

## White Monk

*Legend tells of a sect of monks who live deep in the mountains. These monks much like their predecessors are skilled practitioners of the martial arts. However, unlike the most traditional of monks, years of meditating, and training have taught them a new way. They have done what so few accomplish and learned a special balance. Martial and magic, akin to yin and yang. The white monk's life, his very beliefs are deeply rooted in tranquility. He has taken his knowledge of the body, and its pressure points, and woven in a perfect balance of white magic, all in the pursuit of a new way to help his fellow man. Truly the white monk has transcended his more animalistic nature, for a life of peace.*

The white monk is an archetype of the monk class.

**Class Skills:** A white monk adds Heal and Spellcraft to her class skill list, but loses Intimidate and Stealth.

**Spells and Cantrips:** Beginning at 1st level, a white monk gains the ability to cast white magic spells, which are drawn from the white mage spell list. A white monk begins play with 3 1st level white mage spells of her choice. The white monk also selects a number of additional 1st-level spells equal to her Wisdom modifier to add to her list of spells. Each time a character attains a new monk level, she gains two spells of her choice to add to her list of spells. The two free spells must be of spell levels she can cast. Like most spellcasters, a white monk can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the white monk must have a Wisdom score equal to at least 10 + the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a white monk's spell is 10 + the spell level + the white monk's Wisdom modifier. In addition, a white monk gains additional MP for having a high attribute (Wisdom).

Level	Base MP	Spell Level
1 <sup>st</sup>	1	1 <sup>st</sup>
2 <sup>nd</sup>	2	1 <sup>st</sup>
3 <sup>rd</sup>	3	1 <sup>st</sup>
4 <sup>th</sup>	4	2 <sup>nd</sup>
5 <sup>th</sup>	6	2 <sup>nd</sup>
6 <sup>th</sup>	8	2 <sup>nd</sup>
7 <sup>th</sup>	10	3 <sup>rd</sup>
8 <sup>th</sup>	14	3 <sup>rd</sup>
9 <sup>th</sup>	17	3 <sup>rd</sup>
10 <sup>th</sup>	20	4 <sup>th</sup>
11 <sup>th</sup>	25	4 <sup>th</sup>
12 <sup>th</sup>	29	4 <sup>th</sup>
13 <sup>th</sup>	33	5 <sup>th</sup>
14 <sup>th</sup>	40	5 <sup>th</sup>
15 <sup>th</sup>	46	5 <sup>th</sup>
16 <sup>th</sup>	50	6 <sup>th</sup>
17 <sup>th</sup>	59	6 <sup>th</sup>
18 <sup>th</sup>	66	6 <sup>th</sup>
19 <sup>th</sup>	74	6 <sup>th</sup>
20 <sup>th</sup>	79	6 <sup>th</sup>

In addition, a white monk learn a number of cantrips, or 0-level white magic spells. These spells are cast like any other spell, but they do not consume MP and may be used again. White monks begin with 2 0-level spells and gain an additional 0-level spell every three levels after 1st level.

This ability replaces blitz techniques and combo finishers.

**Holy Sign (Su):** At 8th level, as a standard action, a white monk can spend 1 point of her ki pool to dispel hostile magic or cure status effects. This ability functions exactly like *dispel* and *esuna* except the range for this ability is 30 feet + 5 feet per level after 8th.

This ability replaces boost.