you use a free action to spend ki.)

Champion Tier Talents

Disciple of the Hidden Flame

When you gain this talent, choose a class—cleric, sorcerer, or wizard. Each time you take a full heal-up, choose a spell of your level or lower from that class.

Spell usage: You can cast this spell in place of using one of your opening attacks (if the spell is at-will), flow attacks (if the spell is recharge, per battle, cyclic), or finishing attacks (if the spell is daily). Use your Dexterity as the ability score that determines attack and damage with the spell.

Ki Power (*Gather the Flame*): You can spend 1 point of ki when you cast your Disciple of the Hidden Flame spell to cast it as if you possessed the adventurer-tier and champion-tier feat for that spell, if any. At 8th level, treat the spell like you possessed the epic-tier feat for it, if any, when you spend the ki.

Improbable Stunt

Once per battle as a quick action, you can pull off an outrageous improvisational stunt that no one else could manage, with the possible exception of a swashbuckling rogue! The stunt is not itself an attack but it might lead to one.

The outrageous action of your stunt isn't something you have to roll for, even if it would ordinarily require a skill check to pull off. As with the Swashbuckle talent of the rogue from the core book, you'll still have to roll for an attack that follows up your stunt.

What's possible with the talent? You'll note that the talent isn't called impossible stunt: jumping from a crashing airship directly onto the wagon being driven by the villain seems

perfectly appropriate, but magically changing to wind and wafting in to sit beside the villain is not what this talent is about—it's an extension of your abilities as a monk rather than temporary access to a new set of magical powers.

Ki Power (*Ludicrous Improbability Maneuver*): You can spend 1 ki point to use Improbable Stunt again this battle.

Path of the Perfect Warrior

One battle per day, you can increase your JAB damage dice to d8s, your PUNCH damage dice to d10s, and your KICK damage dice to d12s.

Ki Power (*Perfect Breath*): Once per day when you are healing using a recovery, you can spend 1 point of ki to heal using a second recovery as well. The second recovery is free.

Epic Tier Talents

True Master of Forms

Once per battle, as a free action, you can skip the element of a form you would normally be required to perform next. For example, if you had performed an opening attack, you could skip to a finishing attack with your next standard action.

Epic Feat: Whenever you roll a natural 18+ with a form attack, you can skip the next element of the form that would normally be required.

Finish Him!

When you make a finishing attack, roll an additional d20 (usually two!) for the attack roll. Use the result of your choice.

Epic Feat: Once per battle when you make a flow attack, you can roll an additional d20 for the attack roll.

Font of Energy

Once per day, you can summon up your inner power and disperse it amongst yourself and your allies. You and each of your willing allies can make a hard save (16+). Each character who succeeds regains all of their hit points and ki as if they had taken a full heal-up as well as 1 daily ability and 2 recoveries. The only thing that cannot be regained is this power: you must take a full heal-up to regain Font of Energy's power.

Epic Feat: You and your allies now gain a bonus to their save equal to your wisdom modifier.

Adventurer Tier Forms

Claws of the Panther

Opening Attack (*Panther Spins Free*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage, and you can pop free from the target.

Miss: Damage equal to your level.

Flow Attack (*Cat Cuts Between Hounds*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage.

Natural Even Hit: As a hit, plus each enemy engaged with you takes 1d6 damage (2d6 damage at 5th level; 4d6 damage at 8th level).

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Finishing Attack (*Twinned Panther Claw*)

Melee attack

Targets: Up to two enemies

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage.

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Adventurer Feat Ki Power (*Predator's Return*): You can spend 1 point of ki when you're finishing attack misses all targets to use a flow attack instead of an opening attack with your next standard action—in effect, you get to skip the opening attack of your next form's progression.

Dance of the Mantis

Opening Attack (*Springing Mantis Strike*)

Melee attack

Special: When you start your turn unengaged, you can move before the attack as part of the standard action for this attack.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage.

Flow Attack (*The Pincer Whirls Shut*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage, or KICK + Dexterity damage against large or huge targets.

Natural Even Hit: As a hit, plus you can roll a disengage check as a free action after the attack.

Miss: Half damage.

Finishing Attack (*Precise Mantis Kick*)

Melee attack

Target: One enemy

Attack: Dexterity + Level + 2 vs. AC

Hit: KICK + Dexterity damage.

Natural Even Miss: You regain one point of Ki.

Natural Odd Miss: Damage equal to your level.

Adventurer Feat Ki Power (*The Dance Continues*): You can spend 1 point of ki during your turn to roll a disengage check as free action.

Dutiful Guardian

Opening Attack (*One Must Be Free*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage, and one ally engaged with the target can pop free from it.

Miss: Damage equal to your level.

Flow Attack (*Wind Horse Shakes Mane*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage, and you choose one of the following benefits: you can take a move action as a free action; OR you gain a +4 bonus to PD until the start of your next turn.

Miss: Half damage.

Finishing Attack (*Temple Lion Stands True*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage.

Natural Even Hit: As a hit, plus you can rally as a free action unless you have already rallied this battle.

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Adventurer Feat: When you intercept an enemy that is moving to attack one of your allies, you gain a +3 bonus to all defenses until the end of that turn (so against that enemy's attacks).

Original Venom

Opening Attack (*First Deadly Venom*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage, and if the target is staggered, it also takes 5 ongoing poison damage.

Miss: Damage equal to your level.

Flow Attack (*Second Certain Toxin*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Dexterity damage.

Natural Even Hit: As a hit, plus 5 ongoing poison damage.

Miss: Damage equal to your level.

Finishing Attack (*Third Poisonous Lesson*)

Melee attack

Target: One enemy taking ongoing damage

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage.

Natural Even Hit: As a hit, plus 10 ongoing poison damage, and if the target has 45 hp points or fewer, it's hampered (save ends both). (The hp threshold also goes up automatically based on your level.)

3rd level monk	72 hp or fewer.
5th level monk	108 hp or fewer.
7th level monk	180 hp or fewer.
9th level monk	300 hp or fewer.

Natural Odd Hit: As a hit, plus 5 ongoing poison damage.

Miss: Damage equal to your level.

Adventurer Feat: Once per day, as a quick action, you may roll 1d20 + Dexterity + Level vs a nearby target's PD. If it hits, roll a d4 and the target has a condition based on the following table (Save ends). On a miss, it takes damage equal to ½ your level (minimum 1).

1	Stuck
2	Vulnerable to your attacks

3	Dazed
4	Stunned

Three Cunning Tricksters

Opening Attack (*Fox Senses Weakness*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage.

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Flow Attack (*Monkey Taps the Shoulder*)

Melee attack

Special: When you use this attack, you can pop free from one enemy anytime during that turn as a free action.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage.

Miss: Half damage.

Finishing Attack (*Crane Summons Carp*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage.

Natural Even Hit: As a hit, plus when an enemy engaged with you targets you with an attack, you can deal JAB + Dexterity damage to it as an interrupt action until the start of your next turn.

Miss: Half damage.

Adventurer Feat Ki Power (*The Gift Returns*): When you roll a natural 18+ on a save, you can spend 1 point of ki to transfer the effect/ongoing damage you saved against to an enemy engaged with you (in addition to ending the effect on you). Of course, death saves and last gasp saves are excluded.

Way of the Metallic Dragon

Opening Attack (*Bronze Thwarts an Army*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit (If engaged with 1- enemy): JAB + Dexterity damage. One ally may pop free of the target.

Hit (If engaged with 2+ enemies): Punch + Dexterity damage.

Miss: Damage equal to your level.

Flow Attack (*Silver Warrior Advances*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Natural Even Hit: PUNCH + Dexterity damage, and 10 ongoing cold damage.

Natural Odd Hit: PUNCH + Dexterity damage, and one of your allies can pop free from the target.

Miss: Half damage.

Finishing Attack (*General Slays the Hordes*)

Melee attack

Targets: Up to two enemies; choose one for the first attack and the other for the second attack

First Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage.

Miss: Damage equal to your level.

Second Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity fire damage.

Miss: Damage equal to your level.

Adventurer Feat (*Become the Dragon*): Once per day, when you drop an enemy to 0 hp, gain a second standard action during your next turn. You're gathering power, preparing to unleash havoc, or doing something similar. If for some reason you decide not to take the extra standard action during your next turn, you get the point of ki back and can use this power again during the battle.

Champion-Tier Forms

Heaven's Thunder

Opening Attack (*Moon in Storming Sky*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: JAB + Dexterity damage, and each time an enemy attacks you before the start of your next turn, it takes thunder damage equal to twice your level after the attack.

Flow Attack (*Thunder Restores the Balance*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage, and you or one nearby ally can roll a save against a save ends effect.

Natural Even Hit: As a hit, plus you gain a bonus to the save equal to your Wisdom modifier.

Miss: Half damage.

Finishing Attack (*This Too Was Foreseen*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: KICK + Dexterity thunder damage.

Natural Even Hit: As a hit, plus one random nearby enemy takes 10 ongoing thunder damage.

Natural Odd Hit: As a hit, plus after this attack, your crit range expands by 1 until the end of the battle.

Miss: Half damage.

Epic Feat: You now heal 5d10 hp each time you use a finishing attack.

Iron Crusader Form

Opening Attack (*No Retreat*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage. The target takes ongoing damage equal to your level.

Miss: Half damage.

Flow Attack (*No Mercy*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Special: You gain a +4 bonus with this attack when you target a staggered enemy.

Hit: PUNCH + Dexterity damage.

Miss: Damage equal to your level.

Finishing Attack (*No Weakness*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Special: You gain a +4 bonus with this attack when you target an enemy taking ongoing damage.

Hit: KICK + Dexterity damage.

Natural Even Hit: As a hit, plus you gain resist damage 16+ until the start of your next turn.

Miss: Damage equal to your level.

Epic Feat: One battle per day, your crit range expands by 2 (cumulative, Max 16+) each time you drop an enemy to 0 hp.

Rising Phoenix

Opening Attack (*Rising Phoenix Fist*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: JAB + Dexterity fire damage.

Natural Even Miss: 5 ongoing fire damage.

Natural Odd Miss: Damage equal to your level.

Flow Attack (*Becomes the Pillar of Flame*)

Melee

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Dexterity fire damage, and you can roll a disengage check as a free action. If you disengage from all enemies, you gain flight until the end of your next turn.

Miss: Damage equal to your level.

Finishing Attack (*Life Burning Fire Fist*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Dexterity fire damage.

Natural Even Hit: As a hit, plus you can heal using a recovery.

Natural Odd Hit: As a hit, plus you can roll a save against a save ends effect.

Natural Even Miss: Half damage.

Natural Odd Miss: Damage equal to your level.

Champion Feat: Once per day as a free action, double the healing you get when you heal using a recovery (from any effect).

Epic Feat: One battle per day as a free action, choose yourself or a nearby ally. That creature gains a bonus to death saves equal to your Wisdom modifier until the end of the battle

Three Evil Dragons

Opening Attack (*The Burning Shadow*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage, and if the target is staggered, choose one: you can pop free from the target; OR the target takes ongoing acid damage equal to your level.

Miss: Damage equal to your level.

Flow Attack (Blue Lightning Fist)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Natural Even Hit: PUNCH + Dexterity damage, and one random nearby enemy takes lightning damage equal to double your level.

Natural Odd Hit: PUNCH + Dexterity damage, and you gain flight until the end of your next turn.

Miss: Half damage, and one random nearby enemy takes lightning damage equal to your level.

Finishing Attack (Red Fury)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage, and 1d6 extra fire damage for each point on the escalation die.

Miss: Damage equal to your level.

Champion Feat: Once per battle when an enemy hits you with an attack that targets AC or PD, you can force that enemy to reroll the attack as a free action.

Epic Feat: Once per day when you miss all targets with a finishing attack, you can make another finishing attack with your next standard action—in effect, you get to redo the last form of that progression.

Tiger in Storm

Opening Attack (Stalking Tiger)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage.

Natural Even Hit: As a hit, plus 2d6 ongoing lightning damage.

Miss: Damage equal to your level.

Flow Attack (Tiger Follows Blood)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage, and you can pop free from the target.

Natural Even Hit: As a hit, plus another enemy engaged with you takes 10 damage (as your attack sets up a final clawing strike). If no other enemies are engaged with you, the same one takes 5 additional damage.

Miss: Half damage.

Finishing Attack (*Striped Lightning Roars*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage.

Natural Even Hit: As a hit, plus 1d3 nearby enemies other than the target each take lightning damage equal to double your level.

Miss: Half damage.

Champion Feat Ki Power (*Storm's Eye*): When an enemy misses you with an attack that targets PD, you can spend 1 point of ki to heal using a recovery.

Epic Feat: You gain resist energy damage 16+ to cold, thunder, and lightning.

Epic Tier Forms

Death's Quivering Shadow

Opening Attack (*Invoke the Name*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. PD

Hit: JAB + Dexterity damage.

Natural Even Hit: As a hit, plus the target takes ongoing negative energy damage equal to its level.

Miss: Damage equal to your level.

Flow Attack (*Stunning Fist*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage.

Natural Even Hit: As a hit, plus if the target has 180 hp or fewer, it's stunned until the end of your next turn.

Miss: Damage equal to your level.

Finishing Attack (*Ghostwalk of the Fallen King*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage, and 15 ongoing negative energy damage.

Natural Even Hit: As a hit, plus until the end of your next turn, you gain flight and resist damage 16+ to all damage as you become incorporeal. (You can move through solid objects but can't end your turn in them.)

Miss: Damage equal to your level.

Epic Feat Ki Power (*Quivering Palm*): Once per day when you hit with an attack from this form, you can spend 1 point of ki to create a link with the target. Until the next full heal-up, regardless of how far away the target is, you can spend 1 point of ki and a quick action to deal PUNCH + Wisdom damage to the target. You can keep spending quick actions and ki to deal this damage once per round until you run out of ki for the day or until your next full heal-up.

Feathered Serpent

Opening Attack (*Coils Dispense Blessings*)

Melee attack

Target: Each enemy engaged with you

Attack: Wisdom + Level vs. AC

Hit: JAB + Wisdom damage.

Miss: Damage equal to your level.

Flow Attack (*Feathers on Talons on Scales*)

Melee attack

Always: When you use this flow attack, choose one effect: pop free from one enemy anytime during your turn as a free action; OR you gain flight until the end of your next turn.

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage.

Miss: Half damage.

Finishing Attack (*Poisoned Heaven Kick*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage.

Natural Even Hit: As a hit, plus if the target has 180 hp or fewer, it's hampered until the end of your next turn. If it has more than 180 hp, it takes 20 ongoing poison damage instead.

Miss: Half damage.

Epic Feat: Once per battle as a quick action, you can roll a difficult save (16+) against a save ends effect affecting you that was caused by an enemy's attack. If you succeed, transfer the effect to an enemy engaged with you.

Flagrant Blossoms

Opening Attack (*The Petals Open*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage, and if this attack drops an enemy to 0 hp, you can use a finishing attack with your next standard action.

Flow Attack (*Fist Shows the Path to Wisdom*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage.

Natural Even Hit: As a hit, plus a random nearby ally can roll an icon relationship die (you choose which icon) that can be used as a story-guide result later in the adventure; the roll must be a 5 or a 6 to get an advantage as normal.

Miss: Half damage.

Finishing Attack (*Lotus Dreams the World*)

Melee attack

Target: One enemy

Attack: Wisdom + Level vs. MD

Natural Even Hit: KICK + Wisdom damage, and you or an ally gains a +2 bonus to saves until the end of the battle.

Natural Odd Hit: KICK + Wisdom damage, and the target takes a -2 penalty to saves until the end of the battle.

Miss: Half damage.

Epic Feat: Once per battle when you use the lotus dreams the world finishing attack, a nearby ally can heal using a free recovery and can roll a save against each save ends effect affecting it.

Spiral Path

Opening Attack (*The Cycle Opens*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: JAB + Dexterity damage.

Natural Even Hit: As a hit, plus a different nearby enemy takes force damage equal to half that damage.

Flow Attack (*Spiral Ascension Widens*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Dexterity damage.

Natural Even Hit: As a hit, plus the escalation die increases by 1.

Miss: Damage equal to your level.

Finishing Attack (*Star Joins as Ally*)

Melee attack

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Dexterity damage, and as a free action you can teleport next to a different nearby enemy you can see (engaging it) and make a PUNCH attack against it.

Miss (PUNCH): The target takes damage equal to your level.

Miss: Half damage

Epic Feat: One battle per day, choose a monk talent you don't ordinarily possess. This battle, you have that talent.

Multiclassing

Skillful Warrior

The official version of the monk does not count as a skillful warrior as far as multiclassing is concerned. As such, its JAB, PUNCH, KICK and WEAPON dice are decreased by one step when multiclassing.

As part of this monk fix, Monks now count as Skillful Warriors. In other words, it's JAB, PUNCH, KICK, and WEAPON dice are not decreased one step when multiclassing with barbarians, bards, commanders, fighters, paladins, rangers, or rogues.

Key Modifier Table

Despite the monk's main attributes changing, the default key modifier table should still be relevant with only a slight adjustment for the ranger. For your convenience, it's entry as far as it relates to the monk have been reprinted below.

	Monk
Barbarian	Str/Dex

Bard	Dex/Cha
Chaos Mage	Dex/Cha
Cleric	Dex/Wis
Commander	Str/Dex
Druid	Dex/Wis
Fighter	Str/Dex
Necromancer	Dex/Int
Occultist	Dex/Int
Paladin	Str/Dex
Ranger	Dex/Wis
Rogue	Str/Dex
Sorcerer	Dex/Cha
Wizard	Dex/Int