

<b>Monk</b>
<b>Role:</b> Leader
<b>Key Abilities:</b> Wisdom and Strength
<b>Armor Proficiency:</b> Cloth
<b>Implements:</b> Holy symbol, staff
<b>Weapon Proficiency:</b> Simple melee, simple ranged
<b>Bonus to Defense:</b> +1 Fortitude and +1 Will
<b>Base Hit Points:</b> 12 + Constitution Score
<b>Bonus Hit Points:</b> +5 per level gained
<b>Healing Surges:</b> 7 + Constitution Modifier
<b>Trained Skills:</b> Choose four from your list of class skills.
<b>Class Skills:</b> Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Religion (Int).
<b>Class Features:</b> Aegis of Shielding, Divine Favor, Guardian Monk, Protection Prayers, Protective Spirit, Shielding Hands

#### Level 1:

#### AEGIS OF SHIELDING

While you are wearing light armor or no armor, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your Armor Class. In addition, while you wield a holy symbol and are not using a shield, you gain a +1 shield bonus to Armor Class and Reflex.

#### DIVINE FAVOR

When you use a divine healing power on an ally, the target regains additional hit points equal to your Wisdom modifier.

#### GUARDIAN MONK

You gain the following three powers.

<b>Draw Conditions</b>	<b>[Divine]</b>
<b>Standard action</b>	<b>Ranged 5</b>
<b>Target:</b> One ally affected by a condition or effect a save can end.	
<b>Effect:</b> You transfer the target's conditions to yourself, and you make an immediate saving throw against each in turn. If you succeed on a saving throw, the effect ends and you are unaffected by its aftereffects.	

<b>Mend Ailment</b>	<b>[Divine, Healing]</b>
<b>Standard action</b>	<b>Ranged 5</b>
<b>Target:</b> You or one ally.	
<b>Effect:</b> The target makes a saving throw, and regains 1d6 hit points. Level 6: 2d6 hit points. Level 11: 3d6 hit points. Level 16: 4d6 hit points. Level 21: 5d6 hit points. Level 26: 6d6 hit points.	

<b>Radiant Aegis</b>	<b>[Divine, Implement, Radiant]</b>
<b>Standard action</b>	<b>Ranged 5</b>
<b>Target:</b> One creature.	<b>Attack:</b> Wisdom vs. Will
<b>Effect:</b> 1d10 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to defenses until the end of your next turn. Level 21: 2d10 + Wisdom modifier radiant damage.	

#### PROTECTION PRAYERS

You gain the **life bond** and **reversal of fortune** powers.

<b>Life Bond</b>	<b>[Divine]</b>
<b>Immediate interrupt</b>	<b>Ranged 5</b>
<b>Trigger:</b> An ally within 5 squares takes damage from an attack.	
<b>Target:</b> One triggering ally.	
<b>Effect:</b> You take damage equal to one-half your bloodied value, and the target takes only half damage from the triggering attack.	

<b>Reversal of Fortune</b>	<b>[Divine, Healing]</b>
<b>Immediate reaction</b>	<b>Ranged 5</b>
<b>Trigger:</b> An ally within 5 squares takes damage from an attack.	
<b>Target:</b> One triggering ally.	
<b>Effect:</b> The target can spend a healing surge to regain hit points equal to their healing surge value.	

## PROTECTIVE SPIRIT

When you use second wind or total defense, the bonus to defense lasts until the end of your next turn. In addition, allies adjacent to you share the bonus to defense while they remain in a square adjacent to you.

## SHIELDING HANDS

You gain the **shielding hands** power.

Shielding Hands	[Divine, Healing]
<b>Minor action</b>	<b>Close burst 5</b> Level 11: close burst 10 Level 21: close burst 15
<b>Target:</b> You or one ally in the burst.	
<b>Effect:</b> The target gains damage resistance until the end of the encounter or until you use this power on another target. The damage resistance is equal to your Wisdom modifier.	
<b>Aftereffect:</b> The target can spend a healing surge to regain hit points equal to their healing surge value.	
<b>Special:</b> You can use this power twice per encounter, but only once per turn. At 16th level, you can use this power three times per encounter.	

## Level 2:

### CONVERT HEXES

When you succeed on a saving throw to end an ongoing condition or effect, you regain hit points equal to your Strength modifier.

## Level 3:

### LEVEL 3 REBIRTH

You gain the **rebirth** power.

Rebirth	[Divine, Healing, Teleportation]
<b>Immediate reaction</b>	<b>Ranged 10</b>
<b>Trigger:</b> An ally within 10 squares is reduced to 0 hit points.	
<b>Target:</b> One triggering ally.	
<b>Effect:</b> The target teleports to a square adjacent to you, and can spend a healing surge to regain hit points equal to their healing surge value.	

## Level 5:

### INSPIRED AID

Your allies gain a +1 bonus to saving throws granted by your divine powers.

## Level 6:

### DIVINE BOON

You gain the **divine boon** power.

Divine Boon	[Divine]
<b>Minor action</b>	<b>Personal</b>
<b>Effect:</b> Until the end of your next turn, when you use a divine healing power to enable an ally to spend a healing surge, hit points healed in excess of the target's maximum hit point total instead become temporary hit points.	
<b>Sustain Minor:</b> The effect persists until the end of your next turn.	

## Level 7:

### LEVEL 7 REBIRTH

You gain an additional use of rebirth per encounter.

## Level 9:

### RISE AND RISE AGAIN

When you use a divine healing power on a prone ally, the target can stand up as a free action.

## Level 10:

### RESTORE LIFE

You gain the **restore life** power.

Restore Life	[Divine, Healing]
<b>Standard action</b>	<b>Melee 1</b>
<b>Requirement:</b> You must use this power at the end of an extended rest.	
<b>Target:</b> One creature that died no more than 24 hours ago.	
<b>Effect:</b> The target is restored to life with full hit points and healing surges as though they had just taken an extended rest.	