

Monk

Combat Role: Striker
Power Source: Divine
Key Ability: Charisma

Armor Proficiency: Cloth armor
Implement: Staff implements
Weapon Proficiency: Simple weapons
Defense Bonus: +2 Reflex

Base Hit Points: 12 + Constitution score
Bonus Hit Points: +5 per level gained

Class Features:

armor of faith, flurry of blows, sacred vow, unarmed strike

Level 1:

ARMOR OF FAITH

You gain a +2 class bonus to AC and Reflex while you're wearing cloth or no armor, and you aren't using a shield.

FLURRY OF BLOWS

You gain the **flurry of blows** power.

Flurry of Blows

[Implement]

Standard action * At-will

Melee 1

Target: One or two creatures.

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier damage. Push the target 1 square.
Level 21: 2d6 + Charisma modifier damage.

SACRED VOW

At the start of your turn, you can make a saving throw against one effect that a save can end. If you successfully save, the effect immediately ends. If you fail the saving throw, you can still save against it at the end of your turn.

UNARMED STRIKE

You gain the **unarmed strike** power.

Unarmed Strike

[Implement]

Standard action * At-will

Melee 1

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage.

Level 21: 2d8 + Charisma modifier damage.

Special: You can use this power instead of a melee basic attack.