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ABANDONED ARTS<sup>©</sup> PRESENTS:

# CLASS ACTS: MONK ARCHETYPES

TWO NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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#### ARCHETYPES

As described in the Pathfinder<sup>®</sup> Roleplaying Game: Advanced Player's Guide <sup>™</sup>, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

### THE ASCETIC ATHLETE (MONK ARCHETYPE)

Some monks do not pursue a mastery of traditional weaponry or mystical avenues of power. Save for a few weapons associated closely with athleticism and sport, an ascetic athlete pursues proficiency, mastery, and oneness with only his own mind and body.

An ascetic athlete has the following class features.

Weapon Proficiency: An ascetic athlete is proficient with the javelin, guarterstaff, and shuriken.

Great Endurance (Ex): An ascetic athlete gains Endurance as a bonus feat. At 3rd level, an ascetic athlete gains Diehard as a bonus feat, and doubles the bonuses to Constitution checks and Fortitude saving throws granted by his Endurance feat. At 5th level, the ascetic athlete gains fast healing 1 as long as his hit point total is below 0.

Furthermore, the ascetic athlete adds Great Fortitude and Toughness to the list of bonus feats available to him at 2nd level. This ability replaces the bonus feat gained at 1st level.

Boundless Speed (Ex): At 3rd level, the ascetic athlete gains the Run feat as a bonus feat. In addition, whenever the monk uses the charge, run, or withdraw actions, he gains the ability to use his incredible swiftness to avoid enemy attacks. Once per round while charging, running, or withdrawing, the ascetic athlete may deflect a single attack of opportunity. This ability functions similarly to the Deflect Arrows feat, except that the ascetic athlete can deflect an attack of opportunity.

Furthermore, the ascetic athlete adds Fleet and Lightning Reflexes to the list of bonus feats available to him at 4th level. This ability replaces still mind.

**Endless Strength (Ex):** At 5th level, the ascetic athlete gains the ability to tap into a reservoir of inner strength that borders on the supernatural. The monk gains the ability to spend 1 point from his *ki* pool to take a 20 on a single Strength check or on a Strength-based skill check (but never an attack roll or CMB check) as a standard action. The monk also gains the purity of body class feature, but does not gain immunity to supernatural diseases; magical disease affects the ascetic athlete normally.

Furthermore, the ascetic athlete adds Extra Ki and Iron Will to the list of bonus feats available to him at 6th level. This ability alters purity of body.

Limitless Stamina (Ex): At 7th level, the ascetic athlete gains the ability to recover nonlethal damage naturally at the rate of 1 point per round by employing an obscure and nearly-supernatural breathing method. This healing effect ceases to function if the ascetic athlete is dazed, stunned, or loses consciousness for any reason. At 11th level, the monk gains the ability to purge one poison effect from his system as a free action at the start of his turn, removing the affliction from his body entirely. At 15th level, the monk can gain fast healing 1 for a number of rounds equal to his monk level by spending 2 points from his *ki* pool. This ability replaces wholeness of body, diamond body, abundant step, and empty body.

Perfect Form (Ex): At 20th level, when the ascetic athlete would be hit by an attack of opportunity, he may instead deflect the attack harmlessly, receiving no damage. The monk must be aware of the attack, and may not be dazed, stunned, or helpless. This ability replaces perfect self.

### THE OBLIVION DISCIPLE (MONK ARCHETYPE)

Oblivion disciples seek enlightenment through nothingness, acting without thought and emptying their hearts of emotion. Each follows a philosophical discipline first revealed to the mortal races by the asura: a martial tradition called the Way of Oblivion.

An oblivion disciple has the following class features.

Bonus Feats (Ex): An oblivion disciple adds Iron Will and Power Attack to his list of bonus feats at 1st level, and Improved Iron Will and Vital Strike to his list of bonus feats at 6th level.

**Empty Mind (Ex):** An oblivion disciple can enter an empty mind state as a full-round action. In this state, the oblivion disciple's thoughts become unfettered by thought, emotion, empathy, discomfort, pain, and other earthly distractions. His movements become more deliberate; rigid, but gracefully so. While in an empty mind state, an oblivion disciple loses access to the flurry of blows, high jump, and fast movement class features, but doubles the bonus granted by the still mind class feature. Additionally, the monk gains immunity to emotion, fear, morale, and pain effects, and to the confused, nauseated and sickened conditions. A monk suffering from any of the above effects when entering an empty mind state suppresses those effects for as long as he remains in the state. Furthermore, an oblivion disciple in an empty mind state can spend 1 point from his *ki* pool to gain a +4 insight bonus on a single attack roll with an unarmed strike, once per round.

Finally, a monk that spends at least one hour each day in this state is nourished as though he had eaten a full day's worth of meals, and each hour spent in the state counts as one hour of rest for the purposes of gaining the benefits of sleep.

Leaving an empty mind state is a free action. At 13th level, an oblivion disciple can leave an empty mind state as an immediate action. An oblivion disciple that is dazed, stunned, or that loses consciousness for any reason leaves this state involuntarily. This ability replaces stunning fist, and alters the fast movement and high jump class features.

Purity of Body (Ex): At 5th level, the oblivion disciple gains the purity of body class feature, but this ability only works while the monk is in an empty mind state. If the oblivion disciple is affected by a disease before entering an empty mind state, the effects of that disease are merely suppressed for as long as he remains in the state.

This ability alters purity of body.

Diamond Body (Su): At 11th level, the oblivion disciple gains the diamond body class feature, but this ability only works while the monk is in an empty mind state. If the oblivion disciple is affected by poison before entering an empty mind state, the effects of the poison are merely suppressed for as long as he remains in the state.

This ability alters diamond body.

**Empty Heart (Su):** At 13th level, the oblivion disciple - unfettered from both thought and emotion – gains a +2 insight bonus on initiative checks and benefits from a persistent *nondetection* effect while in an empty mind state. The DC of the caster level check required to attempt divination against a monk in this state is equal to 10 + the monk's class level.

This ability replaces diamond soul.

**Oblivion Stare (***Sp* **or Su):** At 15th level, an oblivion disciple gains a disturbing gaze attack with a range of 30 feet. This ability can be suppressed or renewed as a free action, and is usable only in an empty mind state. Creatures who meet the oblivion disciple's gaze must succeed on a Will saving throw or become shaken for 1 round by the supernatural nothingness glimpsed therein. Once per day, the monk can focus his gaze against a single shaken, frightened, or panicked creature within 30 feet, who must then succeed on a Fortitude saving throw or be affected by a *disintegrate* effect requiring no attack roll. The caster level for this spell-like ability is equal to the monk's class level. The DC for both effects is equal to 10 + half the monk's level + the monk's Wisdom modifier. The oblivion stare is a mind-affecting fear effect, and the *disintegrate* spell-like ability is a death effect. This ability replaces quivering palm.

*True Strike (Sp)*: At 17th level, the oblivion disciple gains *true strike* as a spell-like ability, once per day. The caster level for this spell-like ability is equal to the monk's class level. This ability is usable only when the monk is in an empty mind state, and only as long as the monk has at least 1 point of *ki* in his *ki* pool. When activating this ability, the oblivion disciple may spend 1 point

from his *ki* pool to use this spell-like ability as a swift action. This ability replaces timeless body and tongue of the sun and moon.

**Empty Body (Su):** At 19th level, the oblivion disciple gains the empty body class feature, but this ability only works while the monk is in an empty mind state. If, after activating this ability, the monk leaves the empty mind state before 1 minute has passed, he ceases to be ethereal. In addition, the bonus on initiative checks granted by the empty heart class feature is increased by +2. This ability alters empty body.

Perfect Oblivion (Ex): At 20th level, the oblivion disciple becomes a master of oblivion. The monk is forevermore treated as an outsider (rather than his original creature type) for the purposes of determining the effects of spells and abilities that would affect the monk. Additionally, the monk gains the asura subtype and all associated asura traits except for the ability to summon another asura. The radius of the oblivion disciple's elusive ability is 50 feet, and the monk gains regeneration 5/good and SR 30.

This ability replaces perfect self.

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