

# Everyman Unchained Monk Archetypes



Alexander Augunas





# Everyman Unchained: Monk Archetypes

**Author:** Alexander Augunas  
**Cover Design:** Alexander Augunas  
**Cover Art:** Jacob Blackmon  
**Interior Art:** Jacob Blackmon

## DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

## DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *PATHFINDER ROLEPLAYING GAME* requires the *PATHFINDER ROLEPLAYING GAME* from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the *PATHFINDER ROLEPLAYING GAME* and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Everyman Unchained, Monk Archetypes © 2015 by Everyman Gaming, LLC.

### About the Author

Alexander Augunas has been a freelance writer for various *PATHFINDER ROLEPLAYING GAME* compatible products since 2012. Alex is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. In addition to writing for Everyman Gaming, LLC, Know Direction, and Radiance House, Alex has worked with companies such as Raging Swan Press, Louis Porter Jr. Design, Amora Game, and Paizo Publishing. Alex is a known kitsune aficionado and hopes to be writing well past his death.

Follow Alexander Augunas's exploits as well as upcoming products and previews from Everyman Gaming, LLC [on Facebook](#).

## Author's Preface

When the *PATHFINDER ROLEPLAYING GAME* was first conceived, one of the designers' primary concerns was making sure that the new game was backwards compatible with its previous edition. At the time, the future of the OGL and the game it supported was unclear, and the designers of the *PATHFINDER ROLEPLAYING GAME* met that risk head-on by ensuring that all of the content that gamers had amassed over the years would be fully usable with the new system. This was seen as a strength of the system, an enticement for veteran players to stay with what worked while making minor tweaks and fixes to an already old game system. The *PATHFINDER ROLEPLAYING GAME* designers pruned the tree rather than chop it down, so to speak. Five years later, the *PATHFINDER ROLEPLAYING GAME* has truly stepped out of its progenitor's shadow. And with that comes the realization that sometimes backwards compatibility ought to be sacrificed in favor of a more fun, more comprehensive system of play. This is the credence upon which *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED* was created, and it comes a remarkably good job in this respect, especially in cleaning up and polishing the barbarian, monk, rogue, and summoner classes.

That said, the changes made to one class, the monk, were so comprehensive that many of the core monk's class features no longer work with the new class. At Everyman Gaming, LLC, we felt that in the long run, more options are more fun than less option, so we sought to make the unchained monk even more fun by updating many of the game's monk archetypes to be compatible with the unchained monk. May our work bring much enjoyment to your table!

—Alexander Augunas

## Table of Contents

The following section is presented in *EVERYMAN UNCHAINED: MONK ARCHETYPES*.

**Unchained Monk Archetypes (Pg. 4):** *EVERYMAN UNCHAINED: MONK ARCHETYPES* takes all of the archetypes for the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* monk class and updates them to make them compatible with the revised monk class from *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*. The Cracking the Code sidebar notes the design philosophies governing how each archetype was updated to maintain a similar power level and progression to the core monk archetype while certain other sidebars throughout *EVERYMAN UNCHAINED: MONK ARCHETYPES* note considerations made in updating specific archetypes for compatibility with the unchained monk.

## Citations

The following citations are used in *EVERYMAN UNCHAINED: MONK ARCHETYPES*.

<sup>ACG</sup> *PATHFINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE*

<sup>APG</sup> *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*

<sup>ARG</sup> *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*

<sup>UC</sup> *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT*

<sup>UM</sup> *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*

## Cracking the Code

*PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED* specifically calls out that the unchained monk class isn't compatible with any of the monk archetypes presented in the *PATHFINDER ROLEPLAYING GAME* core rules. The reason that the unchained monk isn't compatible with most of Pathfinder's monk options is simple: the unchained monk doesn't receive most of the class features that the core monk possesses by default. Many of the later-level class features have been condensed into a new monk option, called ki powers, that aren't available at exactly the same levels. Additionally, archetypes without flurry of blows find themselves unable to use the new style strikes class feature.

*EVERYMAN UNCHAINED: MONK ARCHETYPES* uses this knowledge to update all of the monk archetypes from the following *PATHFINDER ROLEPLAYING GAME* products: *ADVANCED PLAYER'S GUIDE*, *ADVANCED RACE GUIDE*, *ULTIMATE COMBAT*, and *ULTIMATE MAGIC*. These archetypes are presented with mostly the same wording as they possessed for the core monk, with the exception of the martial artist and zen archer archetypes. In order to keep the balance and availability of these archetypes as close as possible to what was achievable with the core monk, the following general rules are used to determine which ki power is exchanged for a given archetype's features.

Archetype features that alter or replace **slow fall** replace the unchained monk's 4th-level ki power.

Archetype features that alter or replace **high jump** replace the unchained monk's 6th-level ki power instead.

Archetype features that alter or replace **wholeness of body** replace the unchained monk's 8th-level ki power instead.

Archetype features that alter or replace **abundant step** or **diamond body** replace the unchained monk's 12th-level ki power instead. Currently, this overlap doesn't affect any published core monk archetypes.

Archetype features that alter or replace **diamond soul** replace the unchained monk's 14th-level ki power instead.

Archetype features that alter or replace **quivering palm** replace the unchained monk's 16th-level ki power instead.

Archetype features that alter or replace **empty body** replace the unchained monk's 18th-level ki power instead. As a result, unchained monk archetypes earn such archetype features one level earlier than they would have if the character had levels in core monk.

Archetype features that alter or replace any other monk class feature continue to do so. The unchained monk gains some class features earlier than the core monk, namely ki pool and tongue of the sun and moon. Archetypes that alter or replace such class features have had the level that they grant such features adjusted to match the new level of that class feature. For instance, archetype features that replace tongue of the sun and moon are now earned at 13th level instead of 17th level, reflecting the earlier level that the unchained monk gains tongue of the sun and moon.

# Unchained Monk Archetypes

Archetypes modify a base class (in this case, the swashbuckler) by replacing its class features. When a player selects the swashbuckler class, she can choose to use the standard class features in the class's original description or she could choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class. For example, the kata master archetype replaces the stunning fist and still mind class features as well as the unchained monk's 8th-level and 16th-level ki powers and alters the unchained monk's ki pool class feature.

When an archetype includes multiple class features, a character must take all of them. All other class features of the base class that aren't mentioned by the archetype remain unchanged and are acquired normally at the appropriate level. A character with an archetype doesn't count as having the class feature that was replaced for purposes of meeting any requirements or prerequisites. On the other hand, any alternate class features listed as altering an existing class feature otherwise works as the original class feature, and is considered to be that class feature for the purposes of meeting any requirements or prerequisites, even if that feature is renamed to fit a different theme. For example, the kata master archetype's ki pool still counts as the ki pool class feature for any prerequisites that require that ability.

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 the other alternate feature. For example, a monk could not be both a martial artist and a kata master, because both archetypes alter or replace the unchained monk's ki pool, still mind, and 8th-level and 12th-level ki powers.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base ability (such as a rogue's sneak attack or a fighter's weapon training), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a swashbuckler's fourth use per day of her charmed life ability at 6th level, her number of charmed life uses per day doesn't jump from 3 to 5 at 10th level—it improves to four per day just as if she finally gained the increase from 6th level. This adjustment continues for every level in which her charmed life ability gains additional uses, until at 18th level she has six uses of charmed life per day instead of the seven uses per day of a standard swashbuckler.

If an archetype replaces a class feature that has a series of improvements, but it does not list one individual improvement, that class feature replaces the entire class feature and all of its improvements. For example, if a class feature says it replaces ki power without mentioning a specific instance of ki power, it replaces all of the unchained monk's ki powers.

## Drunken Master (Monk)

Most monks lead lives of moderation and quiet contemplation. But the drunken master finds perfection through excess. Powered by strong wine, he uses his intoxication to reach a state where his ki is more potent, if somewhat fleeting. A drunken master has the following class features.

**Drunken Ki (Su):** At 4th level, a drunken master can drink a tankard of ale or strong alcohol and gain one temporary ki point. The act of drinking is a standard action that does not provoke attacks of opportunity. The monk can have a maximum number of drunken ki points equal to 1 plus one additional point for every two levels thereafter (5th, 7th, and so on). The monk can gain this temporary ki even before he gains a ki pool at 4th level. These drunken ki points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken ki point, the monk can spend 1 ki point as a swift action to move 5 feet without provoking attacks of opportunity. This ability replaces still mind.

**Drunken Strength (Su):** At 5th level, a drunken master can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. The monk can choose to apply the damage after the attack roll is made. At 10th level, the monk may spend 2 drunken ki points to increase

the extra damage to 2d6. At 15th level, the monk may spend 3 drunken ki points to increase the extra damage to 3d6. At 20th level, the monk may spend 4 drunken ki points to increase the extra damage to 4d6. The monk must have at least 1 drunken ki point to use this ability. This ability replaces purity of body.

**Drunken Courage (Su):** At 12th level, a drunken master is immune to fear as long as he has at least 1 point of drunken ki. This ability replaces the monk's 12th-level ki power.

**Drunken Resilience (Ex):** At 13th level, a drunken master gains DR 1/— as long as he has at least 1 point of drunken ki. At 16th level, the DR increases to 2/—. At 19th level, it increases to 3/—. This ability replaces the monk's 14th-level ki power.

**Firewater Breath (Su):** At 18th level, a drunken master can take a drink and expel a gout of alcohol-fueled fire in a 30-foot cone. Creatures within the cone take 20d6 points of fire damage. A successful Reflex saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier) halves the damage. Using this ability is a standard action that consumes 4 ki points from the monk's ki pool. The monk must have at least 1 drunken ki point to use this ability. This ability replaces the monk's 18th-level ki power.

## Flowing Monk (Monk)

The flowing monk is the wind and the river. He knows how the world flows, and forces his enemies to flow with it. Even the most powerful stone breaks under the graceful and persistent pressure of wind and water.

**Bonus Feats:** At 1st level, 2nd level, and every 4 levels thereafter, a flowing monk can select a bonus feat. These feats must be taken from the following list: Agile Maneuvers, Combat Reflexes, Deflect Arrows, Dodge, Improved Reposition<sup>APG</sup>, Improved Trip, Nimble Moves, and Weapon Finesse. At 6th level, the following feats are added to the list: Acrobatic Steps, Bodyguard<sup>APG</sup>, Improved Disarm, Improved Feint, Ki Throw<sup>APG</sup>, Mobility, Second Chance<sup>APG</sup>, and Sidestep<sup>APG</sup>. At 10th level, the following feats are added to the list: In Harm's Way<sup>APG</sup>, Repositioning Strike<sup>APG</sup>, Snatch Arrows, Spring Attack, and Tripping Strike<sup>APG</sup>. A monk need not have any of the prerequisites normally required for these feats to select them. This replaces the standard monk's list of bonus feats.

**Redirection (Ex):** At 1st level, as an immediate action, a flowing monk can attempt a reposition or trip combat maneuver against a creature that the flowing monk threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + 1/2 the monk's level + monk's Wisdom modifier to halve the duration), plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level). The monk gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply.

At 4th level, a flowing monk can use redirection against an opponent that the flowing monk threatens and that attacks an ally with a melee attack. At 8th level, a flowing monk can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, a flowing monk can use redirection against any opponent that attacks him in melee, even if the flowing monk is not threatening the opponent who attacks him. A flowing monk can use this ability once per day per monk level, but no more than once per round. This ability replaces stunning fist.

**Unbalancing Counter (Ex):** At 2nd level, a flowing monk's attacks of opportunity render a struck creature flat-footed until the end of the flowing monk's next turn (Reflex DC 10 + 1/2 the monk's level + Wisdom modifier negates). This ability replaces the bonus feat gained at 2nd level.

**Flowing Dodge (Ex):** At 3rd level, a flowing monk gains a +1 dodge bonus to AC for each enemy adjacent to him, up to a maximum bonus equal to his Wisdom modifier (minimum 1). This ability replaces fast movement.

**Evasive Target (Ex):** At 5th level, as an immediate action, a flowing monk may spend 2 points from his ki pool to attempt a Reflex save opposed by an attacker's attack roll to halve damage from that attack. At 12th level and above, the flowing monk

suffers no damage on a successful save, or half damage on a failed save. If the attacker is flanking the monk, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creature takes half damage (or full damage if the attack is completely avoided). Any associated effects from the attack (such as bleed, poison, or spell effects) apply fully even if the attack deals only half damage. This ability replaces purity of body and the monk's 12th-level ki power.

**Volley Spell (Su):** At 16th level, when a targeted spell or spell-like ability fails to overcome a flowing monk's spell resistance, he may reflect the effect onto its caster as spell turning by spending a number of points from his ki pool equal to 1/2 the spell's level (minimum 1). This ability replaces the monk's 16th-level ki power.

## Gray Disciple (Monk; Duergar)

The gray disciple contemplates the inner voice of duergar magic and the silent eternity of stone, mastering these dual mysteries and combining them to deadly effect. This archetype is intended for duergar characters—members of all other races must consult with their GM to determine if this archetype is available for their character.

**Fade from Sight (Sp):** At 4th level, as a swift action, the gray disciple can become invisible (as the *invisibility* spell) for 1 round by spending 1 ki point. To use this ability, the gray disciple must already have *invisibility* as a spell-like ability. This ability replaces still mind and the monk's 4th-level ki power.

**Gray Heart (Sp):** At 6th level, as a swift action, the gray disciple can enlarge himself (as the *enlarge person* spell) for 1 minute by spending 1 ki point. To use this ability, the gray disciple must already have *enlarge person* available as a spell-like ability. This ability replaces the monk's 6th-level ki power and the bonus feat gained at 6th level.

**Born in Darkness (Sp):** At 8th level, as a standard action, the gray disciple can radiate *darkness* (as the spell, except originating from the disciple's person) for 1 round per level by spending 1 ki point. This ability replaces the monk's 8th-level ki power.

**Earth Glide (Su):** At 12th level, as a swift action, the gray disciple can spend a ki point to walk through solid stone for 1 round. This functions as the earth glide universal monster ability. The gray disciple may continue earth gliding as long as he spends 1 ki point every round as a swift action. If he ceases earth gliding within a solid object, he is violently ejected and takes 5d6 points of damage. The gray disciple is not harmed by damage caused to material he is earth gliding through, but a *stone to flesh* spell cast upon it causes violent ejection as described above. This ability replaces the monk's 12th-level ki power.

**Entomb (Su):** At 16th level, a gray disciple can phase a foe into solid rock, killing it instantly. To use this ability, he expends 1 ki point as part of a bull rush or reposition combat maneuver against a creature adjacent to unworked earth or stone. If the





attempt succeeds, the gray disciple pushes his foe inside the rock using his earth glide ability. If the creature succeeds at a Reflex save (DC 10 + 1/2 the gray disciple's monk level + the gray disciple's Wisdom modifier), it is ejected in the nearest open space and takes 5d6 points of damage. If it fails, it dies instantly as its body merges with the surrounding stone. Entomb is usable once per day, but a failed bull rush or reposition attempt does not count as a use of the ability. Entomb has no effect on creatures that can earth glide, are incorporeal, or can otherwise survive merging with a solid object. This ability replaces the monk's 16th-level ki power.

**Earthen Thrall (Sp):** At 18th level, a gray disciple can attempt to control a creature with the earth subtype once per day. This ability is treated as *dominate monster* (DC 10 + 1/2 the gray disciple's monk level + the gray disciple's Wisdom modifier), but is only effective against creatures with the earth subtype, and the gray disciple can keep only a single creature enthralled. If he attempts to control a second creature with this ability, the first creature is automatically released from domination whether or not the second attempt succeeds. This ability replaces tongue of the sun and the monk's 18th-level ki power.

### Hungry Ghost Monk (Monk)

The hungry ghost monk looks to spirits that prey upon the living as models of perfection. He sees the life energy of the universe as a resource to be manipulated, even stealing it from other creatures. It is through this constant influx of energy that the hungry ghost monk reaches his ultimate goal: power—personal, pure, and simple. A hungry ghost monk has the following class features.

**Punishing Kick (Ex):** At 1st level, a hungry ghost monk gains Punishing Kick as a bonus feat, even if he does not meet the prerequisites. At 10th level, and every five levels thereafter, the monk can push the target of his Punishing Kick an additional 5 feet (10 feet at 10th level, 15 feet at 15th level, and 20 feet at 20th level). At 15th level, he can instead choose to push the target 5 feet and knock the target prone with the same attack. The target still gets a saving throw to avoid being knocked prone. This ability replaces stunning fist.

**Steal Ki (Ex):** At 5th level, a hungry ghost monk can steal ki from other creatures, though this ability is controversial in some circles of monks, who see it as nothing less than a form of vampirism. If the monk scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he can steal some of that creature's ki. This ability replenishes 1 spent ki point to the monk's ki pool, as long as the monk has at least 1 ki point in his pool. He cannot exceed his ki pool's maximum. At 11th level, each time the monk successfully steals ki, he can make an immediate saving throw against one disease he is suffering from. There is no penalty for failing this saving throw. The monk gains a bonus equal to his Wisdom modifier on the saving throw. This ability replaces purity of body.

**Life Funnel (Su):** At 8th level, a hungry ghost monk can

### Where's the Qinggong Monk?!

One archetype from the *PATHFINDER ROLEPLAYING GAME REFERENCE DOCUMENT* isn't included in *EVERYMAN UNCHAINED: MONK ARCHETYPES*; the qinggong monk. The reason is simple; the revised monk can select any qinggong monk ability as a baseline class feature using the qinggong power ki power. As a result, updating the qinggong monk is superfluous; the qinggong monk archetype doesn't need to be updated for compatibility with the *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED* monk because it was rolled into the revised monk class.

steal a creature's life force to replenish his own. If the monk has at least 1 ki point in his ki pool and scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he heals a number of hit points equal to his monk level. As with steal ki, some monks believe that life funnel is an unsavory act, no better than what the undead do to the living. A monk with this ability cannot steal both ki and hit points at the same time. This ability replaces the monk's 8th-level ki power.

**Life from a Stone (Su):** At 12th level, a hungry ghost monk can steal ki or life force from any creature, not just living creatures. If the monk has at least 1 ki point in his pool, he gains the benefit of life funnel and steal ki when he confirms a critical hit against any creature or reduces any creature to 0 or fewer hit points. This ability replaces the monk's 12th-level ki power.

**Sipping Demon (Su):** At 14th level, a hungry ghost monk gains 1 temporary hit point each time he hits an enemy with a melee attack. The monk gains a number of temporary hit points equal to his Wisdom modifier when he scores a critical hit. The maximum number of temporary hit points the monk can have is equal to his monk level. The temporary hit points disappear 1 hour later. The monk can only use this ability when he has at least 1 ki point in his ki pool. This ability is a proscribed manipulation of ki considered by many good monks to be a corruption. The ability replaces the monk's 14th-level ki power.

### Ironskin Monk (Monk; Hobgoblin)

Through discipline and training, an ironskin monk hardens his body to withstand punishing blows. Though slow on his feet, his calloused hands and feet can shatter stone and stagger foes. This archetype is intended for hobgoblin characters—members of all other races must consult with their GM to determine if this archetype is available for their character.

**Iron Skin (Ex):** At 1st level, an ironskin monk gains a +1 bonus to his natural armor. This bonus stacks with any existing natural armor the ironskin monk already has. At 4th level, and every 4 levels thereafter, this bonus increases by +1. This ability replaces the monk's AC bonus ability and the ability to add his Wisdom bonus to his AC.

**Bonus Feat:** At 1st level, an ironskin monk adds Power Attack to his list of bonus feats. At 6th level, he adds Improved Sunder to the list. At 10th level, he adds Greater Sunder to the list. These bonus feat choices replace Dodge, Mobility, and

Spring Attack on his bonus feat list.

**Resilience (Ex):** At 2nd level, an ironskin monk can shake off the physical effects of certain attacks. If he makes a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can be used only if the monk is wearing light armor or no armor. A helpless monk does not gain the benefits of resilience. This ability replaces evasion.

**Ki Pool (Su):** At 3rd level, an ironskin monk can spend 1 point from his ki pool to gain a damage bonus equal to 1/2 his level against objects and constructs for 1 round. This replaces the ability to increase speed with ki.

**Staggering Blow (Ex):** At 4th level, an ironskin monk attacking with an unarmed strike can spend 1 point from his ki pool as a free action after a successful critical hit to stagger the creature struck for 1 round (Fort DC 10 + 1/2 the ironskin monk's level + the ironskin monk's Wisdom modifier negates). This ability replaces the monk's 4th-level ki power.

**Tough as Nails (Ex):** At 6th level, an ironskin monk gains DR 1/—. Subtract 1 point from the damage the ironskin monk takes each time he is dealt damage from a weapon or a natural attack. This damage reduction increases by 1 point at 9th level and every 3 levels thereafter. Damage reduction can reduce damage to 0 but not below 0. This ability replaces fast movement and the monk's 6th-level ki power.

**Evasion (Ex):** At 9th level, an ironskin monk gains evasion. This ability replaces improved evasion.

**Surefooted (Ex):** At 13th level, an ironskin monk's speed is not reduced by difficult terrain. This ability replaces tongue of the sun and moon.

**Unbreakable (Ex):** At 20th level, an ironskin monk sets aside many of the frailties of mortal flesh. He becomes immune to death effects and stunning. He is not subject to ability damage or ability drain, and has a 75% chance of ignoring the extra damage dealt by critical hits and sneak attacks. This ability replaces perfect self.

### Kata Master (Monk)

The kata master takes the visual aspect of his martial art to its logical extreme, harnessing her flowing movements and skilled maneuvers as a psychological weapon against her enemies. A kata master forsakes the mental discipline of her more contemplative brethren in favor of these flamboyant exhibitions. She often performs in staged fights and tournaments, utilizing stylized forms to amaze the audience and shock and dismay her opponents.

**Panache:** At 1st level, a kata master gains the swashbuckler's panache class ability. At the start of each day, a kata master gains a number of panache points equal to her Charisma bonus (minimum 1). Her panache goes up or down throughout the day, but usually cannot go higher than his Charisma bonus (minimum 1). A kata master gains the swashbuckler's derring-do and opportune parry and riposte deeds. A kata master can use an unarmed strike or monk special weapon in place

of a light or one-handed piercing melee weapon for granted swashbuckler class features and deeds. This ability replaces stunning fist.

**Ki Pool (Su):** At 3rd level, a kata master can treat ki points as panache points for any swashbuckler deed gained through this archetype. This ability alters ki pool.

**Menacing Swordplay (Ex):** At 4th level, a kata master gains the swashbuckler's menacing swordplay deed. This ability replaces still mind.

**Targeted Strike (Ex):** At 8th level, a kata master gains the swashbuckler's targeted strike deed. This ability replaces the monk's 8th-level ki power.

**Dizzying Defense (Ex):** At 16th level, a kata master gains the dizzying defense swashbuckler deed. This ability replaces the monk's 16th-level ki power.

### Ki Mystic (Monk)

The ki mystic believes that violence is sometimes necessary, but knowing and understanding is the true root of perfection. Through meditation and spiritual visions, a ki mystic can see beyond the veil of reality to the underlying truth of all existence. A ki mystic has the following class features.

**Ki Mystic (Su):** At 4th level, if a ki mystic has at least 1 point of ki in his ki pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, the monk can spend 1 ki point immediately before making an ability or skill check to gain a +4 insight bonus on the check. This ability replaces still mind.

**Mystic Insight (Su):** At 5th level, a ki mystic becomes apt at giving just the right word of advice in just the nick of time. As an immediate action, the monk can spend 2 ki points to grant an ally within 30 feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear the monk to gain the reroll benefit. This ability replaces purity of body.

**Mystic Visions (Su):** At 12th level, a ki mystic may receive mystic visions when he rests. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in the monk's mind. The effect is similar to a *divination* spell with a caster level equal to the monk's level. The *divination* has no casting time; it is just part of the normal dreams or visions that occur every night. Using this ability costs 2 ki points that are removed from the next day's total. This ability replaces the monk's 12th-level ki power.

**Mystic Precience (Su):** At 14th level, a ki mystic gains a +2 insight bonus to AC and CMD. At 20th level, the bonus increases to +4. This ability replaces the monk's 14th-level ki power.

**Mystic Persistence (Su):** At 18th level, a ki mystic can create an aura once per day as a swift action at the cost of at least 2 points of ki. The aura emanates out to a 20-foot radius. The monk and all allies within the aura can roll two dice when making an attack roll or a saving throw and take the better result. The aura lasts for 1 round, plus an additional round for every 2 ki points spent when the monk created the aura. The monk can dismiss the aura at any time as a free action, but the

ki points for the full duration of the aura are lost. This ability replaces the monk's 18th-level ki power.

### Maneuver Master (Monk)

The maneuver master specializes in more complicated moves than simple damage-dealing strikes.

**Bonus Feats:** In addition to normal monk bonus feats, a maneuver master may select any Improved combat maneuver feat (such as Improved Overrun) as a bonus feat. At 6th level and above, he may select any Greater combat maneuver feat (such as Greater Grapple) as a bonus feat. At 10th level and above, he may select any maneuver Strike feat (such as Tripping Strike) as a bonus feat. This ability alters the standard monk's list of bonus feats.

**Flurry of Maneuvers (Ex):** When a maneuver master makes a flurry of blows, he must use the additional attacks gained from this action to make a combat maneuver. He can use his flurry of blows to make any combat maneuver that normally replaces a melee attack or requires a standard action, but he cannot make any other kind of attack during his flurry. This ability alters flurry of blows.

**Maneuver Defense (Ex):** At 4th level, if a maneuver master has an Improved combat maneuver feat, any creature attempting that maneuver against the maneuver master provokes an attack of opportunity, even if it would not normally do so. This ability replaces still mind.

**Reliable Maneuver (Ex):** At 4th level, as a swift action, a maneuver master may spend 1 point from his ki pool before attempting a combat maneuver. He can roll his combat maneuver check for that maneuver twice and use the better result. This ability replaces the monk's 4th-level ki power.

**Meditative Maneuver (Ex):** At 5th level, as a swift action, a maneuver master can add his Wisdom modifier on any combat maneuver check he makes before the beginning of his next turn. He must choose which combat maneuver check to grant the bonus to before making the combat maneuver check. This ability replaces purity of body.

**Sweeping Maneuver (Ex):** At 12th level, a maneuver master can make two combat maneuvers as a standard action, as long as neither maneuver requires the maneuver master to move. He may perform two identical maneuvers against two adjacent enemies, or he may perform two different combat maneuvers against the same target. This ability replaces the monk's 12th-level ki power.

**Whirlwind Maneuver (Ex):** At 16th level, once per day as a full-round action, a maneuver master can attempt a single combat maneuver against every opponent he threatens, as long as the combat maneuver does not require movement. He makes a single combat maneuver check, and it applies to all targets. This ability replaces the monk's 16th-level ki power.

### Martial Artist (Monk)

The martial artist pursues a mastery of pure martial arts without the monastic traditions. He is a master of form, but

### Changes to the Martial Artist Archetype

In being updated from its debut for the core monk in *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT*, the martial artist archetype needed to undergo serious revisions in order to mesh with the unchained monk. Since the niche of this archetype is divorcing the monk from his ki pool and its associated class features, all of the martial artist's own class features had to be reorganized to fit the new ki power model that the unchained monk possesses, especially extreme endurance and physical resistance. The final result is different than the core martial artists, but accomplishes its design goal just the same.

lacks the ability to harness his ki.

**Alignment:** A martial artist may be of any alignment.

**Exploit Weakness (Ex):** At 3rd level, as a swift action, a martial artist can observe a creature or object to find its weak point by making a Wisdom check and adding his monk level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the martial artist gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore the creature or object's DR or hardness.

A martial artist may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saves and a dodge bonus to AC against that opponent equal to 1/2 his monk level until the start of his next turn. This ability replaces ki pool.

**Martial Arts Master (Ex):** At 4th level, a martial artist may use his monk level to qualify for feats with a fighter level prerequisite when those feats are applied to unarmed strikes or weapons with the monk special quality. This ability replaces the monk's 4th-level ki power.

**Pain Points (Ex):** At 4th level, a martial artist's advanced knowledge of humanoid anatomy grants a +1 bonus on critical hit confirmation rolls and increases the DC of his stunning fist and quivering palm by 1. This ability replaces still mind.

**Extreme Endurance (Ex):** At 5th level, a martial artist gains immunity to fatigue. At 10th level, he also gains immunity to exhaustion. At 20th level, he gains immunity to death effects and energy drain. This ability replaces purity of body and perfect self.

**Physical Resistance (Ex):** At 6th level, if a martial artist suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 2 points. This reduction increases by 1 at 6th level, 10th level, 14th level, and 20th level. This ability replaces the monk's 6th-level, 10th-level, 14th-level, and 20th-level ki powers.

**Bonus Feat:** At 8th level, a martial artist gains an additional bonus feat, selected from those available in the monk class feature. This ability replaces the monk's 8th-level ki power.

**Defensive Roll (Ex):** At 12th level, a martial artist may use the defensive roll advanced rogue talent once per day, plus once per three levels beyond 12th (to a maximum of 3 times

a day at 18th level). This ability replaces the monk's 12th-level ki power.

**Quivering Palm (Su):** Starting at 16th level, a martial artist can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once per day, plus one additional time per day per level above 15th. The martial artist must announce his intent to use quivering palm before making his attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. A monk can have no more than 1 quivering palm in effect at one time. If a monk uses quivering palm while another is still in effect, the previous effect is negated. This ability replaces the monk's 16th-level ki power.

**Greater Defensive Roll (Ex):** At 18th level, a martial artist suffers no damage on a successful defensive roll, and only half damage if the Reflex saving throw fails. This ability replaces the monk's 18th-level ki power.

### Master of Many Styles (Monk)

The master of many styles is a collector. For every move, he seeks a counter. For every style, he has a riposte. Ultimately, he seeks perfection through the fusion of styles.

**Bonus Feat:** At 1st level, 2nd level, and every four levels thereafter, a master of many styles may select a bonus style feat or the Elemental Fist feat. He does not have to meet the prerequisites of that feat, except the Elemental Fist feat. Alternatively, a master of many styles may choose a feat in that style's feat path (such as Earth Child Topple) as one of these bonus feats if he already has the appropriate style feat (such as Earth Child Style). The master of many styles does not need to meet any other prerequisite of the feat in the style's feat path. This ability replaces a monk's standard bonus feats.

**Fuse Style (Ex):** At 1st level, a master of many styles can fuse two of the styles he knows into a more perfect style. The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the master of many styles switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

At 8th level, the master of many styles can fuse three styles at once. He can have the stances of three style feats active at the same time. Furthermore, he can enter up to three stances as a swift action.

### Changes to the Master of Many Styles Archetype

Compared to other updated archetypes in *EVERYMAN UNCHAINED: MONK ARCHETYPES*, the master of many styles needed a relatively simple change. As written, the master of many styles replaced the flurry of blows class feature and unlike the maneuver master archetype, which replaces flurry of blows with an ability that could very well be updated to alter, rather than replace, flurry of blows, the master of many styles' fuse style ability doesn't have the same luxury. Style strikes are wonderfully thematic for the master of many styles archetype, however, and so in *EVERYMAN UNCHAINED: MONK ARCHETYPES*, the archetype was given a new class feature called master of styled strikes that simply alters the style strike class feature to work with an offensive action that the master of many styles can use, granting them access to this new class feature.

At 15th level, the master of many styles can fuse four styles at once. He can have the stances of four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his ki pool. This ability replaces flurry of blows.

**Master of Styled Strikes (Ex):** At 5th level, a master of many styles can use his style strikes whenever he makes a full-attack action while he has one or more style stances active. This ability alters style strike

**Perfect Style (Ex):** At 20th level, a master of many styles can have the stances of five style feats active at once, and can change those stances as a free action. This ability replaces perfect self.

### Monk of the Empty Hand (Monk)

The monk of the empty hand eschews normal weapons in favor of whatever is lying around—rocks, chair legs, flacons of ale, even a simple quill pen all become deadly weapons in the hands of such a monk. A monk of the empty hand draws on his own ki to infuse his improvised weapons with power, and can transform a broken bottle into a magical weapon.

**Weapon and Armor Proficiency:** Monks of the empty hand are proficient with the shuriken only. A monk of the empty hand treats normal weapons as improvised weapons with the following equivalences (substituting all of their statistics for the listed weapon): a light weapon functions as a light hammer, a one-handed weapon functions as a club, and a two-handed weapon functions as a quarterstaff. This replaces the normal monk weapon proficiencies.

**Flurry of Blows (Ex):** Starting at 1st level, a monk of the empty hand can make a flurry of blows using any combination of unarmed strikes or attacks with an improvised weapon. He may not make a flurry of blows with any other weapons, including special monk weapons. This ability alters flurry of blows.

**Bonus Feat:** A monk of the empty hand adds the following feats to his list of bonus feats at 6th level: Improved Dirty Trick, Improved Steal, and Improvised Weapon Mastery.

**Ki Pool (Su):** At 3rd level, in addition to the normal

abilities of his ki pool, a monk of the empty hand may spend 1 point from his ki pool to increase the range increment for an improvised thrown weapon or shuriken by 20 feet for 1 round.

**Versatile Improvisation (Ex):** At 4th level, as a swift action, a monk of the empty hand may use an improvised weapon to deal damage as if it were another type (bludgeoning, piercing, or slashing) for 1 round, regardless of the weapon's normal damage type. This ability replaces still mind.

**Ki Weapons (Su):** At 5th level, a monk of the empty hand may spend 1 point from his ki pool as a swift action to deal damage equal to his unarmed strike damage with an improvised weapon for 1 round. At 11th level, the monk may spend ki to grant an enhancement bonus or magical weapon abilities to an improvised weapon for 1 round, at the rate of 1 point of ki per +1 bonus or its equivalent. The monk may not spend more than 3 points of ki at one time for this purpose. For example, a monk can spend 2 points of ki to give his improvised weapon a +1 enhancement bonus and the ki focus quality, or just the flaming burst quality. At 15th level, the limit increases to 5 ki per round. The monk may use this ability to add magical weapon qualities to improvised weapons that could not normally have such a quality, such as adding the disruption quality to a slashing weapon, or the vorpal quality to a bludgeoning weapon. This ability replaces the monk's 5th-level and 11th-level ki powers.

### Monk of the Four Winds (Monk)

The monk of the four winds is connected to the natural world in a way few other creatures—even other monks—can hope to match. He can call upon the elements and the spirits of the world in times of need, and as he nears his goal of perfection, he gains the ability to slow down time and even defeat death itself.

**Elemental Fist (Su):** At 1st level, a monk of the four winds gains Elemental Fist as a bonus feat, even if he does not meet the prerequisites. At 5th level, and every five levels thereafter, the monk increases the damage of his Elemental Fist by 1d6 (2d6 at 5th level, 3d6 at 10th level, and so on). This ability replaces stunning fist.

**SlowTime (Su):** At 12th level, a monk of the four winds can use his ki to slow time or quicken his movements, depending on the observer. As a swift action, the monk can expend 6 ki points to gain three standard actions during his turn instead of just one. The monk can use these actions to do the following: take a melee attack action, use a skill, use an extraordinary ability, or take a move action. The monk cannot use these actions to cast spells or use spell-like abilities, and cannot combine them to take full-attack actions. Any move actions the monk makes this turn do not provoke attacks of opportunity. This ability replaces the monk's 12th-level ki power.

**Aspect Master (Su):** At 17th level, a monk of the four winds must choose an aspect of one of the great spirits of the world. Once made, this choice cannot be changed. This spirit grants the monk a new appearance and new abilities, as well as changing or augmenting the monk's personality in some way. Once this choice is made, it cannot be changed. The monk must

abide by the alignment restrictions of the aspect. If the monk ever changes his alignment to something outside the aspect's alignment restrictions, he loses this ability and cannot regain it unless his alignment later changes again to match that of the aspect. This ability replaces timeless body.

*Aspect of the Carp:* The monk's skin becomes a coat of golden, iridescent fish scales, his neck grows gills, and his fingers become webbed. He can breathe water and gains a swim speed equal to his land speed. The carp is heroic and adventurous—a monk must be nonevil to take on the aspect of the carp.

*Aspect of the Ki-Rin:* The monk's skin takes on a golden luminescence, and a silvery mane that cannot be bound grows atop his head. He gains a fly speed equal to his land speed, but he must end each turn on the ground. If the monk does not land by the end of his turn, he falls from whatever height he has attained. The ki-rin is honorable, honest, and self-sacrificing—a monk must be lawful good to take on the aspect of the ki-rin.

*Aspect of the Monkey:* The monk's face becomes that of a monkey, and he grows a prehensile tail. The monk can pick up objects and make unarmed attacks with his tail (though the tail does not grant additional unarmed attacks or natural attacks). In addition, the monk gains a climb speed equal to his land speed. The monkey is a creature of whimsy and a lover of pranks—a monk of any alignment can take on the aspect of the monkey.

*Aspect of the Oni:* The monk's skin becomes pitch black, and his hair turns white, black, red, or violet. He can assume gaseous form (as the spell) as a standard action for 1 minute per day per monk level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The oni is treacherous and deceitful, and it hungers for the pain and death of living creatures—a monk must be evil to take on the aspect of the oni.

*Aspect of the Owl:* The monk grows feathers, and his head becomes avian, with wide, unblinking eyes. He gains a fly speed of 30 feet. The owl is a sage creature, deeply serious, and driven toward a single goal—a monk of any alignment can take on the aspect of the owl.

*Aspect of the Tiger:* Dark stripes appear on the monk's skin, and his face becomes more feline. His eyes become catlike, with vertical pupils, and his canines enlarge. Once per hour, the monk can move at 10 times his normal land speed when he makes a charge and is treated as if he had the pounce ability. The tiger is swift, fierce, and deadly—a monk of any alignment can take on the aspect of the tiger.

**Immortality (Su):** At 20th level, a monk of the four winds no longer ages. He remains in his current age category forever. Even if the monk comes to a violent end, he spontaneously reincarnates (as the spell) 24 hours later in a place of his choosing within 20 miles of the place he died. The monk must have visited the place in which he returns back to life at least once. This ability replaces perfect self.

### Monk of the Healing Hand (Monk)

Monks of the healing hand seek perfection through helping others. By focusing their meditations on the flow of life within themselves and all creation they gain an understanding of how to share their ki with others, healing wounds and even bringing the dead back to life. For such a monk, sacrificing himself to save another is the surest way to achieve transcendence. A monk of the healing hand has the following class features.

**Ancient Healing Hand (Su):** At 8th level, a monk of the healing hand can heal another creature's wounds with a touch. As a full-round action, the monk can spend 2 ki points to heal a number of hit points equal to the monk's level. He needs at least one hand free to use this ability, and cannot heal himself. If the action is interrupted, the subject heals no hit points, and the ki points are lost. This ability replaces wholeness of body.

**Ki Sacrifice (Su):** At 12th level, a monk of the healing hand can use his entire ki pool to bring a person back to life. It takes 1 hour to perform this ritual. At the end of the ritual, the monk sacrifices all of his ki in order to cast *raise dead* (as the spell) with a caster level equal to his monk level. The ritual uses all of the ki in the monk's ki pool; the monk must have at least 6 points of ki in his ki pool to use this ability. At 16th level, the monk may sacrifice his ki to cast *resurrection*. The monk must have at least 8 points of ki in his ki pool to use this ability. These rituals do not require material components. When this ability is used, the monk's ki pool is not replenished until 24 hours have passed. This ability replaces the monk's 12th-level and 16th-level ki powers.

**True Sacrifice (Su):** At 20th level, in a final selfless act, a monk of the healing hand can draw in his entire ki, which then explodes outward in a 50-foot-radius emanation. All dead allies within the emanation are brought back to life, as if they were the subject of a *true resurrection* spell with a caster level equal to the monk's level. When the monk does this, he is truly and utterly destroyed. A monk destroyed in this way can never come back to life, not even by way of a wish or miracle spell or by the power of a deity. Furthermore, the monk's name can never be spoken or written down again. All written mentions of his name become nothing more than a blank space. This ability replaces perfect self.

### Monk of the Lotus (Monk)

Monks are warriors who hone their bodies into deadly weapons, but some monks eschew violence in favor of a more peaceful philosophy. While a monk of the lotus realizes that combat cannot always be avoided—and is more than capable in a fight—he understands that all creatures are connected, and to harm another is to harm the self. Instead, he strives to find peaceful resolutions to conflicts, and in doing so, hopes to achieve inner peace. A monk of the lotus has the following class features.

**Touch of Serenity (Su):** At 1st level, a monk of the lotus gains Touch of Serenity as a bonus feat, even if he does not meet the prerequisites. At 6th level, and every six levels thereafter, the duration of Touch of Serenity increases by 1 round. Each

round on its turn, the target may attempt a new Will save to end the effect. This duration does not stack; only the longest remaining duration applies. This ability replaces stunning fist.

**Touch of Surrender (Su):** At 12th level, a monk of the lotus makes a foe into a friend with a single show of mercy. As an immediate action, when one of his melee attacks would reduce a creature to 0 or fewer hit points, the monk can spend 6 ki points to make the target of that attack surrender. When the target surrenders, it is reduced to 0 hit points, becomes disabled, and is charmed, as if the monk had cast *charm monster* with a caster level equal to the monk's level. The target does not get a saving throw against this effect. This charm lasts until its duration expires, until the monk dismisses it or uses it on another creature, or until the target is again reduced to 0 or fewer hit points, whichever happens first. The monk can only have one creature charmed with touch of surrender at a time. This is a mind-affecting charm effect. This ability replaces the monk's 12th-level ki power.

**Learned Master (Ex):** At 13th level, a monk of the lotus gains all Knowledge skills and the Linguistics skill as class skills. The monk uses Wisdom instead of Intelligence as the key ability for these skills. This ability replaces tongue of the sun and the moon.

**Touch of Peace (Su):** At 16th level, a monk of the lotus can set up vibrations within the body of another creature to win over the creature's mind. The monk can use touch of peace once per day, and must announce his intent before making his attack roll. On a successful hit, the attack deals no damage, but the target is charmed as if the monk had cast *charm monster* with a caster level equal to the monk's level. The target does not get a saving throw against this effect. The creature is charmed for 1 day per level. If the monk or his allies attack the charmed creature, or if the monk asks or commands the charmed creature to take hostile actions, the effect ends. This is a mind-affecting charm effect. This ability replaces the monk's 16th-level ki power.

### Monk of the Sacred Mountain (Monk)

The monk of the sacred mountain finds strength and power in the earth beneath his feet. Rather than spinning through the battlefield with the fluid motion of the river, he roots himself to the ground, as immovable and unshakable as the stones of the mountain. A monk of the sacred mountain has the following class features.

**Iron Monk (Ex):** At 2nd level, a monk of the sacred mountain gains Toughness as a bonus feat. In addition, the monk gains a +1 natural armor bonus. This ability replaces evasion.

**Bastion Stance (Ex):** At 4th level, a monk of the sacred mountain becomes like stone, nearly impossible to move when he stands his ground. If the monk starts and ends his turn in the same space, he cannot be knocked prone or forcibly moved until the start of his next turn, except by mind-affecting or teleportation effects. At 16th level, he is immune to any attempts to force him to move, even mind-affecting and

teleportation effects. This ability replaces the monk's 4th-level ki power.

**Iron Limb Defense (Ex):** At 6th level, a monk of the sacred mountain can deflect blows with an active defense that complements his bastion stance. If the monk starts and ends his turn in the same space, he gains a +2 shield bonus to AC and CMD until the start of his next turn. As a swift action, he can spend 1 ki point to increase this bonus to +4. This ability replaces the monk's 6th-level ki power.

**Adamantine Monk (Ex):** At 9th level, a monk of the sacred mountain has muscles so strong and skin so resilient that he gains DR 1/—. This DR increases by 1 for every three levels thereafter. As a swift action, the monk can spend 1 ki point to double his DR until the beginning of his next turn. This ability replaces improved evasion.

**Vow of Silence (Su):** At 13th level, a monk of the sacred mountain becomes as impassive as stone, making a vow of silence in exchange for greater abilities. The monk gains a +2 insight bonus to AC and CMD and a +4 bonus on Sense Motive, Stealth, and Perception checks. The monk does not lose the capacity for speech, but if he ever speaks, he loses this feature for 24 hours. This ability replaces tongue of the sun and the moon.

### **Nimble Guardian (Monk; Catfolk)**

Some catfolk monks dedicate their graceful prowess to the defense of others, especially those dedicated to a similar ethos or who prove themselves as stalwart allies of the monk's cause. This archetype is intended for catfolk characters—members of all other races must consult with their GM to determine if this archetype is available for their character.

**Defensive Aid (Ex):** At 2nd level, a number of times per day equal to his Wisdom bonus, a nimble guardian can interpose herself between one adjacent ally and an attack or damage dealt in an area of effect. If an adjacent ally is the target of the attack or is required to make a Reflex saving throw against a damaging effect, as an immediate action the nimble guardian can grant that ally a +4 circumstance bonus to AC or on the saving throw against the effect. The nimble guardian must use this ability before the attack roll or saving throw is made. The nimble guardian can only use this ability if he is wearing light or no armor. This ability replaces evasion.

**Nimble Reflexes (Ex):** At 4th level, a nimble guardian gains a +2 bonus on all Reflex saving throws. This ability replaces still mind.

**Defensive Mastery (Ex):** At 5th level, a nimble guardian gains 3 additional uses of her defensive aid ability per day. Furthermore, if an ally that gained the benefit of a use of defensive aid succeeds her Reflex saving throw, and the effect still deals damage on a successful saving throw, the nimble guardian can spend 1 ki point to negate that damage. Doing so is not an action. This ability replaces purity of body.

**Guardian Feline (Su):** At 8th level, a nimble guardian can transform himself into a feline creature by spending 2 ki

### **Changes to the Sensei Archetype**

Like the master of many styles archetype, the sensei archetype trades out flurry of blows for a new class feature, which means that characters who select this archetype are unable to use the style strike class feature. Unlike the master of many styles, however, the style strike class feature doesn't fit the theme of the sensei archetype, providing advice and support to one's party members. As a result, the sensei was given two new class features, one that gives them bardic masterpieces and one that allows their advice linger for two additional rounds, to replace the style strike class feature.

points. The effect lasts for 1 hour or until the nimble guardian changes back. Changing form (to animal or back) is a standard action and does not provoke an attack of opportunity. The chosen form must be some form of feline (cheetah, lion, etc.). This ability is otherwise identical to *beast shape II*. At 9th level, this ability functions as *beast shape III*. This ability replaces the monk's 8th-level ki power.

**Evasion (Ex):** At 9th level, a nimble guardian gains evasion. This ability replaces improved evasion.

### **Sensei (Monk)**

The sensei is a revered teacher who imparts lessons on the oneness of mind, body, and spirit, along with occasional correction that is subtle and swift. Rather than using wisdom for his own benefit alone, he uses it to better those around him.

**Skills:** A sensei gains Diplomacy, Linguistics, and all Knowledge skills as class skills. This ability alters the standard monk's list of class skills.

**Advice (Ex):** A sensei's advice is identical to bardic performance (using oratory), allowing him to inspire courage at 1st level, inspire competence at 3rd level, and inspire greatness at 9th level, as a bard of the sensei's level, usable a total number of rounds per day equal to his level + his Wisdom modifier (minimum 1). This ability replaces flurry of blows, fast movement, and improved evasion.

**Insightful Strike (Ex):** At 2nd level, a sensei may use his Wisdom bonus in lieu of his Strength or Dexterity on attack rolls and combat maneuver checks with unarmed strikes or monk weapons. This ability replaces evasion and the bonus feat gained at 2nd level.

**Anecdotal Advice (Su):** At 5th level and every 4 levels thereafter, a sensei gains a bardic masterpiece, using his monk level as his effective bard level to determine the bardic masterpiece's effects. A sensei can use his Wisdom modifier instead of his Charisma when determining the effects of any bardic masterpiece that he selects with this ability and he is treated as having a number of ranks in Perform (comedy) or Perform (oratory) equal to his monk level for the purpose of meeting a bardic masterpiece's prerequisites and determining its effects. This ability replaces style strike.

**Mystic Wisdom (Su):** At 6th level, a sensei may use his advice ability when spending points from his ki pool to activate

a class ability (using the normal actions required for each) in order to have that ability affect one ally within 30 feet rather than the sensei himself. At 12th level, a sensei may affect all allies within 30 feet rather than himself (spending points from his ki pool only once, not once for each target).

At 12th level, a sensei may instead spend 1 point from his ki pool (as a swift action) while using advice to provide a single ally within 30 feet with evasion, fast movement, high jump, purity of body, or slow fall. At 18th level, a sensei may spend 2 points to grant one of the abilities listed above to all allies within 30 feet, or diamond body, diamond soul, or improved evasion to a single ally within 30 feet. These abilities function at the sensei's level and last 1 round. This ability replaces the bonus feats at 6th, 12th, and 18th level.

**Lingering Advice (Ex):** Starting at 15th level, the bonuses and penalties from a sensei's advice continue for 2 rounds after he ceases performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If the sensei begins a new advice during this time, the effects of the previous advice immediately cease.

### Sohei (Monk)

The sohei are masters of the horse and the hunt. A monastic soldier, the sohei is equally adept at combat afoot or on horseback. While skilled in unarmed techniques, many sohei favor weapons they can use while mounted on horseback or against others' horses.

**Skills:** A sohei gains Handle Animal as a class skill.

**Weapon and Armor Proficiency:** A sohei is proficient with all simple and martial weapons and with light armor. A sohei can make a flurry of blows while wearing light armor, but he loses his AC bonus and class feature while wearing armor as normal. This ability replaces the sohei's weapon and armor proficiencies.

**Bonus Feats:** A sohei may select mounted combat feats as bonus feats.

**Devoted Guardian (Ex):** At 1st level, a sohei can always act in a surprise round even if he does not notice his enemies, though he remains flat-footed until he acts. In addition, a sohei gains a bonus on initiative rolls equal to 1/2 his monk level. At 20th level, a sohei's initiative roll is automatically a natural 20. This ability replaces stunning fist.

**Unarmed Strike:** A sohei's unarmed strike damage does not increase at 4th level and above.

**Monastic Mount (Su):** At 4th level, a sohei may spend 1 point from his ki pool to grant his mount temporary hit points equal to twice his level for 1 hour per level. In addition, as long as the sohei and his mount are adjacent, including when mounted, the mount gains any of the following abilities the sohei possesses: AC bonus, diamond soul, evasion, high jump, improved evasion, ki strike (as long as the sohei has at least 1 point in his ki pool), perfect self, and still mind. When a sohei spends points from his ki pool, his mount gains the same benefits as the sohei. This ability replaces fast movement and

increased unarmed damage.

**Ki Weapon (Su):** At 4th level, as a swift action, a sohei may spend 1 point from his ki pool to grant any weapon he wields (including his unarmed strike) a +1 enhancement bonus on attack and damage rolls, increasing by +1 per four levels after 4th to a maximum bonus of +5 at 20th level, until the end of his next turn. This ability replaces the monk's 4th-level and 8th-level ki powers.

**Weapon Training (Ex):** At 6th level, a sohei gains weapon training in one of the following weapon groups, as the fighter class feature: bows, crossbows, monk weapons, polearms, spears, or thrown weapons. He may select an additional group of weapons for every six levels after 6th, to a maximum of three at 18th level. A sohei may use flurry of blows and ki strike with any weapon in which he has weapon training. This ability replaces the monk's 6th-level, 12th-level, and 18th-level ki powers.

### Student of Stone (Monk; Oread)

By following the path of the stone, students of stone





give up much of monks' mobility in favor of sheer resilience. This archetype is intended for oread characters—members of all other races must consult with their GM to determine if this archetype is available for their character.

**Hard as Stone (Ex):** At 2nd level, whenever an opponent rolls to confirm a critical hit against a student of stone, treat the student of stone's AC as +4 higher than normal. This ability replaces evasion.

**Strength of Stone (Ex):** At 3rd level, a student of stone learns to draw strength from the earth. So long as both he and his opponent are touching the ground, the student of stone gains a +1 bonus on attack rolls, damage rolls, bull rush and trip combat maneuver rolls, and to his CMD when resisting a bull rush or trip attempt. This ability replaces fast movement.

**Bonus Feat:** At 6th level, a student of stone adds Elemental Fist to his list of available bonus feats. If the student of stone selects Elemental Fist as a bonus feat, he may only deal acid damage when using the feat. At 10th level, the student of stone adds Shaitan Style to his list of bonus feats, at 14th level, he adds Shaitan Skin, and at 18th level, he adds Shaitan Earthblast. This ability alters the standard monk's list of bonus feats.

**Bones of Stone (Su):** At 6th level, as a swift action, a student of stone can spend 1 ki point to gain DR 2/magic until the beginning of his next turn. At 10th level, he can spend 1 ki point to gain DR 2/chaotic until his next turn. At 15th level, he can spend 1 ki point to gain DR 5/chaotic until his next turn. This ability replaces the monk's 6th-level ki power.

**Body of Stone (Ex):** At 9th level, a student of stone gains the benefits of the light fortification armor property. This ability replaces improved evasion.

**Soul of Stone (Su):** At 12th level, as a swift action, a student of stone can spend 1 ki point to gain tremorsense 15 feet until his next turn. At 16th level, the range of this tremorsense increases to 30 feet. This ability replaces the monk's 12th-level ki power.

**Stone Self (Su):** At 20th level, a student of stone becomes an earth outsider. He gains the earth subtype, as well as DR 5/chaotic, burrow speed 20 feet, and tremorsense 20 feet. This ability replaces perfect self.

### Tetori (Monk)

The style of the tetori is that of the majestic wrestler—a warrior with a dizzying array of grabs, holds, and locks with which to bewilder and incapacitate his foes.

**Bonus Feats:** At 1st level, 2nd level, and every 4 levels thereafter, tetori gains the following bonus feats, in order: 1st level—Improved Grapple, 2nd level—Stunning Pin, 6th level—Greater Grapple, 10th level—Pinning Knockout, 14th level—Choke Hold, 18th level—Neckbreaker. A monk need not have any of the prerequisites normally required for these feats. This replaces the standard monk's list of bonus feats.

**Graceful Grappler (Ex):** At 1st level, when a tetori is grappling or pinning an opponent, he suffers no penalties on attack rolls, can make attacks of opportunity while grappling,

### Changes to the Tetori Archetype

Like the master of many styles archetype, the tetori archetype trades out flurry of blows for a new class feature, which means that characters who select this archetype are unable to use the style strike class feature. Unlike the master of many styles, however, the style strike class feature doesn't fit the theme of the tetori archetype, using the grapple combat maneuver. As a result, the tetori was given two new class features, one that gives them a small bonus on grapple attempts and one that allows them to spend extra ki points to use certain monk class features as part of a successful grapple check, to replace the style strike class feature.

and retains his Dexterity bonus to AC when pinning an opponent or when grappled. Beginning at 8th level, a tetori gains the grab special attack when using unarmed strikes and can use this ability against creatures his own size or smaller by spending 1 point from his ki pool, or against larger creatures by spending 2 points from his ki pool. At 15th level, a tetori gains the constrict special attack, inflicting his unarmed strike damage on any successful grapple check. This ability replaces flurry of blows.

**Counter-Grapple (Ex):** At 4th level, a tetori wrestler may make an attack of opportunity against a creature attempting to grapple him. This ability does not allow the tetori to make an attack of opportunity against a creature with the Greater Grapple feat. At 6th level, he may use counter-grapple even if his attacker has concealment or total concealment, at 8th level even if he is flat-footed, and at 10th level even if his attacker has exceptional reach. This ability replaces the monk's 4th-level ki power.

**Grapple Training (Ex):** At 5th level and every 4 levels thereafter, a tetori gains a +1 bonus on grapple combat maneuver checks and a +1 bonus to her CMD when defending against that maneuver, to a maximum of +4 at 17th level. This ability replaces style strike.

**Break Free (Ex):** At 6th level, a tetori adds his monk level on combat maneuver or Escape Artist checks made to escape a grapple. If a tetori fails a save against an effect that causes him to become entangled, paralyzed, slowed, or staggered, he may spend 1 point from his ki pool as an immediate action to attempt a new save. This ability replaces the monk's 6th-level ki power.

**Inescapable Grasp (Su):** At 9th level, a tetori can spend 1 point from his ki pool to suppress his opponents' freedom of movement and magical bonuses to Escape Artist or on checks to escape a grapple. At 13th level, this ability also duplicates the effect of *dimensional anchor*. At 17th level, the tetori's unarmed strike gains the *ghost touch* special ability, and an incorporeal creature that he strikes gains the grappled condition (Reflex negates, DC 10 + 1/2 the wrestler's level + his Wisdom modifier). Inescapable grasp is a swift action and lasts until the beginning of the wrestler's next turn. This ability replaces improved evasion, timeless body, and tongue of sun and moon.

**Form Lock (Su):** At 14th level, a tetori can negate a polymorph effect by touch with a Wisdom check, adding a bonus equal to his monk level, against a DC of 11 + the caster level of the effect (or HD of the creature, for supernatural polymorph effects). This is a standard action requiring 2 points from the tetori's ki pool, or an immediate action if a creature the tetori is grappling attempts to use a polymorph effect. This ability replaces the monk's 14th-level ki power.

**Stunning Grip (Ex):** At 15th level, a tetori can spend 1 point from his ki pool as a swift action to combine any unarmed strike damage that he deals as part of a grapple check (including damage dealt by his constrict ability) with a use of his stunning fist class feature. Alternatively, if the tetori has the quivering palm ki power, he can spend 5 points from his ki pool as a swift action to combine any unarmed strike damage that he deals as part of a grapple check (including damage dealt by his constrict ability) with a use of his quivering palm ki power.

**Iron Body (Su):** At 18th level, as a move action, a tetori can make his tissues ultra-dense for 1 minute as the *iron body* spell by spending 3 points from his ki pool. This ability replaces the monk's 18th-level ki power.

### Treetop Monk (Monk; Vanara)

While many vanaras follow traditional monastic training and traditions, others learn to blend exotic combat and the mysterious forces of ki with the natural world, allowing them to move through trees and overgrowth to deliver devastating attacks. This archetype is intended for vanara characters—members of all other races must consult with their GM to determine if this archetype is available for their character.

**Branch Runner (Ex):** At 4th level, a treetop monk adds half the base speed bonus from his fast movement ability to his racial climb speed. This ability replaces still mind.

**Wood Affinity (Su):** At 5th level, a treetop monk may expend 1 point from his ki pool as a free action to treat a wooden object as if it were not broken for 1 minute (this includes a weapon with a wooden haft such as an axe or spear). At 8th level, as a free action, a treetop monk can expend 1 point from his ki pool to use the Lunge feat with any wooden or wood-hafted melee weapon. This ability replaces purity of body.

**Freedom of Movement (Su):** At 12th level, a treetop monk may expend 1 point from his ki pool as a swift action to gain the effects of freedom of movement for 1 round. This ability replaces the monk's 12th-level ki power.

### Underfoot Adept (Monk; Halfling)

An underfoot adept turns his diminutive stature and unorthodox footwork into a powerful weapon. Effortlessly moving across the battlefield, he ducks under the legs of larger creatures and then topples them with surprising attacks. This archetype is intended for halfling characters—members of all other races must consult with their GM to determine if this archetype is available for their character.

**Underfoot Grace (Ex):** At 1st level, an underfoot adept uses his size and grace to avoid the attacks of those he passes. When using the Acrobatics skill to avoid attacks of opportunity by moving through a threatened area or an enemy's space, he only takes a –5 penalty when doing so at full speed, instead of the normal –10 penalty. This ability replaces the bonus feat gained at 1st level.

**Underfoot Trip (Ex):** At 1st level, an underfoot adept learns a number of maneuvers and grabs that can cause even the largest opponents to stumble and fall. He gains Improved Trip as a bonus feat, even if he does not meet the requirements. At 4th level, and every four levels thereafter, he acts as if he is one size larger for the purposes of determining the maximum size of creatures he can trip and when determining his CMB and CMD for purposes of a trip combat maneuver. This ability replaces stunning fist.

**Improved Underfoot Grace (Ex):** At 6th level, an underfoot adept's ability to avoid attacks of opportunity against those he passes improves. When using the Acrobatics skill to avoid attacks of opportunity, while moving through a threatened area or through an enemy's space, he takes no penalty when doing so at full speed. This ability replaces the monk's 6th-level ki power.

### Wanderer (Monk; Human)

Some monks wander the world in humility to learn and to share wisdom and philosophy from their teachers with those they meet, often aiding those who are in need. This archetype is intended for human characters—members of all other races must consult with their GM to determine if this archetype is available for their character.

**Class Skills:** The wanderer adds Diplomacy, Knowledge (geography), Knowledge (local), Linguistics, and Survival to his list of class skills.

**Far Traveler (Ex):** At 1st level, the wanderer gains either one additional language known or proficiency in one exotic or martial weapon. At 4th level and every four levels thereafter, the wanderer may gain an additional language known or may retrain her weapon proficiency from this ability to a different exotic or martial weapon. This ability replaces the bonus feat gained at 1st level.

**Long Walk (Ex):** At 4th level, the wanderer gains Endurance as a bonus feat, and the feat bonus doubles when he makes Constitution checks because of a forced march. In addition, a wanderer gains a +2 bonus on saving throws against spells and effects that cause exhaustion and fatigue. This ability replaces still mind.

**Light Step (Su):** At 6th level, a wanderer leaves no trail and cannot be tracked, though he can leave a trail if desired. By spending 1 point from his ki pool, he can use *ant haul*, *feather step*, *longstrider*, *pass without trace*, or *tireless pursuit*<sup>APG</sup> as a spell-like ability (with a caster level equal to his monk level). This ability replaces the monk's 4th-level ki power.

**Inscrutable (Su):** At 6th level, the wanderer gains a

supernatural air of mystery. The DC to gain information or insight into the wanderer with Diplomacy, Knowledge skills, or Sense Motive increases by 5. In addition, by spending 1 point from his ki pool, the wanderer gains *nondetection* for 24 hours with a caster level equal to his monk level. This ability replaces the monk's 6th-level ki power.

**Wanderer's Wisdom (Ex):** At 8th level, the wanderer can dispense excellent advice in the form of philosophical proverbs and parables. As a swift action, the wanderer can inspire courage or inspire competence as a bard of his monk level by spending 2 points from his ki pool. This affects one creature within 30 feet and lasts a number of rounds equal to the wanderer's Wisdom modifier (minimum 1 round). This ability is language-dependent. This ability replaces the monk's 8th-level ki power.

**Disappear Unnoticed (Ex):** At 12th level, the wanderer may use Stealth to hide even while being directly observed or when no cover or concealment is available, as long as he is adjacent to at least one creature of his size or larger, by spending 1 point from his ki pool. This effect lasts until the beginning of the wanderer's next turn and may be continued in consecutive rounds by spending 1 ki point each round. This ability replaces the monk's 12th-level ki power.

**Free Step (Su):** At 14th level, the wanderer gains continuous freedom of movement as a continuous spell-like ability. This ability replaces the monk's 14th-level ki power.

### Weapon Adept (Monk)

While all monks train in both unarmed combat and with weapons, the weapon adept seeks to become one with his weapons, transforming them into perfect extensions of his own body. Through such training, a weapon adept seeks to attain perfection by becoming a living weapon himself. A weapon adept has the following class features.

**Perfect Strike (Ex):** At 1st level, a weapon adept gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. At 10th level, the monk can roll his attack roll three times and take the higher result. If one of these rolls is a critical threat, he can choose which one of his other two rolls to use as his confirmation roll. This ability replaces stunning fist.

**Way of the Weapon Master (Ex):** At 2nd level, a weapon adept gains Weapon Focus as a bonus feat with one of his monk weapons. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.

**Evasion (Ex):** At 9th level, the monk gains evasion. This ability replaces improved evasion.

**Uncanny Initiative (Ex):** At 17th level, a weapon adept does not need to roll for initiative. He always treats his initiative roll as if it resulted in any number of his choosing (from 1 to 20). This ability replaces timeless body.

**Pure Power:** At 20th level, a weapon adept forsakes the ideals of the perfect self to become a bastion of the physical and mental virtues monks hold dear. The monk gains a +2 bonus to Strength, Dexterity, and Wisdom. This ability replaces perfect

### Changes to the Wildcat Archetype

Similarly to the martial artist archetype, the wildcat archetype needed extreme changes as a result of it replacing the monk's core class feature, the ki pool. In addition to switching certain archetype features to match their traded abilities' new levels, knockout was altered to be granted at 6th level instead of 9th and to be usable up to three times per day and no longer replaces improved evasion. Additionally, because the monk's new capstone deals with ki, an alteration to that class feature needed to be designed and added to the wildcat.

self.

### Wildcat (Archetype)

A wildcat is a student of the school of hard knocks, who dedicates himself to learning how to take down foes by any means necessary. A wildcat isn't afraid to smash a tankard over a foe's head, stomp an opponent's foot, gouge an eye, or generally create mayhem to gain any possible advantage.

**Brawler Maneuver Training (Ex):** At 3rd level, a wildcat gains additional training with the dirty trick combat maneuver. He gains a +1 bonus on combat maneuver checks when attempting this combat maneuver and a +1 bonus to his CMD when defending against this maneuver.

At 8th, 12th, and 16th levels, a wildcat becomes further trained in another combat maneuver, gaining the above +1 bonus on combat maneuver checks and to CMD. In addition, the bonuses granted by previous maneuver training increase by 1 each. For example, when a wildcat reaches 8th level, he gains a +1 bonus on one type of combat maneuver, +1 to her CMD against that combat maneuver, and the bonuses for the dirty trick combat maneuver increase to +2. This ability replaces ki pool and the monk's 8th-, 12th-, and 16th-level ki powers.

**Improvised Weapon Mastery (Ex):** Starting at 4th level, a wildcat's damage with improvised weapons increases. When wielding an improvised weapon, he uses the unarmed strike damage of a monk four levels lower instead of the base damage for that weapon (minimum monk level 1). For example, a 6th-level Medium wildcat wielding a broken bottle deals 1d6 points of damage instead of the weapon's normal 1d4. If the weapon normally deals more damage than this, its damage is unchanged. This increase in damage does not affect any other aspect of the weapon. The wildcat can decide to use the weapon's base damage instead of his adjusted unarmed strike damage. This must be declared before the attack roll is attempted. This ability replaces the monk's 4th-level ki power.

**Ready for Anything (Ex):** At 4th level, a wildcat gains a +2 bonus on initiative checks and Perception checks to act in a surprise round. This ability replaces still mind.

**Bonus Feat:** A wildcat adds the following feats to his list of bonus feats at 6th level: Improved Dirty Trick, Improved Reposition, Improved Steal. He adds the following feats to his list of bonus feats at 10th level: Quick Dirty Trick, Quick Reposition, Quick Steal. This ability alters the standard monk's

list of bonus feats.

**Knockout (Ex):** Starting at 6th level, once per day a wildcat can unleash a devastating attack that can instantly knock a target unconscious. He must announce this intent before making his attack roll. If the wildcat's strike is successful and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the wildcat's level + the higher of the wildcat's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target can attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 12th level, a wildcat can use this ability twice per day. At 18th level, a wild cat can use this ability three times per day. This ability replaces improved evasion and the monk's 6th-, 12th-, and 18th-level ki powers.

**Turn the Tables (Ex):** At 14th level, opponents provoke an attack of opportunity from the wildcat whenever they fail at a combat maneuver against the wildcat. This ability replaces the monk's 14th-level ki power.

**Dirty Blow (Ex):** At 20th level, when a wildcat succeeds at a dirty trick combat maneuver, he can deal his unarmed strike damage to that opponent. Additionally, he inflicts two conditions on a successful dirty trick attempt instead of just one. A wildcat can select the same condition twice with this ability in order to double the condition's duration. A wildcat cannot use the perfect self class feature in order to regain ki. This ability replaces the monk's 20th-level ki power and alters perfect self.

### Zen Archer (Monk)

Some monks seek to become one with another weapon entirely—the bow. The zen archer takes a weapon most other monks eschew and seeks perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.

**Weapon and Armor Proficiency:** Zen archers are proficient with weapons from the bows weapon group. This replaces the monk's proficiency with weapons with the monk special weapon quality.

**Flurry of Blows (Ex):** Starting at 1st level, a zen archer can make a flurry of blows using any weapon from the bows weapon group. He may not make a flurry of blows with any other weapons, including unarmed strikes. A zen archer does not apply his Strength bonus on damage rolls made with flurry of blows unless he is using a composite bow with a Strength rating. This ability alters flurry of blows.

**Bonus Feats:** At 1st level, 2nd level, and every 4 levels thereafter, a zen archer can select a bonus feat. These feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, the following feats are added to the list: Focused Shot\*, Improved Precise Shot, Manyshot, Mobility, and Parting Shot\*. At 10th level, the following feats

### Changes to the Zen Archer Archetype

The zen archer archetype changed very little between being converted from the Pathfinder core rules and *EVERYMAN UNCHAINED: MONK ARCHETYPES*. The major difference is that the unchained zen archer has been updated to reflect the unchained monk's flurry of blows class feature. In addition, the zen archer's weapon and armor proficiency has been updated to specifically trade the unchained monk's proficiency with all weapons with the monk special weapon quality. Moreover, because the zen archer can't use his unarmed strikes with flurry of blows, the archetype needed a class feature that adjusted the style strike class feature to be more compatible with his fighting style. To this end, the maneuver shot class feature was developed to fill this niche rather than simply allowing the zen archer to use the standard monk's style shots with his bow. The reason is twofold: not only is the zen archer class a powerful option that doesn't particularly need the boost granted by style strike, but many of the style strikes were written with a martial melee character in mind. As a result, maneuver shot is an ability that is decidedly useful to the zen archer without being extremely powerful.

are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows. A monk need not have any of the prerequisites normally required for these feats to select them. This replaces the standard monk's list of bonus feats.

**Perfect Strike (Ex):** At 1st level, a zen archer gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. A zen archer can use Perfect Strike with any bow. At 10th level, the monk can roll his attack roll three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll. This ability replaces stunning fist.

**Way of the Bow (Ex):** At 2nd level, a zen archer gains Weapon Focus as a bonus feat with one type of bow. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.

**Ki Pool (Su):** At 3rd level, in addition to the normal abilities of his ki pool, a zen archer may spend 1 point from his ki pool to increase the range increment for his bow by 50 feet for 1 round. This ability alters ki pool.

**Zen Archery (Ex):** At 4th level, a zen archer may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a bow. This ability replaces the monk's 4th-level ki power.

**Point Blank Master (Ex):** At 4th level, a zen archer gains Point Blank Master as a bonus feat, even if he does not meet the prerequisites. This ability replaces still mind.

**Ki Arrows (Su):** At 5th level, a zen archer may spend 1 point from his ki pool as a swift action when wielding a bow to use the unarmed strike damage of a monk instead of the base damage for that weapon. For example, a Medium zen archer's short bow normally deals 1d6 damage; using this ability, his arrows deal 1d8 damage until the start of his next turn. This

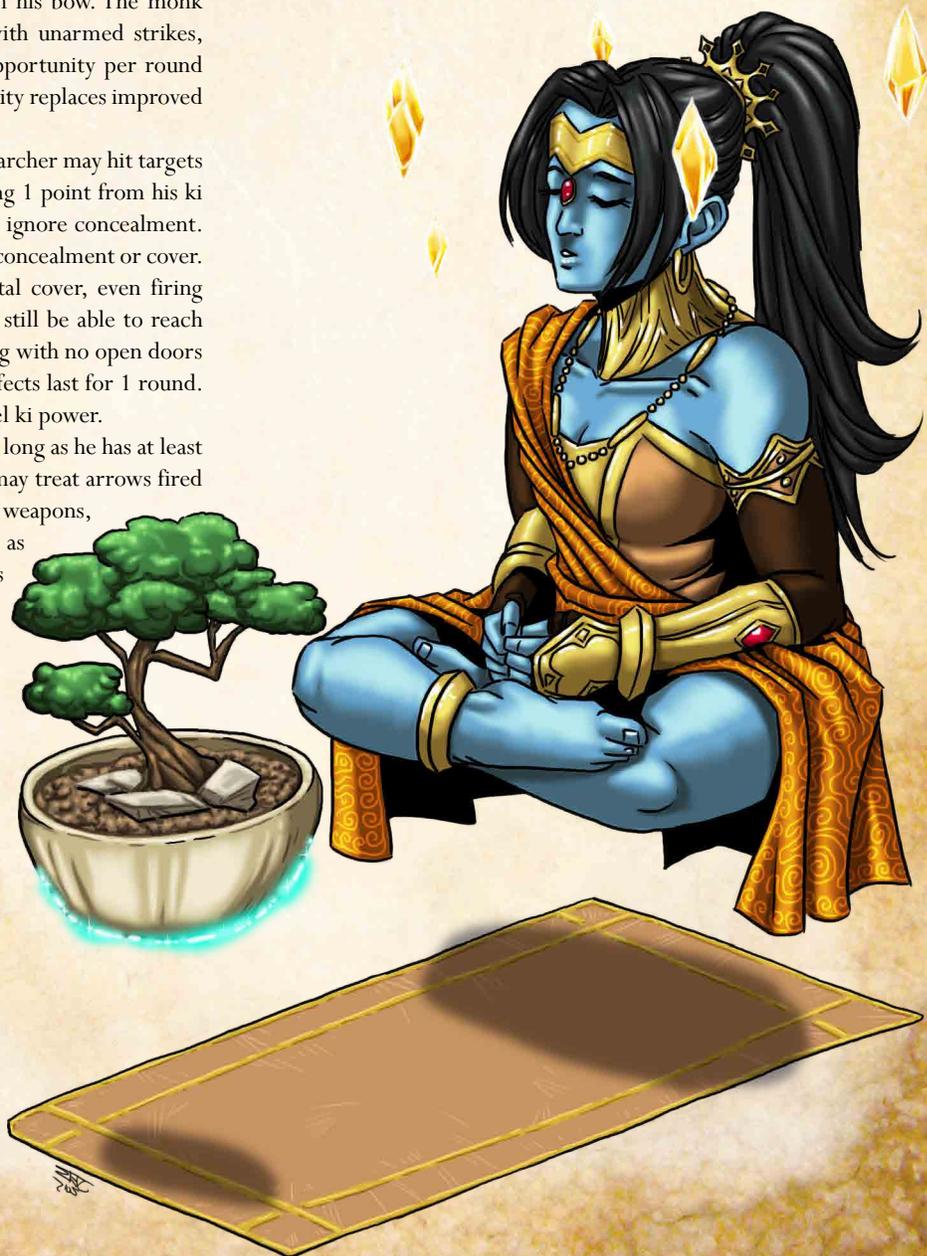
ability replaces purity of body.

**Maneuver Shot (Ex):** At 5th level, a zen archer can learn one kind of maneuver shot. Whenever he makes a flurry of blows, he can designate one of his weapon attacks with a weapon from the bows fighter group as a maneuver shot. This attack is resolved as normal, and if the attack hits, the opponent is also hit with a free combat maneuver of the chosen type, substituting the zen archer's attack roll for the combat maneuver check. This maneuver does not provoke attacks of opportunity. At 9th level and every 4 levels thereafter, a zen archer learns an additional maneuver shot. He must choose which maneuver shot to apply before the attack roll is made. At 15th level, he can designate up to two attacks with weapons from the bows fighter group as a maneuver strike, and each one can be of a different type. The zen archer can select from the following combat maneuvers: bull rush, dirty trick, disarm, reposition, sunder, or trip. This ability replaces style strike.

**Reflexive Shot (Ex):** At 9th level, a zen archer can make attacks of opportunity with arrows from his bow. The monk still threatens squares he could reach with unarmed strikes, and can still only make one attack of opportunity per round (unless he has Combat Reflexes). This ability replaces improved evasion.

**Trick Shot (Su):** At 12th level, a zen archer may hit targets that he might otherwise miss. By spending 1 point from his ki pool as a swift action, the zen archer can ignore concealment. By spending 2 points, he can ignore total concealment or cover. By spending 3 points, he can ignore total cover, even firing arrows around corners. The arrow must still be able to reach the target; a target inside a closed building with no open doors or windows cannot be attacked. These effects last for 1 round. This ability replaces the monk's 12th-level ki power.

**Ki Focus Bow (Su):** At 13th level, as long as he has at least 1 point of ki in his ki pool, a zen archer may treat arrows fired from his bow as if they were ki focus weapons, allowing him to use his special ki attacks as if his arrows were unarmed attacks. This ability replaces tongue of the sun and moon.



# OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. **Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. **COPYRIGHT NOTICE: Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc. **System Reference Document.** © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook.** © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Anger of Angels.** © 2003, Sean K Reynolds.

**The Book of Experimental Might.** © 2008, Monte J. Cook. All rights reserved.

**Book of Fiends.** © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

**The Book of Hallowed Might.** © 2002, Monte J. Cook.

**Monte Cook's Arcana Unearthed.** © 2003, Monte J. Cook.

**Path of the Magi.** © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

**Pathfinder Roleplaying Game Advanced Class Guide.** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K. C. Stephens, and Russ Taylor

**Pathfinder Roleplaying Game Advanced Player's Guide.** © 2009, Paizo Publishing, LLC; Author: Jason Bullman.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K. C. Stephens, and Russ Taylor.

**Skreyn's Register: The Bonds of Magic.** © 2002, Sean K Reynolds.

**Tome of Horrors.** © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balseley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR

**Ice Golem from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene.

**Iron Cobra from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

**Shadow Demon from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

**Wood Golem from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

**Demodand, Slime from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Forlarren from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Hangman Tree from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Rot Grub from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Troll, Ice from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Troll, Rock from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Yellow Musk Creeper from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

**Angel, Monadic Deva from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Angel, Movanic Deva from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Brownie from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Derghodaemon from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Hydrodaemon from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Daemon, Piscodaemon from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Frogemoth from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Marid from the Tome of Horrors III.** © 2005, Necromancer Games, Inc.; Author: Scott Greene.

**Mihstu from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Nabasu Demon from the Tome of Horrors.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

**Necrophidius from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

**Sandman from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

**Scarecrow from the Tome of Horrors, Revised.** © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.