

Monk of the Vengeful Hand

The Monk of the Vengeful Hand is a prestige class for the monk that is looking to push the boundaries of what is lawful and what is not. Considered by almost all of the other monasteries to be on the fringe of breaking their code and vows, the Monks of the Vengeful Hand provide vengeance, retribution, or justice to those who are incapable of obtaining those things for themselves (whether they are rich, poor or incapacitated is irrelevant). These are they who have been wronged by the system, cheated out of something valuable or by someone who has done them wrong and are incapable of getting even with them.

Role: A Monk of the Vengeful Hand will go about obtaining vengeance depending on their alignment. A lawful good monk will dig up information or witnesses that have been withheld or hidden present the new information, evidence, or person to the authorities and use their unique abilities when needed or hindered in their pursuits. A lawful neutral monk could also use the law to bring justice or he could find loopholes in those very same laws to provide a completely different type of justice. Finally, a lawful evil monk would use the law to his own ends, using his unique abilities any way he sees fit to fulfill his mission of vengeance and justice.

Alignment: A Monk of the Vengeful Hand is still lawful, although he flirts with neutrality and chaos every day. This path is not a path for the weak, angry or quick tempered. It is even more rigid in its mental challenges.

Hit Die: d8

Class Skills:

Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Arcana, Int), Knowledge (Religion, Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Skill ranks per level: 4 + INT Modifier

Requirements:

Alignment: Lawful (Any)

Skills: Diplomacy 6 ranks, Perception 6 ranks, Stealth 6 ranks, Intimidate 6 ranks.

Feats: Improved Initiative

Special: *Ki strike (magic)*, must have helped an innocent person receive vengeance, retribution, or justice.

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<u>Level</u>	<u>Base Attack</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>Special Abilities</u>
1	+0	+2	+2	+2	Monk A/C & Speed, Blooded
2	+1	+3	+3	+3	Eyes in the Back of your Head
3	+2	+3	+3	+3	Prone Attack
4	+3	+4	+4	+4	Throw Anything
5	+3	+4	+4	+4	Rapid Stunning
6	+4	+5	+5	+5	Weakening Touch
7	+5	+5	+5	+5	Improved Critical (Hands)
8	+6	+6	+6	+6	Flying Kick
9	+6	+6	+6	+6	Roundabout Kick
10	+7	+7	+7	+7	Superior Critical (Hands)

Prestige Class Features:

All of the following are class features of the monk of the vengeful hand.

Armor and Weapon Proficiencies: The Monk of the Vengeful Hand gains no new armor or weapon proficiencies.

Monk A/C and Speed: At 1st level, they advance in A/C bonus and unarmored speed as if they had gained a level in the monk class.

Blooded: They gain a +2 bonus on Initiative and Perception checks.

Eyes in the Back of your Head: Attackers do not gain the usual +2 bonus when flanking them. This feat grants no effect whenever they are attacked without the benefit of their Dex modifier to A/C, such as when they are flat-footed.

Prone Attack: They can make an attack from the prone position and suffer no penalty to their attack roll. If their attack roll is successful, they may regain their feat immediately as a free action.

Throw Anything: They can throw a weapon they are proficient with as if it were a ranged weapon. The ranged increment of weapons used in conjunction with this feat is 10 feet.

Rapid Stunning: They may use one additional stunning attack (or other special attack that counts as a stunning attack) per round.

Weakening Touch: They must declare that they are using this ability before they make their attack roll (thus, a missed attack roll ruins the attempt). They can make an unarmed attack that deals no damage, but instead applies a -6 penalty to the target's Strength score for 1 minute. The target must make a DC 18 Will save to negate this effect. Multiple weakening touches delivered on the same target are not cumulative. Creatures with immunity to stun effects cannot be affected by this ability. This ability is useable once per day.

Improved Critical (Hands): Increases their critical threat range by +1 to 19-20.

Flying Kick: When fighting unarmed and using the charge action, they deal an extra d12 points of damage with their unarmed attack.

Roundabout Kick: If they score a critical hit on an unarmed attack, they can immediately make an additional unarmed attack against the same opponent, using the same attack bonus that they used for the critical hit roll. For example, if is the monk 15th level, he can make three unarmed attacks in a round, +11, +6, and +1. If he scores a critical hit on his second attack, he can make an additional attack using his +6 base attack bonus. He then makes his third attack at +1 like normal.

Superior Critical (Hands): Increases their critical threat range by an additional +1 to 18-20.