

Monk

1st Level:

Required:

- Asceticism (3 pts).
- KS: Religious Scriptures (3 pts).
- Literacy in chosen language (1 pt).
- KS: Martial Art (2 pts).
- Acrobatics (1 pt).
- Breakfall (1 pt).
- EGO > 12
- Psych Lim "Eschews wealth, common, moderate."

Allows:

- One additional rank in the acrobatics, climbing, and breakfall tight group.
- One additional combat rank in chosen martial art (3 pts).
- One additional DCV level with $-\frac{1}{2}$ limitation, "not while encumbered or heavily armored" (3 pts).
- +1d6 hand-to-hand attack (3 pts).
- Defense maneuver (3 pts), martial dodge (4 pts), martial block (4 pts), and martial disarm (4 pts).
- All other (3 pt) martial maneuvers allowed by martial art chosen.
- [Adrenal Moves](#), +1 on DEX rolls to use a held action (2 pts).
- Lightning Reflexes, +1 DEX to act first with all actions (1 pt).

2nd Level:

Required:

- Asceticism (5 pts).
- KS: Martial Art (3 pts).
- Acrobatics (3 pts).
- Breakfall (3 pts).
- +1" running (2 pts).
- One martial art maneuver.
- EGO > 13

Allows:

- Two additional ranks in the acrobatics, climbing, and breakfall group.
- Two additional combat ranks in chosen martial art (6 pts).

- [Fists of Fury](#) (1 pt).
- HTH Rapid attack, $-\frac{1}{2}$ not while encumbered or heavily armored, $-\frac{1}{4}$ only with chosen martial art (3 pts).
- Defensive strike (5 pts), offensive strike (5 pts), sacrifice strike (5 pts), and defense maneuver (5 pts).
- [Missile deflection](#) (3 pts).
- Simulate Death (3 pts).
- [Focus Ch'i](#), 2d6 Aid (3 pts).
- +10 END, $-\frac{1}{2}$ only for monk powers or martial art sweep attacks (3 pts).
- All other (4 pt) martial maneuvers allowed by martial art chosen.
- [Adrenal Moves](#), +2 on DEX rolls to use a held action (4 pts).
- Lightning Reflexes, +2 DEX to act first with all actions (2 pt).

3rd Level:

Required:

- Asceticism (7 pts).
- KS: Martial Art (5 pts).
- +2'' running (4 pts).
- Simulate death (3 pts).
- One martial art maneuver.
- EGO > 14

Allows:

- Three additional ranks in the acrobatics, climbing, and breakfall group.
- Three additional combat ranks in chosen martial art (9 pts).
- Two additional DCV levels with $-\frac{1}{2}$ limitation, "not while encumbered or heavily armored" (7 pts).
- Killing strike (4 pts), nerve strike (4 pts), and defense maneuver (8 pts).
- [Fists of Fury](#) (2 pts).
- Purity of Body, immunity to disease (3 pts).
- +2'' superleap (2 pts).
- +2d6 hand-to-hand attack (6 pts).
- Diamond mind, mental defense (5 pts).
- [Diamond body](#), 25% damage reduction, 5 damage resistance (7 pts).
- [Wholeness of Body](#), 2d6 healing (3 pts).
- [Focus Ch'i](#), 3d6 Aid (5 pts).
- [Evasive](#) (15 pts).
- [Adrenal Moves](#), +3 on DEX rolls to use a held action (6 pts).
- Lightning Reflexes, +3 DEX to act first with all actions (3 pt).
- All other martial maneuvers allowed by martial art chosen.

4th Level:

Required:

- Asceticism (9 pts).
- Mental defense (5 pts).
- Immunity to disease (3 pts).
- +3'' running (6 pts).
- Two martial art maneuvers.
- EGO > 15

Allows:

- Four additional ranks in the acrobatics, climbing, and breakfall group.
- Four additional combat ranks in chosen martial art (6 pts).
- Defense maneuver (10 pts).
- +3'' superleap (3 pts).
- Diamond mind, mental defense (10 pts).
- Timeless Body, immunity to aging (3 pts).
- [Dimension Door](#), 10'' Teleport (4 pts).
- [Gliding](#), 10'' (5 pts).
- [Monk's Paralysis](#), 2d6 Mental Entangle (4 pts).
- [Focus Ch'i](#), 4d6 Aid, two different characteristics at once (7 pts).
- +20 END, -½ only for monk powers or martial art sweep attacks (5 pts).
- [Adrenal Moves](#), +4 on DEX rolls to use a held action (8 pts).
- Lightning Reflexes, +4 DEX to act first with all actions (4 pts).

5th Level:

Required:

- Asceticism (11 pts).
- Mental defense (10 pts).
- +4'' running (8 pts).
- Immunity to aging (3 pts).
- EGO > 16

Allows:

- Five additional ranks in the acrobatics, climbing, and breakfall group.
- Five additional combat ranks in chosen martial art (6 pts).
- Three additional DCV levels with -½ limitation, "not while encumbered or heavily armored" (10 pts).
- +3d6 hand-to-hand attack (9 pts).
- +4'' superleap (4 pts).

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- Diamond mind, mental defense (15 pts).
- [Wholeness of Body](#), 3d6 healing (5 pts).
- Immunity to all poisons (10 pts).
- [Tongue of the Sun and Moon](#), universal translator, 15- (12 pts).
- [Planar travel](#) (6 pts).
- [Gliding](#), 16'' (8 pts).
- [Focus Ch'i](#), 4d6 Aid, all characteristics at once (13 pts).
- [Adrenal Moves](#), +5 on DEX rolls to use a held action (10 pts).
- Lightning Reflexes, +5 DEX to act first with all actions (5 pts).

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