

Monk

[Kung Fu Monk by tamnguyenk on DeviantArt](#)



Disclaimer:

This document is not historically correct.
The following was created for fictional role playing games.

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

The Monk class presented here is a variation of the fighter class with added skills and restrictions that sets it apart.

The level progression and saving throws remain the same as the base fighter class as well as their hit dice.

Due to the disciplines that are taught to a Monk they have developed skills in climbing sheer surfaces, hearing noise, hiding in shadows, and moving silently.

In combat they are allowed the use of any weapon as well as trained in the use of martial arts. A monk is not allowed the use of any armor including shields due their need for free movement.

A Monk's armor class improves by 1 every 3 levels (1 every 2 levels if prime requisites are met) to reflect improved dodging from their martial arts skills.

[GeekSVGs skryba](#)



Requirements: None

Prime requisite: WIS, DEX

Hit Dice: 1d8

Maximum level: 14

Armour: None

Weapons: Any, *Martial Arts

Languages: Alignment, Common

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	2,000	2d8	19 [0]	12	13	14	15	16
3	4,000	3d8	19 [0]	12	13	14	15	16
4	8,000	4d8	17 [+2]	10	11	12	13	14
5	16,000	5d8	17 [+2]	10	11	12	13	14
6	32,000	6d8	17 [+2]	10	11	12	13	14
7	64,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	240,000	9d8	14 [+5]	8	9	10	10	12
10	360,000	9d8+2*	12 [+7]	6	7	8	8	10
11	480,000	9d8+4*	12 [+7]	6	7	8	8	10
12	600,000	9d8+6*	12 [+7]	6	7	8	8	10
13	720,000	9d8+8*	10 [+9]	4	5	6	5	8
14	840,000	9d8+10*	10 [+9]	4	5	6	5	8

* Modifiers from CON no longer apply.

D: Death / poison; W: Wands; P: Paralysis / petrify; B:
Breath attacks; S: Spells / rods / staves.

Level	CS	HN	HS	MS
1	77	1-2	20	25
2	78	1-2	25	30
3	79	1-2	30	35
4	80	1-3	35	40
5	81	1-3	40	45
6	82	1-3	45	50
7	83	1-3	50	55
8	84	1-4	55	60
9	85	1-4	60	65
10	86	1-4	65	70
11	87	1-4	70	75
12	88	1-5	75	80
13	89	1-5	80	85
14	90	1-5	85	90

CS = Climb Shear Surfaces

HN = Hear Noises

HS = Hide In Shadows

MS = Move Silently

Keeping Things Simple....

Using the martial arts skill is kept very basic so as to not slow the combat phase down any more than needed.

All non-weapon strikes using the hands will inflict 1d6 points of damage with a +1 bonus gained every 3 levels if both prime requisites are met and all strikes using the feet will inflict 1d4 points of damage with a +1 bonus gained every 3 levels if both prime requisites are met.

If a player wishes to instead try to grab and throw their foe they must make a successful to hit roll. The damage caused by being thrown can vary from none to massive depending on where the foe lands (foe is thrown and lands on a feather bed would probably equate to no damage as opposed to be thrown off of a 60 foot cliff) which will leave the amount of damage sustained by the foe up to the discretion of the referee.

Common Examples:

Hard Floor = 1d4

Through a Glass Window/Mirror = 1d8

Pile Of Wooden Chairs = 1d6

Mud Puddle = 1d2

Pile Of Rocks = 1d6

Damage caused by martial arts can be considered as either lethal or non-lethal and can be restrained by the attacker if so chosen. This means if the attacker only wants to inflict 1d3 wit their hands they have that option through restraint.

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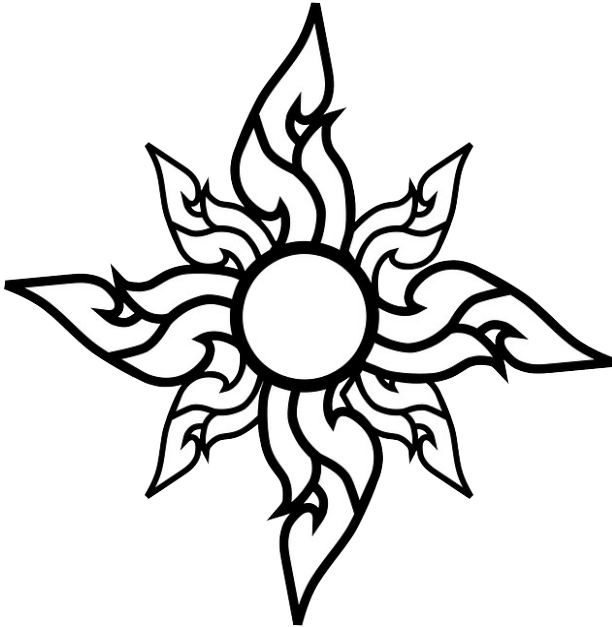
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