

The Monk

A Martial-Artist Class for
Basic Era Roleplaying



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

Monk

Requirements: Minimum DEX 9, minimum WIS 9

Prime requisite: STR

Hit Dice: 1d6

Maximum Level: 14

Armour: None

Weapons: Any

Languages: Alignment, Common

Monks are monastic humans who follow a strict discipline of meditation, denial, seclusion, exercise and philosophy to obtain a mastery of body and spirit.

Awareness

Monks are only surprised on a roll of 1. This may mean a monk can act in the surprise round while their companions are surprised.

Combat

Monks can use any weapon, but are unable to use shields or wear any kind of armour. They can also never use magical protective devices (such as rings or bracers) that act as armor.

Unarmed Combat: Due to their mastery of unarmed combat, monks gain extra unarmed attacks, increased movement, better unarmored AC and increased unarmed damage based on level.

Dim Mak

At 14th level, once per day, a monk may use the Dim Mak on any touched living creature. No save is allowed, but a victim with more HD than the monk can't be affected. The touch can have one of the following effects (chosen by player when used): Charm Person (per spell), Cure Serious Wounds (per spell), Death, Quest (per spell), Paralysis. All non-instant effects last 24 hours.

Fade Out

At 12th level, once a day, a monk can cause their presence to “disappear”, rendering them unseen even by magical detection. The effect lasts for 1 round per level or until the monk attacks.

Meditate

At 2nd level, once per day, a monk can concentrate for a round and heal themselves 1 hit point per level.

Mind Blank

At 10th level, a monk is immune to ESP, hold and slow spells, magical charms, quests and geas spells.

Monk Skills

Monks can use the following skills with the chance of success shown opposite:

► **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the monk falls at the halfway point, suffering falling damage.

► **Hide in shadows (HS):** Requires the monk to be motionless—attacking or moving while hiding isn't possible.

► **Move silently (MS):** A monk may attempt to sneak past enemies unnoticed.

► **Find or remove treasure traps (TR):** A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.

Mystic Palm

At 2nd level, a monk's unarmed attacks can damage creatures only harmed by silver weapons. At 5th level, they can damage creatures only harmed by magic.

Mystic Resistance

At 6th level, a monk only takes ½ damage from all damaging spells and breath weapons, or ¼ on a successful save.

Monk Level Progression

Lvl	XP	HD	THCA0	Saving Throws					Unarmed Bonuses			
				D	W	P	B	S	AC	Mv	Atk	Dmg
1	0	1d6	19[0]	12	13	14	15	16	9 [10]	120'	1	1d4
2	2,500	2d6	19[0]	12	13	14	15	16	8 [11]	120'	1	1d4+1
3	5,000	3d6	19[0]	12	13	14	15	16	7 [12]	150'	1	1d6
4	10,000	4d6	19[0]	10	11	12	13	14	6 [13]	150'	1	1d8
5	20,000	5d6	17 [+2]	10	11	12	13	14	5 [14]	180'	2	1d10
6	40,000	6d6	17 [+2]	10	11	12	13	14	4 [15]	180'	2	1d12
7	80,000	7d6	17 [+2]	8	9	10	10	12	3 [16]	210'	2	2d8
8	160,000	8d6	17 [+2]	8	9	10	10	12	2 [17]	210'	2	3d6
9	320,000	9d6	14 [+5]	8	9	10	10	12	2 [17]	240'	3	2d10
10	480,000	9d6+2*	14 [+5]	6	7	8	8	10	1 [18]	240'	3	2d12
11	640,000	9d6+4*	14 [+5]	6	7	8	8	10	1 [18]	270'	3	3d8
12	800,000	9d6+6*	14 [+5]	6	7	8	8	10	0 [19]	270'	3	3d10
13	960,000	9d6+8*	12 [+7]	4	5	6	5	8	0 [19]	300'	4	5d6
14	1,040,000	9d6+10*	12 [+7]	4	5	6	5	8	-1 [20]	300'	4	4d8

*Modifiers from CON bonuses no longer apply

Level Titles: Novice, Initiate, Brother, Disciple, Immaculate, Master, Superior Master, Master of Dragons, Grand Master

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves

AC: Armor Class bonus; **Mv:** Movement rate;

Atk: # of attacks; **Dmg:** Unarmed damage

Oaths of Faith

Monks must never lie, break a vow or promise, and can only have as much wealth as they can personally carry. If they break any of these oaths, they could be kicked from their cloister - preventing them from gaining levels until they atone.

Speak in Tongues

At 4th level, a monk can speak with any animal. At 8th level, they may speak with any living creature that has a language.

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hiding and moving silently on the player's behalf, as the monk does not immediately know if the attempt was successful. If either of these rolls fail, the referee knows that the monk has been noticed and should determine enemies' actions appropriately.

After Reaching 9th Level

If the grand master of the monk's cloister agrees, a monk may build a new branch of his old cloister, attracting 1d6 apprentices of levels 1-3 to train under them. At 13th level, a monk is able to declare their cloister as independent and remove themselves from the oversight of their former grand master.

Monk Skills Chance of Success

Level	CS	HS	MS	TR
1	87	10	20	10
2	88	15	25	15
3	89	20	30	20
4	90	25	35	25
5	91	30	40	30
6	92	33	43	35
7	93	36	46	40
8	94	40	50	45
9	95	43	53	50
10	96	46	56	54
11	97	50	60	58
12	98	53	63	62
13	99	56	66	66
14	99	60	70	70