

Fantasy Craft™



CALL TO ARMS:
MONK



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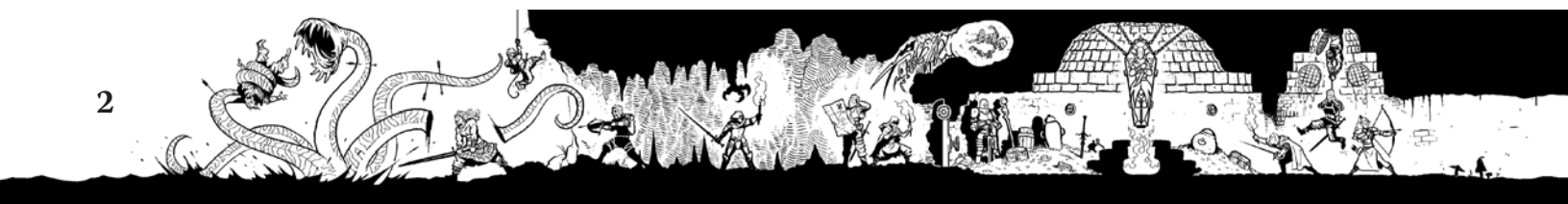
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INTRODUCTION

Welcome to **Call to Arms**, a series of character expansions for Fantasy Craft. In each installment we offer a new class, appropriate for any fantasy setting. Some, like this volume's **Monk**, come with additional character options and other supporting material. For more information on this and many other great products, visit the Crafty Games website at www.crafty-games.com, your home for all things Fantasy Craft.

MONK (EXPERT)

Fantasy tales abound of men and women whose faith drives them from cloistered halls and remote sanctuaries, who believe their devotion can only be validated through decisive action. The Monk takes this ideal to the next level, championing his beliefs through mastery and commitment to a core set of ideals. In a world of compromise and pragmatism, the Monk is a paragon of virtue — and his fidelity is rewarded with supernatural powers well beyond his mortal ken.

Depending on the campaign, a Monk could be...

- An acolyte of an ancient order, harnessing spiritual energy from within and without
- A high-flying *wuxia* hero, sworn to protect the weak and defenseless
- A patriotic champion whose devotion to country fuels battlefield miracles
- A spiritual scholar whose meditations on the nature of reality help him bend it to his will
- A wandering pauper ministering to those suffering the yoke of oppression
- A combat-trained philosopher compelled to correct the world's many flaws
- An ideological peacemaker, out to resolve the ancient feuds dividing his people
- An exemplar of faith, whose purity of body and spirit are an example to all

Party Role: Wildcard/Combatant. The Monk's role is largely defined by his Sacred Vow and the Path he walks: he may become a righteous defender, a healer, or something else entirely. Like all of his kind, however, the Monk is a strong unarmed combatant wielding incredible power so long as he remains true to his convictions.

CLASS FEATURES

Requirements: *Miracles* campaign quality, Wisdom 15+, Martial Arts, Alignment

Favored Attributes: Wisdom, Strength

Class Skills: Acrobatics, Athletics, Blend, Impress, Intimidate, Medicine, Notice, Resolve, Sense Motive, Sneak

Caster Level: 1 per level

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Centered: Your control of your body and mind is so great you can bring yourself back into balance through sheer force of will. Once per round, you may spend one action die to remove a condition you currently suffer (*see Fantasy Craft, page 212*). If the condition has multiple grades (i.e. *shaken II, fatigued III*, etc.), you may spend up to three action dice, removing the same number of grades.

CLASS ABILITIES

Sacred Vow: You walk a higher path. At Level 1, select a Path from the following list: Discipline, Harmony, Justice, or Purity. You take one Step along this Path, along with the corresponding Vow.

- **Vow of Discipline:** You must never fail a Resolve check or Will save.
- **Vow of Harmony:** You may never attack a character that has not first attacked you or who is *helpless*, unconscious or dying.
- **Vow of Purity:** You may never keep more than 50s worth of gear or keep Holdings or Magic Items as Prizes. Also, your Coin in Hand and Stake must be 0s by the end of each adventure.
- **Vow of Righteousness:** You may never make or cooperate in Ambush, Bluff, or Coerce checks.

So long as you comply with your Vow, your Wisdom is considered 2 higher. Should you violate your Vow for any reason, you lose this benefit for the rest of the adventure.

At Levels 4 and 8, your Wisdom is considered an additional 1 higher while you comply with your Vow (total 3 and 4, respectively).

Path of the Enlightened: At Levels 3, 5, 7, and 9, you take an additional Step along the Path corresponding to your Sacred Vow. If you've completed this Path, you may instead take a Step along one of your Alignment's Paths.

Iron Soul: Your devotion is your shield in times of crisis. At Level 2, during Dramatic scenes, you gain a bonus with saves equal to your Wisdom modifier.

Diamond Soul: Your spiritual integrity deflects the unnatural and arcane. At Level 7, you gain Spell Resistance equal to 10 + your Wisdom score.

Spirit Fist: At Level 4, you may convert your unarmed attack damage to force damage without penalty (*see Fantasy Craft, pages 209 and 210*).



Wuxia I: At Level 6, your Jump results are no longer limited by your height and the distance you Jump increases by 50% (rounded up).

Heavenly Fist: At Level 8, you may convert your unarmed attack damage to divine damage without penalty (see *Fantasy Craft*, page 210).

Ascendant: You've achieved true enlightenment. At Level 10, you gain the Outsider Type, the *contagion immunity* NPC quality, and Damage Reduction 5/opposing Alignment.

BUILDING THE MONK

As a wildcard, the Monk can be a challenge to adapt and build. He embodies the mysticism of classical Eastern philosophy, however, and so it can be helpful to look there for inspiration. Human is perhaps the best place to start when planning for this class, thanks to their many different walks of life, but Elf (with its high Wisdom bonus) and Unborn (with its choice of attribute bonus and the tremendous toughness of the Construct Type) are equally fitting choices. Also worth noting is Pech, whose extra Resolve ranks and lack of vulnerabilities can be a real asset.

The Monk benefits most from a Specialty that enhances his all-important Wisdom score, increases his mobility, and/or furthers his excellent saves. Fist is a great place to start for a brawler Monk, but Cleric, Nomad, Warden, and especially Shaman are all excellent options depending on the Vow taken.

Thanks to their unarmed combat focus and Alignment-based abilities, most Monks naturally hail from the Martial Artist and Priest base classes, though the scholarly and generous tradition of classic monks make Sages and Keepers interesting seeds as well.

Suggested Species: Elf, Human, Pech, Unborn

Suggested Human Talents: Crusading, Methodical, Vigilant, Wise

Suggested Specialties: Cleric, Fist, Nomad, Shaman, Warden

Suggested Entry Classes: Keeper, Martial Artist, Priest, Sage

PLAYING THE MONK

In *Fantasy Craft*, you may have to put aside some of your Monk assumptions. Here, mystical devotees aren't just unarmed pugilists dressed up with hodgepodge powers cribbed from kung-fu movies (for that, go check out the Martial Artist, on sale now!). Rather, the Monk is a living expression of discipline, commitment, and sacrifice, exemplifying the archetype prevalent in fantasy literature.

The very first (and most important) choice a new Monk makes is his *sacred vow*, which defines his path to enlightenment. Those seeking perfection beyond the mundane trappings of our world walk the Path of Purity; those hoping to make the world safe and fair belong to the Path of Righteousness; those seeking to mend the wounds dividing man from nature, and each other, follow the Path of Harmony; and those looking inward for truth are on the Path of Discipline. Each Vow changes the way the Monk performs mechanically and stylistically: "fighting Monks" are best served by the Path of Righteousness, particularly in campaigns featuring opposing Alignments; the Paths of Discipline and Purity turn out "tank Monks," and the Path of Harmony makes an excellent team-oriented Monk. While there's no true "penalty" for breaking a Vow, the Monk is wise to do so only in the most dire circumstances, as it negates a rich Wisdom bonus — the fuel for many of his most important class skills, as well as powerful abilities like *iron soul* and *diamond soul*, and most likely his Martial Arts feat.

Much of the Monk's theme involves defense and reflection but he's no slouch in combat — even if he follows the Path of Harmony! He has medium base attack, Defense, and Initiative bonuses, backed up by good to excellent saves and that's only the beginning — *iron soul* grants him huge save bonuses when the chips are down, and *diamond soul* lets him shrug off many troublesome spells that might deter his quest.

A Monk generally eschews weapons thanks to Martial Arts, and this is especially true when he gains *spirit fist* and *heavenly fist*. The flexibility of inflicting divine or force damage is a combatant's dream, doing so with one's bare hands even more so.

Table 1: The Monk

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+1	+2	+2	+1	+1	+0	+0	<i>Centered</i> , sacred vow +2
2	+1	+2	+3	+3	+1	+1	+0	+1	Iron soul
3	+2	+2	+3	+3	+2	+2	+1	+1	Path of the enlightened (1 Step)
4	+3	+2	+4	+4	+2	+2	+1	+1	sacred vow +3, spirit fist
5	+3	+3	+4	+4	+3	+3	+1	+1	Path of the enlightened (1 Step)
6	+4	+3	+5	+5	+4	+4	+2	+2	Wuxia I
7	+5	+4	+5	+5	+4	+4	+2	+2	Diamond soul, path of the enlightened (1 Step)
8	+6	+4	+6	+6	+5	+5	+2	+2	Heavenly fist, sacred vow +4
9	+6	+4	+6	+6	+5	+5	+3	+2	Path of the enlightened (1 Step)
10	+7	+5	+7	+7	+6	+6	+3	+3	Ascendant



Because the Monk doesn't receive bonus feats from his class (though some Paths may grant specific ones), he's best off focusing narrowly on what he wants to accomplish based on his concept. Fighting Monks can take the shortest route to unarmed mastery via Master's Art, Two-Hit Combo, and the Qi Basics feat chain (*see below*), and Monks following the Paths of Harmony or Purity may benefit from group-oriented feats like Bandage and Misdirection Basics, or any feats that round out defenses or mobility.

Monks get off easy in the gear category (particularly those on the Path of Purity), rarely keeping much beyond what's critical to survival, skill checks, and assisting the party. Light, non-impeding armor (such as padded) is favored, as are medical supplies, elixirs, kits, and goods. When a Monk keeps a weapon, it's commonly simple and features useful qualities like *reach*. Hurling weapons are also seen, offering a combat option at greater range.

Suggested Feats: Bandage, Basic Skill Mastery (Athlete), Elusive, Guts, Master's Art, Qi Basics (*see below*), Surge of Speed, Two-Hit Combo

Starting Adventuring Equipment (250s): Moderate padded armor with the *blessed* upgrade, doctor's bag, holy book, 50 ft. silk rope, salve, smelling salts, 10 bandages, 7 days' rations, 5 torches

PATHS

For more about Paths, see *Fantasy Craft*, page 310.

PATH OF DISCIPLINE

Discipline I: You gain a +5 bonus with Resolve checks.

Discipline II: You gain the *honorable* NPC quality (*see Fantasy Craft*, page 233) and may cast Divine Favor once per scene.

Discipline III: You gain the Iron Will feat.

Discipline IV: You can never be *baffled* and you may cast True Seeing once per scene.

Discipline V: The error ranges of unarmed attack and class skill checks you make decrease by 1 (minimum 0).

PATH OF HARMONY

Harmony I: When you're a helper in a cooperative check, the leader's threat range increases by your Harmony Step. Only one character with Steps along the Path of Harmony may affect each cooperative check.

Harmony II: You may cast Charm Person I and Calm Emotions once per scene.

Harmony III: You gain the *best of the best* (1/scene) class ability (*see Fantasy Craft*, page 47).

Harmony IV: You may cast Mass Status and Natural Attunement once per scene.

Harmony V: Characters with a Disposition of Neutral or better will not attack you.

PATH OF PURITY

Purity I: You gain a +5 bonus with Medicine checks.

Purity II: You may cast Consecrate and Restoration I once per scene.

Purity III: When you make a saving throw, you may roll twice, keeping the result you prefer.

Purity IV: You may cast Heal and Remove Curse II once per scene.

Purity V: You gain the *take heart* class ability (*see Fantasy Craft*, page 48).

PATH OF RIGHTEOUSNESS

Justice I: You gain a bonus with attack and opposed checks against characters with an opposing Alignment equal to your Justice Step.

Justice II: You may cast Protection from Alignment and Righteous Aura once per scene.

Justice III: You may roll twice when making a Sense Motive check, keeping the result you prefer.

Justice IV: You may Turn characters with an opposing Alignment and cast Mark of Justice once per scene.

Justice V: It costs you 1 fewer action dice to activate threats with attack and skill checks targeting characters with an opposing Alignment (minimum 0).

UNARMED COMBAT FEATS

For more about Unarmed Combat feats, see *Fantasy Craft*, page 95.

QI BASICS

You draw from a deep well of inner power to fortify your body in ways that defy reason.

Prerequisites: Unarmed forte

Benefit: When you benefit from a Mend check or Refresh action, you gain 1 Edge. Also, you gain a stance.

Rooted Stance (Stance): You ignore Size modifiers when making Bull Rush, Grapple, and Trip actions, and may not become *sprawled*. You may not move while in this stance (though you may take Bonus 5-Foot Steps as normal).

QI MASTERY

You project your *qi* through your strikes, shattering stone and blasting foes off their feet... even from paces away.

Prerequisites: Qi Basics

Benefit: You inflict double damage with unarmed attacks made against objects or scenery. Also, you gain a trick.

Qi Blast (Unarmed Attack Trick): You may spend 2 Edge to make this attack against a target within Close Quarters.



QI SUPREMACY

All foes — no matter how large or strong — are as insects when facing you and your *qi*.

Prerequisites: Qi Mastery

Benefit: Each time you hit with two or more unarmed attacks in a single round, you gain 1 Edge. Also, you gain a trick.

Kiai (Unarmed Attack Trick): If you hit, you may immediately spend 5 Edge to double the damage inflicted and move the target a number of squares directly away from you equal to your Wisdom modifier + 2 (minimum 1 square). The target becomes *sprawled* at the end of this movement.

NEW CLASS ABILITY NPC QUALITIES

The following Monk abilities are available to NPCs using the *class ability* NPC quality (see *Fantasy Craft*, page 231).

Class Ability	XP Value
Heavenly fist	4
Iron soul	2
Spirit fist	2



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