

Barbarian

Class Summary

BAB	Good	Fortitude	Good
Hit Die	d12	Reflex	Poor
Skill Points	4	Will	Poor
Magic	None		

Class Skills

Skill Points At Each Level: 4 + Int modifier

Str	Climb, Jump, Swim
Dex	Ride
Con	–
Int	Craft
Wis	Listen, Survival
Cha	Handle Animal, Intimidate

Class Features

All of the following are class features of the Barbarian.

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the bar-

Table 0.1: BARBARIAN

Level	BAB	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Fast Movement; Illiteracy; Rage 1/day
2	+2	+3	+0	+0	Uncanny Dodge
3	+3	+3	+1	+1	Trap Sense +1
4	+4	+4	+1	+1	Rage 2/day
5	+5	+4	+1	+1	Improved Uncanny Dodge
6	+6	+5	+2	+2	Trap Sense +2
7	+7	+5	+2	+2	Damage Reduction 1/-
8	+8	+6	+2	+2	Rage 3/day
9	+9	+6	+3	+3	Trap Sense +3
10	+10	+7	+3	+3	Damage Reduction 2/-
11	+11	+7	+3	+3	Greater Rage
12	+12	+8	+4	+4	Rage 4/day; Trap Sense +4
13	+13	+8	+4	+4	Damage Reduction 3/-
14	+14	+9	+4	+4	Indomitable Will
15	+15	+9	+5	+5	Trap Sense +5
16	+16	+10	+5	+5	Damage Reduction 4/-; Rage 5/day
17	+17	+10	+5	+5	Tireless Rage
18	+18	+11	+6	+6	Trap Sense +6
19	+19	+11	+6	+6	Damage Reduction 5/-
20	+20	+12	+6	+6	Mighty Rage; Rage 6/day

barian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels

from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex): At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +6, and his morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Indomitable Will (Ex): While in a rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Tireless Rage (Ex): At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to +8, and his morale bonus on Will saves increases to +4. The penalty to AC remains at -2.

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.)

Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard 'loses' the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Bardic Knowledge (Ex): A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC Type of Knowledge

- 10** Common, known by at least a substantial minority drinking; common legends of the local population.
- 20** Uncommon but available, known by only a few people legends.
- 25** Obscure, known by few, hard to come by.
- 30** Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of

ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a Suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a Suggestion doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains

beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.

Inspire Heroics (Su): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like suggestion, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the Suggestion simultaneously to any number of creatures that he has already fascinated (see above). Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Ex-Bards

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

Cleric

Class Summary

BAB	Medium	Fortitude	Good
Hit Die	d8	Reflex	Poor
Skill Points	2	Will	Good
Magic	Full		

Class Skills

Skill Points At Each Level: 2 + Int modifier

Str	–
Dex	–
Con	Concentration
Int	Craft, Knowledge (Arcana), Knowledge (History), Knowledge (Religion), Knowledge (The Planes), Spellcraft
Wis	Heal, Profession
Cha	Diplomacy

Domains and Class Skills:: A cleric who chooses the Animal or Plant domain adds Knowledge (Nature) to his cleric class skills. A cleric who chooses the Knowledge domain adds all Knowledge skills to the list. A cleric who chooses the Travel domain adds Survival to the list. A cleric who chooses the Trickery domain adds Bluff, Disguise, and Hide to the list. See *Deity, Domains, and Domain Spells* below for more information.

Class Features

All of the following are class features of the Cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War domain receives the Weapon Focus feat related to his deity’s weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura: A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity’s alignment (see the *detect evil* spell for details). Clerics who don’t worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric’s spell is 10 + the spell level + the cleric’s Wisdom modifier.

Table 0.3: CLERIC

Level	BAB	Fort	Ref	Will	Special	Spells per Day													
						0	1	2	3	4	5	6	7	8	9				
1	+0	+2	+0	+2	Turn or Rebuke Undead	3	1+1	–	–	–	–	–	–	–	–	–	–	–	–
2	+1	+3	+0	+3		4	2+1	–	–	–	–	–	–	–	–	–	–	–	–
3	+2	+3	+1	+3		4	2+1	1+1	–	–	–	–	–	–	–	–	–	–	–
4	+3	+4	+1	+4		5	3+1	2+1	–	–	–	–	–	–	–	–	–	–	–
5	+3	+4	+1	+4		5	3+1	2+1	1+1	–	–	–	–	–	–	–	–	–	–
6	+4	+5	+2	+5		5	3+1	3+1	2+1	–	–	–	–	–	–	–	–	–	–
7	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	–	–	–	–	–	–	–	–	–
8	+6	+6	+2	+6		6	4+1	3+1	3+1	2+1	–	–	–	–	–	–	–	–	–
9	+6	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	–	–	–	–	–	–	–	–
10	+7	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	–	–	–	–	–	–	–	–
11	+8	+7	+3	+7		6	5+1	4+1	4+1	3+1	2+1	1+1	–	–	–	–	–	–	–
12	+9	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	–	–	–	–	–	–	–
13	+9	+8	+4	+8		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	–	–	–	–	–	–
14	+10	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	–	–	–	–	–	–
15	+11	+9	+5	+9		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	–	–	–	–	–
16	+12	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	–	–	–	–	–
17	+12	+10	+5	+10		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	–	–	–	–
18	+13	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	–	–	–	–
19	+14	+11	+6	+11		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	–	–	–
20	+15	+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1	3+1	2+1	–	–

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast (in addition to his base spells and bonus spells from high Wisdom), starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see *Deities, Domains, and Domain Spells*, below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can 'lose' any prepared spell that is not a domain spell in order to cast any *cure* spell of the same spell level or lower (a *cure* spell is any spell with 'cure' in its name).

An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to *inflict* spells (an *inflict* spell is one with 'inflict' in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either *cure* spells or *inflict* spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Ex-Clerics

A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the *atonement* spell description).

Monk

Class Summary

BAB	Medium	Fortitude	Good
Hit Die	d8	Reflex	Good
Skill Points	4	Will	Good
Magic	None		

Class Skills

Skill Points At Each Level: 4 + Int modifier

Str	Climb, Jump, Swim
Dex	Ride
Con	Concentration
Int	Craft
Wis	Listen, Survival
Cha	Handle Animal, Intimidate

Class Features

All of the following are class features of the Monk.

Weapon and Armor Proficiency: A monk is proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

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 her AC bonus, as well as her fast movement and flurry of blows abilities.

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

Table 0.4: MONK

Level	BAB	Fort	Ref	Will	Special	Monk Abilities			
						Flurry of Blows	Damage	AC Bonus	Speed
1	+0	+2	+2	+2	Bonus Feat; Flurry of Blows; Unarmed Strike	-2/-2	1d6	+0	+0 ft.
2	+1	+3	+3	+3	Bonus Feat; Evasion	-1/-1	1d6	+0	+0 ft.
3	+2	+3	+3	+3	Still Mind	+0/+0	1d6	+0	+10 ft.
4	+3	+4	+4	+4	Ki Strike (Magic); Slow Fall 20 ft.	+1/+1	1d8	+0	+10 ft.
5	+3	+4	+4	+4	Purity of Body	+2/+2	1d8	+1	+10 ft.
6	+4	+5	+5	+5	Bonus Feat, Slow Fall 30 ft.	+3/+3	1d8	+1	+20 ft.
7	+5	+5	+5	+5	Wholeness of Body	+4/+4	1d8	+1	+20 ft.
8	+6	+6	+6	+6	Slow Fall 40 ft.	+5/+5/+0	1d10	+1	+20 ft.
9	+6	+6	+6	+6	Improved Evasion	+6/+6/+1	1d10	+1	+30 ft.
10	+7	+7	+7	+7	Ki Strike (Lawful); Slow Fall 50 ft.	+7/+7/+2	1d10	+2	+30 ft.
11	+8	+7	+7	+7	Diamond Body; Greater Flurry	+8/+8/+8/+3	1d10	+2	+30 ft.
12	+9	+8	+8	+8	Abundant Step; Slow Fall 60 ft.	+9/+9/+9/+4	2d6	+2	+40 ft.
13	+9	+8	+8	+8	Diamond Soul	+9/+9/+9/+4	2d6	+2	+40 ft.
14	+10	+9	+9	+9	Slow Fall 70 ft.	+10/+10/+10/+5	2d6	+2	+40 ft.
15	+11	+9	+9	+9	Quivering Palm	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16	+12	+10	+10	+10	Ki Strike (Adamantine); Slow Fall 80 ft.	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
17	+12	+10	+10	+10	Timeless Body; Tongue of the Sun and Moon	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
18	+13	+11	+11	+11	Slow Fall 90 ft.	+13/+13/+13/+8/+3	2d8	+3	+60 ft.
19	+14	+11	+11	+11	Empty Body	+14/+14/+14/+9/+4	2d8	+3	+60 ft.
20	+15	+12	+12	+12	Perfect Self; Slow Fall Any Distance	+15/+15/+15/+10/+5	2d10	+4	+60 ft.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus x 1-1/2 or x1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

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

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

A monk's unarmed strike is treated both as 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 her unarmed strikes than a normal person would, as shown on the class level table. The unarmed damage on the class level table is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage, as shown below.

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

Bonus Feat: At 1st level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she 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 her speed, as shown on Table: The 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 spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

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

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she 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.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her 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. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and 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 her 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.

Timeless Body (Ex): Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties

that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell *etherealness*. She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her monk level.

Perfect Self: At 20th level, a monk becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.

Ex-Monks

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

Like a member of any other class, a monk may be a multiclass character, but multiclass monks face a special restriction. A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

Monk Variant: Fighting Styles

In literature and lore, the combat styles and aptitudes of a monk depend greatly on where (or by whom) she was trained. The standard monk, however, presents only a relatively limited variety of options to personalize your monk.

A 1st-level monk (regardless of character level) may select one of the fighting styles described below. By selecting one of these fighting styles, she dictates which bonus feats she gains at 1st, 2nd, and 6th level (when a standard monk normally gains one of two bonus feats). In addition, at 1st level she gets a +2 bonus on checks involving a skill of her selection (in exchange for the freedom of choice she gives up by preselecting her bonus feats). Finally, she gains a bonus ability at 6th level if she has met the listed prerequisites by that time. If the character hasn't yet met the prerequisites,

she doesn't gain the bonus ability, even if she meets the prerequisites at some later time.

These fighting styles serve a variety of purposes in a campaign. Each one might symbolize a different monastery, creating a rivalry (friendly or unfriendly) between their students. Perhaps a specific master teaches each style only to a few select students, meaning that a monk must prove herself worthy before pursuing the training. Or maybe each monk simply chooses her own way in life, styling herself after great martial artists of the past.

A monk can abandon her fighting style by selecting a different bonus feat at 2nd or 6th level; however, if she does so, she loses the bonus on skill checks gained at 1st level and never gains the bonus ability of the fighting style (even if she meets the prerequisites).

Fighting Style Descriptions

Cobra Strike

Monks of the Cobra Strike School specialize in agility and defense. By making herself hard to pin down, the Cobra Strike monk forces the enemy to fight on her terms.

1st-level skill bonus	Escape Artist
1st-level feat	Dodge
2nd-level feat	Mobility
6th-level feat	Spring Attack
6th-level bonus ability	The dodge bonus to Armor Class granted by your Dodge feat increases to +2
Prerequisites	Balance 4 ranks, Escape Artist 9 ranks.

Denying Stance

The Denying Stance monk seeks to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error.

1st-level skill bonus	Tumble
1st-level feat	Improved Grapple
2nd-level feat	Combat Reflexes
6th-level feat	Improved Disarm
6th-level bonus ability	When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus on grapple checks and disarm attempts.
Prerequisites	Tumble 9 ranks, Combat Expertise.

Hand and Foot

Students of the Hand and Foot style learn to use their appendages for both offense and defense.

1st-level skill bonus	Balance
1st-level feat	Stunning Fist
2nd-level feat	Deflect Arrow
6th-level feat	Improved Trip
6th-level bonus ability	You gain a +2 bonus on attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped or bull rushed.
Prerequisites	Balance 9 ranks, Tumble 4 ranks.

Invisible Eye

Monks of the Invisible Eye rely on their senses, particularly hearing, to aid them in combat.

1st-level skill bonus	Listen
1st-level feat	Combat Reflexes
2nd-level feat	Lightning Reflexes
6th-level feat	Blind-Fight
6th-level bonus ability	When unarmed and fighting defensively, using Combat Expertise, or using the total defense action, increase the dodge bonus to Armor Class that you gain from using that tactic by 1.
Prerequisites	Listen 9 ranks, Agile.

Overwhelming Attack

A monk trained in the Overwhelming Attack style always presses the advantage, preferring a showy display of all-out offense to any form of defense.

- 1st-level skill bonus** Intimidate
- 1st-level feat** Power Attack
- 2nd-level feat** Improved Bull Rush
- 6th-level feat** Improved Overrun

6th-level bonus ability If you have used Intimidate to demoralize your opponent at any time within the previous 10 rounds, you gain a +4 bonus on Strength checks made to bull rush or overrun that opponent.

Prerequisites Intimidate 4 ranks, Perform (dance) 4 ranks.

Passive Way

The Passive Way focuses on making your opponent overreach himself or underestimate your skill.

- 1st-level skill bonus** Bluff
- 1st-level feat** Combat Expertise
- 2nd-level feat** Improved Trip
- 6th-level feat** Improved Feint

6th-level bonus ability You gain a +4 bonus on Strength checks made to trip an opponent who is denied his Dexterity bonus to Armor Class.

Prerequisites Bluff 4 ranks, Sense Motive 4 ranks, Skill Focus (Bluff)

Sleeping Tiger

The Sleeping Tiger style mixes smooth motions with powerful strikes. It favors a quick, first strike approach, preferably from a position of ambush.

- 1st-level skill bonus** Hide
- 1st-level feat** Weapon Finesse
- 2nd-level feat** Improved Initiative
- 6th-level feat** Improved Sunder

6th-level bonus ability Once per round, when an opponent would be denied his Dexterity bonus to Armor Class, the monk deals an extra 1d6 points of damage with a melee attack made with a light weapon. Any creature immune to sneak attacks is immune to this ability.

Prerequisites Hide 9 ranks, Power Attack.

Undying Way

Monks of the Undying Way believe in patience above all else. They work to outlast their opponents by means of superior endurance.

- 1st-level skill bonus** Concentration
- 1st-level feat** Toughness
- 2nd-level feat** Endurance
- 6th-level feat** Diehard

6th-level bonus ability When fighting defensively, using Combat Expertise, or using the total defense action, the monk gains damage reduction 2/-.

Prerequisites Concentration 9 ranks.