



HEROIC CLASS VOCATION

Monk Vocation

The **House Rules** below present a new vocation based on several sources:

- Monk class found in Wizards of the Coast's™ D&D RPG v.3.0;

- Cloistered and Religious occupations found in Wizards of the Coast's™ d20: PAST Campaign setting;

- Scholar advanced class found in Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting;

And, the Martial Artist advanced class found in Wizards of the Coast's™ d20: MODERN Campaign setting;

The vocation was created to provide a "base-line" vocation for Asian-type advanced classes that fit within Wizards of the Coast's™ d20: Modern RPG System.

The Monk vocation is designed for character that grew up in Himalayan mountain fortresses, hidden Buddhist temples, and other places isolated from society at large. Often the ward of a secret society, a Monk character benefits from rigorous training, but usually knows little about the outside world.

Prerequisites: Knowledge [theology and philosophy] 4 ranks, Martial Arts feat, and Lawful allegiance;

Bonus Starting Feats: Archaic Weapon Proficiency (handaxe and shuriken), Exotic Weapon Proficiency (kama and nunchaku);

Vocation Skills: Craft [writing] (Int), Jump (Str), Knowledge [theology and philosophy] (Int), Listen (Wis), Sense Motive (Wis), and Tumble (Dex);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Additional Bonus Feats: Acrobatic, Alertness, Blind-fight, Creative, Defensive Martial Arts, Educated, Endurance, Exotic Weapon Proficiency, Improved Martial Arts, Negotiator, Stealthy, and Studious;

Wealth: +1;

Martial Arts Talent Tree

Unarmed Fighting (Ex): A Monk is highly trained in fighting unarmed, giving them considerable advantages when doing so. A monk's attacks may be with either fist interchangeably or even with elbows, knees, and feet. This means that the monk may even make unarmed strikes when their hands are full, and there is no such thing as an off-hand attack for a monk striking unarmed.

The character receives the Martial Arts and Two-weapon Fighting feats for free.

Unarmored Defense (Ex): Monks are highly trained at dodging blows, and they develop a "sixth-sense" that lets them avoid even unanticipated attacks. A monk adds their Wisdom modifier (if positive) to Defense, in addition to their normal Dexterity modifier. A monk also receives a special "AC Bonus" to their Defense equal to one-third their Monk vocation level. The Wisdom bonus and the AC Bonus represent a preternatural awareness of danger, and a monk does not lose either even in situations when they lose their Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (A monk does lose these defense bonuses when *immobilized*.)

Prerequisite: Unarmed Fighting talent;

Circle Kick (Ex): The Monk has been trained to kick multiple opponents with the same attack action. A successful unarmed attack roll allows the monk to make a second attack roll against a different opponent that is within the area that they threaten. Using this talent requires a full attack action.

Prerequisite: Dex 15+; Unarmed Fighting talent; Monk 5th level;

Scholarly Talent Tree

Obscure Knowledge (Ex): A Monk researches and studies all manner of information, remembering bits and pieces. The character gains the benefits of the Obscure Knowledge feat as described on page 18 of the *d20: PAST Supplement*. However, you make a special Obscure Knowledge check (1d20 + monk level + Intelligence modifier) to determine whether or not you know relevant information about people, items, or places.

DC	Type of Knowledge
10	Common: known by at least a substantial minority of the locals.
20	Uncommon, but available: known to only a few locals.
30	Obscure: Known only to a few people anywhere.
40	Extremely Obscure: known to a very few or forgotten completely.

You cannot take 10 or 20 on this check, and the check can only be made once per subject.

Your GM determines the DC of the Obscure Knowledge check using the above table.

Secret Uncovered (Ex): The Monk discovers ancient secrets of the human form during their cloistered research. Each time the character selects this talent; they choose one secret from the table below. The monk's level plus their Intelligence modifier determines which secrets they may choose from.

The Monk may not select the same secret twice.

Lvl + Int Modifier	Secret Uncovered	Secret's Effect
1	Hidden Knowledge	4 ranks of a skill in which the character has no ranks
2	Revealed Vigor	+3 hit points
3	Quiet Mind	+2 bonus on WILL saves
4	Inner Strength	+2 bonus on FORT saves
5	Quick Step	+2 bonus on RFLX saves
6	Defensive Mastery	+1 dodge bonus to Defense
8	Combat Mastery	+1 bonus on attack rolls
10	Hidden Wisdom	Any 1 feat except Occult feats
12	Gift of Tongues	Speak with any living creature
14+	Awakened Mind	Wild Talent feat

Prerequisite: Obscure Knowledge talent;

Esoteric Wisdom (Ex): The Monk has chosen to study, and learns, one of the occult disciplines. A monk may choose one of the following bonus feats for free: Arcane Skills, Divine Skills, or Psychic Skills.

Note: If the monk already possesses any of these feats, they may not select to take this talent.

Prerequisite: Obscure Knowledge talent;