

# MONK



**A PLAYER CHARACTER CLASS  
FOR DUNGEON CRAWL CLASSICS**

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**ART BY: RYAN SUMO**

**This product is compatible with the  
Dungeon Crawl Classics Role Playing Game**





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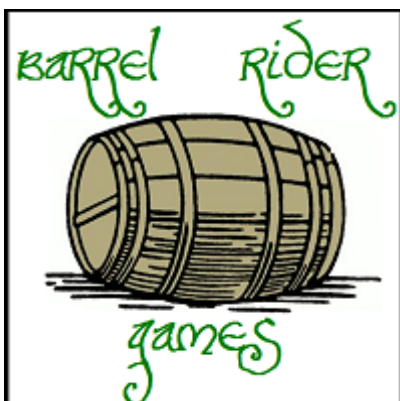
## A Player Character Class for Dungeon Crawl Classics



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# Monk

## A Player Character Class for Use with the Dungeon Crawl Classics Roleplaying Game

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There are some who wander the world seeking perfection in both body and mind. Forgoing the fetters of the world, they seek to reach the absolute apex of human potential. By mastering flesh and spirit they can harness all the potential locked inside themselves. They need no weapon to win gold and glory. They kneel before no gods and they beg patronage from no inhuman forces. Instead, they gaze ever inward and in balance and contemplation, they find power.

They are monks and by their thoughts and their fists the world shall know their strength. While most others adventure to further their god, their reputation or fatten their purse, the monk walks the earth seeking only the next test of his own ability. Each encounter is a new challenge. There is no fear of death in his heart, for if he falls then his mettle has been found wanting and he shall be reborn into the great cycle only to return once more to the world in a new form. The reward of his travels lay in the journey itself and that is enough for him.

An adventuring monk is a wandering ascetic who likely spent some time in a monastery before setting out into the world. There he learned the ways of unarmed combat, stealth and what it means to tap into his true potential. He has set out from the hidden temple where he learned but a fragment of wisdom from the ancient masters of old and now seeks the company of other exceptional individuals so that they might together rise above the mundane limits of the mortal form to true perfection.

**Table 1-1: Monk**

Level	Attack	Zen Die	Crit Die/Table	Zen Crit Die/Table	Action Die	Ref	Fort	Will
1	+0	+1d3	1d8/II	1d12/III	1d20	+1	+1	+1
2	+1	+1d4	1d8/II	1d14/III	1d20	+1	+1	+1
3	+2	+1d4	1d10/II	1d16/III	1d20	+1	+1	+1
4	+2	+1d5	1d10/II	1d20/IV	1d20	+2	+2	+2
5	+3	+1d6	1d12/II	1d24/IV	1d20+1d14	+2	+2	+2
6	+4	+1d6	1d12/II	1d30/IV	1d20+1d16	+2	+2	+2
7	+5	+1d7	1d14/II	1d30/V	1d20+1d20	+3	+3	+3
8	+5	+1d8	1d14/II	2d20/V	1d20+1d20	+3	+3	+3
9	+6	+1d8	1d16/II	2d20/V	1d20+1d20	+3	+3	+3
10	+7	+1d10	1d16/II	2d20/V	1d20+1d20+1d14	+4	+4	+4



**Table I-2: Title by Alignment**

<b>Level</b>	<b>Lawful</b>	<b>Neutral</b>	<b>Chaotic</b>
1	Grasshopper	Mantis	Spider
2	Deer	Monkey	Scorpion
3	Crane	Tiger	Serpent
4	Phoenix	Dragon	Shadow
5	Samurai	Sensei	Shinobi

**Hit Points:** A monk gains 1d8 hit points at each level.

**Weapon Training:** Monks receive training in a selection of weapons, though they favor unarmed attacks. These weapons include the blowgun, club, dagger, dart, spear and staff. However, depending on what alignment a monk selects, they receive an additional proficiency one a single weapon. They may wield as if the were fighting while unarmed and receive all applicable bonuses including their zen die and zen critical die and table. It is often referred to as their specialty weapon. Lawful monks practice kendo (Art of the Sword) receive these bonuses when wielding a long sword. Neutral monks practice kyudo (Art of the Bow) receive this bonus when wielding a longbow. Chaotic monks practice the art of assassination (Anatsuken) and receive this bonus when wielding a garotte. Monks are not trained in the use of shields or armor, and whenever they wear armor they suffer the armor check penalty to all Zen benefits. This includes Zen die, Zen Crit Die, and Thieving Skills when wearing any kind of armor or using a shield.

**Alignment:** While training as a monk requires extraordinary discipline and the vast majority of monks are lawful in alignment and live lives of compassion and discipline, there are neutral monks who seek inner peace and balance in all things as well as chaotic monks who offer their services to the highest bidder and make deadly assassins.

**Zen:** Monks spend long periods of time training to perfect both mind and body. They seek the art of unifying the physical and the spiritual until both are one and yet they are also absent. This is commonly called the practice of Zen. Because of their philosophy, monks regularly forgo the trappings of the physical world and hone their bodies to superhuman levels. This allows them to accomplish seemingly impossible feats. Whether it's inflicting devastating

blows in combat, resisting poisons that would kill any normal man or performing feats of acrobatics beyond imagination, monks are masters of the self.

Whenever a monk fights while unarmed or wielding their specialty weapon (as determined by their alignment, see Weapon Training), they add their Zen die initiative rolls as well as to both their attack and damage rolls. In addition, a monk may choose to “fight with two weapons” while engaged in unarmed combat. When fighting in this fashion they are considered to have an Agility four points higher than their actual attribute when determining the die penalty for fighting with two weapons, to a maximum effective Agility of 18 for purposes of two-weapon fighting. When fighting while unarmed or while wielding their specialty weapon the monk uses the Zen Crit Die/Table instead of their standard Crit Die/Table. Unarmed attacks inflict a base of 1d3 points of damage, plus the monk's Strength modifier.

A monk can also use their zen die when attempting to perform feats of amazing physicality and unparalleled mental discipline. The monk may attempt many (but not all) Mighty Deeds of Arms in a manner similar to a fighter or dwarf, but instead uses their zen die and may only do so while fighting unarmed or wielding their specialty weapon. They may perform any of the following Mighty Deeds: Blinding attacks, disarming attacks, pushbacks, trips and throws, and defensive maneuvers. Lawful monks may attempt a rallying maneuvers while wielding a long sword. Neutral monks may attempt precision shots when wielding a longbow. Ninjas may attempt to backstab their opponents in a manner exactly as a thief when wielding a garrote, using their zen die to modify their roll.

The Judge is also encouraged to allow the player to attempt feats of extraordinary physicality using the monk's Zen die. Martial artist heroes (known sometimes as *Wuxia*) often attempt feats of high-flying acrobatics and amazing physicality not imagined by the unenlightened. When a player wants to attempt a feat of this nature, the Judge should require the player to roll his action die plus his zen die. An easy task is DC 5, while an extremely difficult task is DC 20 or higher - for example, catching an arrow in mid-flight.

**Unarmored Defense:** A monk adds both their base Reflex and base Will saving throws to their armor class whenever they are not wearing armor or carrying a shield. This means any bonuses that modify their Reflex or Will saving throws from attribute modifiers, enchantments or other sources do not apply. They have



an almost preternatural awareness of their surroundings and lightning reflexes that allow them to avoid all but the most accurate attacks.

**Unyielding Body:** Whenever a monk recovers hit points via natural means, such as getting a good night's rest or from a day of bed rest they may add their base Fortitude saving throw to the amount of hit points they recover. This means that any bonuses that modify their Fortitude saving throw from attribute modifiers, enchantments or other sources do not effect this ability. So, for example, a 1<sup>st</sup> level Monk recovers 2 hit points after a good night's rest instead of the normal 1 hit point, while a 7<sup>th</sup> level monk would recover 4 hit points because his base Fortitude modifier is +3, which is added to the normal 1 hit point healed from a normal night of rest.

**Thieving Skills:** Monks mastery of the physical realm goes beyond the martial arts. They are able to mimic many abilities in a manner similar to a thief, though their training is not as broad as thieves. They have a limited selection of thief skills, with a monk's area of focus determined by his alignment. To use a thief skill, the player rolls d20 and adds his modifier. He must beat a DC assigned to the task at hand. An easy task is DC 5 (performing an impress flip or leaping up to your feet from a prone position), while an extremely difficult task is DC 20 or higher. – for example, picking an extraordinarily well crafted lock, or picking the pocket of an alert guard. In some cases, the judge may make the roll for the character, and the result will not be known until some trigger event occurs.



## Monk Skills by Level & Alignment

**Table 1-3: Bonus for LAWFUL Monk (Path of the Samurai)**

Skill	1	2	3	4	5	6	7	8	9	10
Sneak Silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in Shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick Pockets*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick Locks*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb Sheer Surfaces*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Disguise Self**	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Handle Poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

**Table 1-4: Bonus for NEUTRAL Monk (Path of the Sensei)**

Skill	1	2	3	4	5	6	7	8	9	10
Sneak Silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in Shadows*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick Pockets*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick Locks*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Climb Sheer Surfaces*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disguise Self**	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle Poison	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13

**Table 1-5: Bonus for CHAOTIC Monk (Path of the Shinobi)**

Skill	1	2	3	4	5	6	7	8	9	10
Sneak Silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in Shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick Pockets*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Pick Locks*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Climb Sheer Surfaces*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disguise Self**	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Handle Poison	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15

\*The monk's Agility modifier, if any, also modifies checks for these skills.

\*\*The monk's Personality modifier, if any, also modifies checks for these skills.

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