

Monk

A Basic Fantasy RPG Supplement

Release 2

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for playing Monks under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

The new class described in this supplement is a new Core Class. The Monk uses the attack bonus of Fighters of the same level and the saving throws of Thieves of the same level. Monks are an ascetic order that emphasizes mental and physical self-discipline, and therefore use a d6 for hit dice.

Monk

Level	Exp. Points	Hit Dice	Unarmed Damage	AC Bonus	Speed Bonus	Ki Powers
1	0	1d6	1d4	0	0	0
2	2,500	2d6	1d4	0	0	0
3	5,000	3d6	1d4	0	0	2
4	10,000	4d6	1d6	+1	+10	2
5	20,000	5d6	1d6	+1	+10	3
6	40,000	6d6	1d6	+1	+10	3
7	80,000	7d6	1d6	+1	+10	4
8	150,000	8d6	1d8	+2	+20	4
9	300,000	9d6	1d8	+2	+20	5
10	450,000	9d6+2	1d8	+2	+20	5
11	600,000	9d6+4	1d8	+2	+20	6
12	750,000	9d6+6	1d10	+3	+30	6
13	900,000	9d6+8	1d10	+3	+30	7
14	1,050,000	9d6+10	1d10	+3	+30	7
15	1,200,000	9d6+12	1d10	+3	+30	8
16	1,350,000	9d6+14	2d6	+4	+40	8
17	1,500,000	9d6+16	2d6	+4	+40	9
18	1,650,000	9d6+18	2d6	+4	+40	9
19	1,800,000	9d6+20	2d6	+4	+40	10
20	1,950,000	9d6+22	2d8	+5	+50	10

Monks are ascetic students of self-discipline and spiritual knowledge. This knowledge does not have to be religious in any way, nor does it mean they must abstain from all pleasures (though some do). Each order has its own means of operating and expectations of its adherents, so each individual monk encountered can be quite different from each other or from any others.

Requirements: To become a Monk, a character must have Strength, Dexterity, and Wisdom scores of 13 or higher, and a Constitution of 9 or higher. A Monk may not wear any

armor as it interferes with special abilities, nor may he or she use shields of any sort. Any sort of weapon may be used, though the GM may limit weapon selection if it seems appropriate for the monk's order. There are no racial limitations to becoming a monk, though some specific orders may discriminate.

Special Abilities: Monks can Move Silently, Hide, Listen, and Climb Walls using the table below. Monks gain no other Thief abilities.

Monks also gain some other special abilities as a result of their arduous training. These abilities support their capability to engage in combat using no armor or weapons and not only survive, but excel.

Monks' unarmed attacks do lethal damage as shown in the chart. (They may always choose to inflict non-lethal damage with their unarmed attacks, if so desired.) As monks progress in levels, they progressively do more damage with their unarmed attacks, to the point they become more effective than any weapon.

Monks are able to use a flurry of blows, giving an increased number of attacks each round starting at fifth level. At 5th level they gain the ability to make three attacks every two rounds. At 10th level they can make two attacks per round. At 15th level they can make five attacks every two rounds. Finally, at 20th level they can make three attacks per round. Monks must not be wearing any armor to use their flurry of blows, but can use any combination of unarmed attacks or weapon attacks.

Monks are difficult to hit, even though they do not use armor. Monks are able to add their wisdom bonus to their armor class, along with their dexterity bonus. In addition, starting at the fourth level, and every four levels after that, they get an additional +1 to their armor class, to a maximum of +5 at 20th level. The wisdom bonus and extra bonus to armor class only apply if the Monk is not wearing any armor and is not under a heavy load.

Monks are able to move exceptionally quickly, too. At fourth level Monks increase their base speed by 10 feet. Every fourth level after that, their speed increases by another 10 feet, to a maximum of +50 feet at 20th level. The increased speed is only available if the Monk is not wearing any armor and is not under a heavy load.

Finally, Monks are able to harness their spiritual training in the form of *ki* powers. These *ki* powers allow the Monk to perform amazing abilities that normal mortals should be able to do. At third level, a Monk may choose two *ki* powers, and

then may choose another every odd level after that. Some *ki* powers have prerequisites (usually a different *ki* power that must be chosen first) and may require the Monk to be a certain level to choose it. Each power may only be chosen once.

Monk Abilities

Monk Level	Move Silently	Climb Walls	Hide	Listen
1	25	80	10	30
2	30	81	15	34
3	35	82	20	38
4	40	83	25	42
5	45	84	30	46
6	50	85	35	50
7	55	86	40	54
8	60	87	45	58
9	65	88	50	62
10	68	89	53	65
11	71	90	56	68
12	74	91	59	71
13	77	92	62	74
14	80	93	65	77
15	83	94	68	80
16	85	95	69	83
17	87	96	70	86
18	89	97	71	89
19	91	98	72	92
20	93	99	73	95

Note: If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the **Basic Fantasy RPG Core Rules**, then the Monk may also be allowed to do so. Monks gain 15 points per level from 2nd to 9th levels, 10 points per level from 10th to 15th levels, and 7 points per level thereafter.

KI POWERS

Below are the *ki* powers available to the Monk class. All of these powers are unique to the Monk and not available to any other class. None of these are spells, however some have time limits, some can only be used some number of times in a time period, and some have both limits. Once chosen, they are always available for use by the Monk (subject to any usage limits). All powers, unless noted with an *, expect the Monk to be wearing no armor and not carrying a heavy load. If the Monk is wearing armor or carrying a heavy load, the powers will stop working until such point as the Monk is again not wearing any armor or carrying a heavy load.

Abundant Step

The Monk can magically step between spaces. The Monk gets the benefit of a **dimension door** spell once per day. He or she gains a second use at 15th level. Must be at least 7th level.

Bursting Fist

Once per day a Monk may slam their palms together creating a wave of force projecting forward for 50 feet. Anyone caught in the burst takes 1d6 per monk level, but may save vs. Dragon Breath for half damage. Must be at least 15th level and already have **diamond fist**.

Deflect Arrows

Once per round, the Monk may deflect incoming ranged attacks that would have otherwise hit with a flick of their wrist. This does not reduce the number of attacks the Monk may make in the same round.

Diamond Body*

The Monk may flush any and all poison from their system once a day. The Monk gains an additional use at 15th level and a third use at 19th level. Must be at least 11th level.

Diamond Fist

The Monk's unarmed attacks ignore any hardness of the target. Must be at least 11th level and have **stunning fist**.

Evasion

When a Monk makes a saving throw to avoid physical damage where he or she would normally take half damage, no damage is taken instead.

Feather Balance

For one turn, the Monk cannot lose their balance. Any time they would be forced to make an ability check against their dexterity, they are considered to have rolled a 20. A Monk may use this once per day. An additional use is gained at 7th level and every four levels after that, to a maximum of five uses at 19th level.

Feather Step

While using **feather balance**, the Monk is able to move lightly across any surface even if it would not normally support his or her weight, ignoring any sort of difficult terrain. This does not allow the Monk to walk on water. Must be at least 11th level and already have **feather balance**.

Flawless Mind*

The Monk gains a +4 bonus on all saving throws against magical effects targeting the mind (e.g. charms or illusions). Must be at least 15th level.

Improved Evasion

When a Monk makes a saving throw to avoid physical damage, not only is no damage taken if the saving throw succeeds, but only half damage is taken if the saving throw is failed. Must be at least 7th level and already have **evasion**.

Ki Strike

The Monk's unarmed attacks are treated as if they were magical weapons. They do not have an attack modifier, but the Monk can strike creatures that can normally only be hit by magical weapons. Must be at least 7th level.

Punishing Strike

Once per day a Monk may deliver a particularly punishing blow. If the blow hits, it does another 1d6 of damage. An additional use is gained at 15th level and a third use at 19th level. Must be at least 11th level and have **stunning fist**.

Purity of Body*

The Monk may remove any diseases from his or her body, whether natural or magical, once a day. A second use is gained at 11th level and a third use at 15th level. Must be at least 7th level.

Quivering Palm

Once a week the Monk may designate they are using the **quivering palm**. If the attack hits, the Monk is able impart vibrations in the target. For the next week, at any time the Monk may simply will it and the target will instantly die. The target does get a save vs. Death Ray to avoid death. If the target makes the save or the week passes, the vibrations cease and the target is no longer in danger, though the target could be affected later by a separate attack. This ability only affects living creatures. Must be at least 15th level.

Silver Fist

The Monk's unarmed attacks may count as any kind of special material (e.g. silver).

Slow Fall

As long as a Monk is within 10' of a vertical surface while falling, they are treated as if under the effects of a **feather fall** spell.

Stunning Fist

Once per day, the Monk may declare an unarmed attack to be a stunning fist. If the attack succeeds, in addition to doing damage, the target must save vs. Petrify or be stunned. If the target is stunned, then for one round he or she can make no action, must drop whatever he or she is holding, take a -2 AC bonus, and lose their dexterity bonus to AC. This only affects living creatures. The Monk gains an additional use at 7th level and every four levels after that, to a maximum of five uses at 19th level.

Timeless Body*

The Monk gains harmony between their mind and body and stops aging. At some point the mind will still give out, but the body no longer shows the effects of further aging. Must be at least 15th level.

Tongue of the Stars*

The Monk may speak with any living creature for one turn. This may be used twice a day. At 19th level a third use is gained. Must be at least 11th level.

Wholeness of Body*

The Monk may heal twice his or her level in hit points per day. This can be done once, or spread out over multiple applications. Must be at least 7th level.

NEW MAGIC ITEMS

The items listed below are magic items made for Monks. All of these items may only be used by Monks. In addition to the items below, Monks may use any items available to fighters and thieves.

Monk's Belt: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a Monk four levels higher. This item may only be used by Monks.

Monk's Hand Wrap: These simple linen cloth strips are inscribed with inspirational runes along their length. When worn wrapped around the Monk's hands, an additional use of the **stunning fist** ki power is gained. If the Monk doesn't have the **stunning fist** ki power, one use per day is gained. This item may only be used by Monks.

Monk's Robe: This is a short simple brown sleeveless robe. When worn, the wearer gains one extra ki power. Once picked, the it is fixed for this wearer and only usable while the robe is worn. If the wearer picks this ki power later while gaining a level, he or she may choose a new ki power, which is then again fixed. When choosing a ki power, the wearer must otherwise qualify for it. This item may only be used by Monks.

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