

## MAGPIE (MONK VARIANT)

**Alignment:** A magpie may be of any non-lawful alignment.

**Weapon and Armor Proficiency:** Magpies are proficient with the bayonet, bladed scarf, brass knuckles, cestus, club, crossbow (light and heavy), cutlass, dagger, emei piercer, fighting fan, katar, kerambit, nine section whip, punching dagger, rope gauntlet, sap, tonfa, and quarterstaff- treating them as though they had the monk special quality (if they did not already). Magpies are proficient with light armor, but no shields. If a magpie wears medium or heavier armor or uses a shield, he loses his AC bonus, as well as his fast movement and flurry of blows abilities.

This replaces the normal monk armor and weapon proficiencies.

**Skills:** A magpie replaces Knowledge (History) with Knowledge (Local), plus adds Bluff and Sleight of Hand to his class skills.

**AC Bonus (Ex):** Starting at 4th level, when a magpie wears light or no armor, she gains a +1 dodge bonus to AC and CMD. This bonus increases by 1 at 9th, 13th, and 18th levels. These bonuses to AC apply against touch attacks. She loses these bonuses while immobilized or helpless, wearing medium or heavy armor, wearing a shield, or carrying a medium or heavy load. This ability modifies AC Bonus.

**Bonus Feat:** A magpie gains the following bonus feats: 1st level—Improved Steal, 2nd level—Improved Disarm, 6th level—Greater Steal, 10th level—Greater Disarm, 14th level—Hold The Blade. These feats replace a monk's normal bonus feats.

**Flurry of Filching:** At 1st level, a magpie may substitute disarm and steal combat maneuvers for unarmed attacks as part of a flurry of blows. At 4<sup>th</sup> level, he reduces his penalty to -2 for performing a disarm maneuver while unarmed or attempting to steal a secured item. At 8<sup>th</sup> level, he suffers no penalties instead. At 15<sup>th</sup> level, a magpie inflicts his



unarmed strike damage on any successful disarm or steal check. This ability modifies flurry of blows.

**Gift of the Magpie (Su):** At 3<sup>rd</sup> level, a magpie can give away wealth in order to regain ki points. Using this ability during combat is a standard action that provokes an attack of opportunity. When using this ability, the magpie gains one ki point for every 300gp given away. Due to their various alignments, this could be choosing a random person on the street, throwing a party for friends, or even throwing it into the ocean. Evil magpies might use the money to support evil endeavors. The GM should be careful not to allow this ability to give in-game advantages other than the ki points and roleplay opportunities. Ki points gained in excess of the monk's pool limit are lost. This replaces still mind.

**Countersteal (Ex):** At fourth level, the magpie can attempt to steal a potion, wand, scroll, spell focus, or another similar non weapon, non secured hand-held item before it is used. The magpie takes an immediate action and expends an available ki point, making a disarm combat maneuver. At 6<sup>th</sup> level, he may use countersteal even if his target has concealment (but not total concealment) and at 8<sup>th</sup> level even if he is flat-footed. This replaces slow fall.

**Disarming Smile (Ex):** At 5<sup>th</sup> level, a magpie adds his Charisma modifier (if any) to his disarm and steal combat maneuver checks. This replaces purity of body.

**Snatch Arrows (Ex):** At 6<sup>th</sup> level, a magpie can spend a ki point as a free action on his turn; until the start of his next turn, the magpie is treated as if he had the Snatch Arrows feat. This replaces high jump.

**Sweeping Swipe (Ex):** At 11<sup>th</sup> level, a magpie can make two combat maneuvers as a standard action, as long as they are either disarm or steal. He may perform two identical maneuvers against two adjacent enemies, or he may perform two different combat maneuvers against the same target. This replaces diamond body.

**Siphon Magic (Su):** At 13<sup>th</sup> level, as a standard action, a magpie can cast *siphon magic* by spending a ki point. This ability does not provoke attacks of opportunity. This replaces diamond soul.

**Pilfering Palm (Su):** At 15<sup>th</sup> level, a magpie gains the Quivering Palm ability, but modified as follows: the subject falls unconscious for 24 hours and awakens with huge gaps in its memory. The target's memories of the recent past (a number of consecutive days equal to your monk level) are completely obliterated, and can only be restored by a *wish* or *miracle* spell. Creatures immune to mind-affecting cannot be affected.

**Hide in Plain Sight (Ex):** At 18<sup>th</sup> level, a magpie gains the hide in plain sight ability. This replaces the bonus feat normally gained at this level.

**Cardea's Curse (Su):** At 19<sup>th</sup> level, as a standard action, a magpie can cast *trap the soul* by spending 3 points from his ki pool. The magpie requires the necessary material component to use this ability. This replaces empty body.