

0.1 Enchanted Monk: magically enhancing your body v1.0

Monks gain this new class feature at level 4:

Enchanted Monk: Starting at level 4, monks can enhance their bodies through rigorous training and meditation. Mechanically, they may enchant their AC Bonus class feature as if it were a manufactured armor. They may also enchant their unarmed strike as if it were a manufactured weapon.

The monk's body is already considered a masterwork item. They need no feat to enchant themselves like this, and may choose a Craft or Profession appropriate to their monastic tradition instead of Spellcraft for the item creation check. For example: Craft (calligraphy) or Profession (gardener). The mechanics are otherwise the same as a spellcaster using Craft Magic Arms and Armor to create magic weapons and armor, including the cost to create such items.

If a monk enchants his body this way, he'll radiate magic as the comparable magic item. Dispelling magic that suppresses or disenchant magic items can affect the monk likewise. His unarmed strikes and AC bonus are treated as two separate magic items for this purpose.

Mechanically it doesn't really matter how the monk spends the money to enchant himself this way; it could be rare incences, exotic training and meditation, or anonymous donations to the poor. Whatever seems appropriate to the monk's style. Essential though is that the money is spent and doesn't give any other benefits (like social standing for publicly donating to the poor).

If a monk fills the Weapon or Armor magic item slots with actual items, he cannot benefit from those self-enchantments at the same time.

0.1.1 Explanation

It always bugged me that a class that is supposed to be "above materialism" needs a boatload of magic items to function. This widget is a first step towards a solution, using the pre-existing mechanic of itemcrafting. There are some interesting considerations about game balance:

- The monk is quite safe from losing his equipment.
- Monks now get a lot of items at the "crafter discount" rate.
- Monks no longer need the Amulet of Mighty Firsts, which costs twice as much as a magic weapon. Together with the crafter discount, this cuts the cost for a monk to get an enhancement bonus on his unarmed strike in 4!
- Monks are now much more independent from spellcasters now.

The reasons this class feature becomes accessible at level 4 are thematic and balance-oriented. Thematically, at level 4 the monk gains a Ki pool; now he moves from being merely well-trained to being somewhat magical. Balance-wise, this feature shouldn't come too early, to discourage dipping just one or two levels monk – that's already quite attractive. It also shouldn't come too late, otherwise monks might have to either suck for a few levels saving up money, or have to buy an AoMF for just a few levels. Therefore level 4 seems like the right spot.

0.1.2 Version history and future

This is the first version. Still under contemplation is also allowing monks to enchant themselves for Wondrous Items and Rings.

If it so turns out, a balancing measure may be to say that any magic item slot the monk has enchanted, is permanently reserved; he simply can't use that slot for other things anymore.

On the other hand, maybe the next experiment will be to allow monks to use their Unarmed Strike enchantments on any Monk Weapon they pick up as well.