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SIDEBAR: KI MEDITATION Vow of Hard Gold Vow of the KI-Weapon Vow of Knowledge Vow of Obedience Vow of Secrecy Vow of Self-Sacrifice Vow of Sightlessness Vow of Simplicity

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# WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

## SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d2oPFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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## WHAT YOU WILL FIND INSIDE LEGENDARY MONKS

Monks are the undisputed masters of the martial arts in the *Pathfinder Roleplaying* Game, and when you peek under the hood in Legendary Monks you'll find 11 incredible new archetypes for traditional and unchained monks, from the thundering **leikung** to **tempest** speedsters, the savage **singhala** to the contemplative yogi, and the fanatic flagellant to the mind-melding psychic cenobite. You'll also find tons of new material for monks of every kind, including 10 new monk vows to build their ki, **qinggong monk** rules for psychic and occult powers, nearly three dozen monk tattoos from the carp and kappa to the rising sun and great wave, and over 20 new monk feats from Empty Hand Weapon and Wind of Scythes to Sevenfold Stone Curse and Soul of the Gun. A pair of ancient tomes of eldritch wisdom passed down from ancient revered masters completes this book in To Serve Stone's Stern Will and Text of Burning Wind and Iron Rain! Whatever kind of monk you play, you'll find a wealth of wonderful material here to bring even more excitement to the table and pain to your enemies. This fantastic resource for monks by Jason Nelson, Clinton J. Boomer, and Jesse Benner will leave your monks meditating like mad to get their callused fists on the incredible options within. Add Legendary Monks to your Pathfinder Roleplaying Game campaign today and Make Your Game Legendary!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson





Monks area strange duality, representing on the one hand the penitent ascetic and the devoted servant who spends his time contemplating the meaning of duty ahead from more selfish tasks, but at the same time bending all his well to hardening and strengthening his body to become a martial artist par excellence. The fusion of mind, body, and spirit comes together to form a character whose raison d'etre is built on a foundation of pure will. Monks can endure where others falter, they can dash forward where others stumble, they can rely upon themselves, their training, and their indefatigable fighting spirit to become living weapons the equal of any polished steel. Legendary Monks brings you an awesome assortment of character options for these contemplative champions, including archetypes and feats, as well as rules for inscribing their ki power into tattoos, devoting themselves to punishing vows to build themselves to perfection, and epic and erudite texts containing unimaginable secrets of monasticism.



Monks in Pathfinder have had a fairly static progression of abilities, rooted in the basic structure of the monk going back to 1st Edition, but the introduction of monk archetypes and style feats really broadened their capabilities and the variety of monks that it was possible to build with the Pathfinder Roleplaying Game. The introduction of the unchained monk in Pathfinder Roleplaying Game Pathfinder Unchained opened the class still further by making its core ki-based abilities and fighting styles much more modular, allowing a player to mix and match as they wished to build unique combinations. The archetypes presented here each follow a specific theme, which may tie into particular elements of realworld Asian history and culture or, more often tropes of fantasy around the meditative and monastic mastery that monks embody. Because both the standard monk and unchained monk remain viable character options, there are archetypes here for monks of each type.

#### CHAKRA CHAMPION (MONK ARCHETYPE)

A chakra champion embraces the power centers from root and sacral up to brow and crown, mastering the mysterious *kundalini* serpent-fire as an energetic flow and a conduit for raw ki entering her body and arising back out into the universe. **Chakra Study**: A chakra champion gains Chakra Initiate<sup>OA</sup> as a bonus feat at 1st level, and she adds onehalf her monk level (minimum +1 level) to her total character level to determine which chakras she can open, allowing her to open her root chakra at 1st level. She may select Chakra Adept<sup>OA</sup> and Chakra Master<sup>OA</sup> at later levels in place of the monk bonus feats normally allowed. She need not meet prerequisites for these feats. This replaces the bonus feat normally gained at 1st level and alters bonus feats.

**Disharmonious Flux (Su):** A chakra champion can create disrupt the flow of natural energies in a living creature's chakras. After making a successful melee touch attack (dealing no damage) or unarmed strike, she can trigger this disharmonious flux once per round as a free action, forcing the target to attempt a Will save (DC 10 + 1/2 the chakra champion's monk level + his Wisdom modifier) or take a 2 penalty on either Fortitude, Reflex, or Will saves, as chosen by the chakra champion, for a number of rounds equal to her Wisdom modifier. These penalties do not stack. The penalty increases to 3 at 8th level and 4 at 16th level.

In addition, at 4th, 12th, and 20th level the chakra champion can select one of the following additional effects that applies to creatures failing their saving throw against her disharmonious flux. The chakra champion chooses one option each time, and the choice can't be changed later, nor can she choose the same option more than once unless otherwise noted. All of the selected effects affect the target as long as it is affected by the chakra champion's disharmonious flux.





Allure: The disharmonious flux penalty also applies on initiative checks and Perception checks.

*Disorientation*: The disharmonious flux penalty also applies on attack rolls.

*Disquiet*: The target of the disharmonious flux is shaken while in areas of total darkness.

*Infiltration:* The disharmonious flux penalty also applies on the target's Perception checks and to their CMD.

*Lethality*: The disharmonious flux penalty also applies to the target's Fortitude saves versus poison and diseases.

*Oscillation:* The target of the disharmonious flux treats all enemies beyond 30 feet (except the chakra champion) as having concealment (20% miss chance).

*Paranoia:* The target of the disharmonious flux rolls twice on all Will saves versus fear, taking the lower result.

*Psychic Inception:* The disharmonious flux and its penalty can affect creatures that are mindless or immune to mind-affecting effects (such as an undead or vermin). The mesmerist can also partially affect such a creature with his mind-affecting spells and abilities if it's under the effect of his disharmonious flux; it gains a +2 bonus on its saving throw (if any), and if affected, it still has a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect, but does allow the creature to act normally for that round.

*Restriction:* The target of the disharmonious flux treats all areas of dim light or darker as difficult terrain.

*Sabotage:* The disharmonious flux penalty also applies to Diplomacy and Intimidate checks.

Sapped Magic: The disharmonious flux penalty also applies to the DCs of spells and spell-like abilities used by the target, and to the target's spell resistance (if any).

*Sluggishness:* The target of the disharmonious flux has all of its speeds reduced by 5 feet (to a minimum of 5 feet), and the disharmonious flux penalty also applies to the target's Reflex saving throws.

Susceptibility: The disharmonious flux penalty also applies to the target's Sense Motive checks to oppose Bluff checks, and to the DCs of Diplomacy and Intimidate checks made against the target.

*Timidity*: The disharmonious flux penalty also applies on damage rolls.

This replaces stunning fist.

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**Focused Chakra (Ex):** At 4th level, a chakra champion adds 1 point to her pool of serpent-fire ki gained from her Chakra Initiate<sup>OA</sup> feat, plus 1 additional point for every 4 levels after 4th. In addition, when a chakra champion awakens or maintains her chakras, she gains a luck bonus equal to one-half her monk level on saving throws made to withstand the dangerous effects of the serpent-fire. This replaces slow fall and the ability to spend ki to make an extra attack when performing a flurry of blows.

**Unfolding Awareness (Su)**: At 7th level, when a chakra champion awakens or maintains a chakra, she may increase the save DC of her disharmonious flux by 1 until the end of her next turn, or she may choose to gain a +1 insight bonus until the beginning of her next turn to her AC or on attack rolls, skill checks, or saving throws. This bonus increases by 1 for every 3 levels after 7th, to a maximum of +5 at 19th level. This replaces wholeness of body.

**Resilient Chakra (Ex):** At 9th level, once per minute a chakra master can maintain any open chakras for 1 round without spending a swift action, spending ki, or making a saving throw. When a chakra master maintains her chakras as a swift action without opening a new chakra, she can attempt both a Fortitude and a Will save and select the better result, and any chakra ability she uses until the end of her turn whose effect depends on the number of chakras she has open functions as if her number of open chakras was increased by 50%.

If she stops maintaining her chakras, on the first round her highest chakra closes and each round thereafter 1d3 additional chakras close. As long as any of her chakras remain open, she can use a chakra ability from an open chakra as a swift action. Once all chakras have closed, she must spend ki again to reopen her root chakra. This replaces improved evasion.

Flow of the Heart (Su): At 11th level, a chakra champion can open her heart chakra without first awakening her root, sacral, or navel chakra, dividing the healing provided between herself and an adjacent ally. If this healing removes a condition, as described **Chapter 5: Occult Rules** of *Pathfinder Roleplaying Game Occult Adventures*), that condition is removed from the chakra champion and that ally. The chakra champion may spend an additional ki point to negate blindness, deafness, disease, or poisoning. This replaces diamond body.

**Kundalini Purge (Su)**: At 12th level, after making a successful melee touch attack (dealing no damage) or unarmed strike, a chakra champion can disrupt the ability of the target to manage and process is natural flow of spirit-fire energy. The target must succeed on a Will save (DC 10 + 1/2 the chakra champion's monk level + his Wisdom modifier) or become staggered and unable to spend points from any ki pool it may possess for a number of rounds equal to the chakra champion's Wisdom modifier (minimum 1). This replaces abundant step.

**Chakra Overload (Su):** At 15th level, if a chakra champion has opened at least two chakras, as a full-round action she can channel a number of points from



her ki pool (and/or points of serpent-fire ki) equal to one-half the number of open chakras she has (minimum 1). This causes all of her chakras to close immediately (without any deleterious effect to the chakra champion) while unleashing one ray (range 30 feet) of purged residual energy from each of her open chakras. She can target these rays at a single creature or may spread them across multiple targets. Each ray that hits interrupts the target's flow of life energies, inflicting 1 temporary negative level with a duration of 1 hour per level. If a creature's total of temporary negative levels equals its Hit Dice, it dies. These temporary negative levels cannot be made permanent. This replaces quivering palm.

#### CRYSTALLION (MONK ARCHETYPE)

Crystallions are monks who focus their meditation through crystals of all kinds, and through mysterious rituals infuse themselves with the strength, power, and purity of the faceted crystals they study.

**Crystal Infusion (Ex):** At 2nd level, a crystallion's flesh becomes smooth and glassy as she begins to transform into a being of pure crystal. This grants the crystallion DR/adamantine equal to one-half her monk level. This replaces evasion and improved evasion.

**Crystal Carapace (Ex):** At 3rd level, a crystallion's hardened skin grants her a +1 natural armor bonus to her AC. This bonus increases by 1 for every 5 levels beyond 3rd. A crystallion can select Improved Natural Armor<sup>B1</sup> as one of her monk bonus feats. This replaces fast movement.

**Faceted Fist (Ex):** At 3rd level, a crystallion's body develops sharp edges and piercing points that allow her to deal bludgeoning, piercing, and slashing damage with her unarmed strike. She treats her monk level as her base attack bonus for the purpose of qualifying for critical feats, though if she selects a critical feat for which she does not otherwise qualify, that critical feat applies only to her unarmed strike. This replaces maneuver training.

**Ki Light (Su):** At 4th level, as long as a crystallion has at least 1 point in her ki pool, she can cause her crystalline skin to glow as a *light* spell and she cannot be dazzled. In addition, if she expends 1 point from her ki pool she may glow as brightly as *daylight*, using her monk level as her caster level. She cannot, however, expend ki in order to increase her base speed or grant herself a dodge bonus to AC. This alters ki pool.

Light Dancer (Su): At 4th level, a crystallion may expend 1 point from her ki pool as a move action to create a marvelous interplay of colors and patterns across her crystal skin, allowing her allies to refocus their minds when confronted with visual effects. This functions as the distraction bardic performance, but rather than making a Perform check the crystallion makes a Sense Motive check and allies can use the result of that check in place of their saving throw.

Alternatively, she can attempt to enrapture one or more creatures within 15 feet as the fascinate bardic performance, treating her monk level -3 as her bard level. The save DC for this effect is Wisdom-based rather than Charisma-based.

Either use of this ability lasts for a number of rounds equal to the crystallion's Wisdom modifier (minimum 1 round), though she can dismiss the effect as a free action.

This replaces slow fall.

Glittering Reflection (Su): At 5th level, as long as a crystallion has at least 1 point in her ki pool and is in bright light (including the area of a daylight spell), once per minute she can cause her the light around her to flare off her faceted skin with dazzling brightness, causing all creatures within 10 feet to become dazzled for 1 minute unless they succeed on a Fortitude save (DC 10 + 1/2 the crystallion's level + her Wisdom modifier). If she expends 1 point from her ki pool, she can use this ability in normal or dim light or in darkness as a standard action, or in bright light as a swift action. If she expends 1 point from her ki pool to activate it as a standard action while in bright light, creatures failing their save are blinded for 1 round and then dazzled for 1 minute on a failed save (and dazzled for 1d4 rounds even on a successful save). This replaces high jump.

**Crystal Adaptation (Ex):** At 7th level a crystallion gains energy resistance 5 against electricity and fire. This increases to energy resistance 10 at 12th level and 20 at 17th level. When she succeeds on a Reflex save against an electricity or fire effect that normally deals half damage on a successful save, she instead takes no damage. If she fails her save against such an effect, she can spend 1 point from her ki pool as an immediate action to take half damage from that effect (halving the damage before applying her energy resistance). The crystallion also becomes more vulnerable to sonic damage, however, and damage she takes from sonic effects is increased by 50%. This replaces wholeness of body, abundant step and tongue of sun and moon.

**Reflect Ray (Su):** At 13th level, any ray or magical ranged touch attack against a crystallion has a 20% miss chance. In addition, once per round when the crystallion would be hit by an attack with a ray or magical ranged touch attack, she can expend 1 point from her ki pool as an immediate action to deflect it harmlessly. If the creature using the ray or magical ranged touch attack is within 30 feet, she may instead spend 2 points from her ki pool as an immediate action to reflect the attack back at that creature, using the creature's own attack roll against it. This replaces diamond soul.



**Prismatic Spray (Su):** At 15th level, a crystallion can focus the radiant power within her to create a *prismatic spray*, using her monk level as her caster level; the save DC is Wisdom-based. She can use this ability once per day. This replaces quivering palm.

**Crystal Perfection (Ex):** At 20th level, a crystallion's body transforms into pure crystal. In this state he does need to eat, drink, breathe, or sleep, cannot become exhausted or fatigued, and is immune to petrification, sleep, and death effects, as well as polymorph effects (unless they affect objects). She is forevermore considered a construct rather than a humanoid (or whatever her creature type was) for the purpose of spells and magical effects. Unlike other constructs, a crystallion can still be brought back from the dead as if she were a member of her previous creature type. She further can use her *prismatic spray* ability to create a *prismatic wall* or *prismatic sphere* instead by expending 2 points from her ki pool. She also may use *prismatic spray* more than once per day by expending 5 points from her ki pool for each use after the first. This replaces perfect self.

#### FLAGELLANT (UNCHAINED MONK ARCHETYPE)

Most monks seek calm, balance, and peaceful serenity to focus their meditations and guide their path to perfection. There are those, however, who see pain as a purifying instrument that helps them achieve a clarity impossible to reach in calm and comfort. Through mortification of the flesh and ritual scarification of the body, they find the unfolding of transcendent wisdom and enlightenment, as well as stimulation of their physical form to its peak of refinement. In their fanatic zeal, they often look down on those unwilling to make the sacrifices they do to achieve a higher state of being.

Class Skills: A flagellant adds Heal to his list of class skills.

**Stern Will (Ex):** At 2nd level, a flagellant gains a bonus equal to one-half his monk level on Intimidate checks, and he can use his Wisdom modifier in place of his Charisma modifier on Intimidate checks. This replaces the bonus feat normally gained at 2nd level.

**Pain Tolerance (Ex):** At 2nd level, when a flagellant fails a saving throw against an effect with the pain descriptor or that causes him to become nauseated, sickened, fatigued, or exhausted, he can attempt a second save to negate the effect as a free action at the beginning of his next turn. Only one additional effect is allowed. If the effect does not allow a saving throw, its duration is halved instead (minimum of 1 round). This replaces evasion.

**Scarification (Ex):** At 3rd level, a flagellant can ignore 1 hit point of bleed damage per round. this amount increases by 1 every three levels beyond 3rd. In addition, whenever he would take ability damage or drain caused by a bleed effect, he can spend 1 point from his ki pool as an immediate action to ignore an equal amount of that ability damage or drain. He cannot ignore ability damage or drain from other effects. This replaces fast movement. **Ki Powers:** The following ki powers are unique to flagellants:

*Exploit Weakness (Ex):* The flagellant learns to take advantage of any opportunity to inflict maximum pain upon a foe. When he confirms a critical hit, he ignores any damage reduction the target has, and any regeneration ability the target possesses is also suppressed until the beginning of the flagellant's next turn. If the flagellant deals nonlethal damage to the target, he adds +1 point of damage per die rolled. The flagellant must be at least 14th level to select this ki power.

Improved Pain Tolerance (Ex): The flagellant can use his pain tolerance ability (and traumatic transcendence ki power, if he has it) against effects that would cause him to become dazed, frightened, shaken, staggered, or stunned. The flagellant must be at least 6th level to select this ki power.

Intimidating Glare (Ex): The flagellant can make an Intimidate check to demoralize an adjacent foe as a move action (or as a swift action if he spends 1 point from his ki pool). If the flagellant has damaged that foe since the end of his last turn, a successful Intimidate check leaves the foe shaken for 1d4 rounds + 1 round for every 5 points by which he exceeds the DC. The flagellant must be at least 4th level to select this ki power.

Painful Inversion (Su): When a flagellant would take hit point damage from an effect with the pain descriptor, he can spend 1 point from his ki pool as an immediate action to ignore a number of hit points equal to twice his monk level (or four times his monk level, for nonlethal damage), while gaining a number of temporary hit points equal to his monk level. These temporary hit points last for 1 hour or until expended and do not stack with other sources of temporary hit points. The flagellant must be at least 8th level to select this ki power.

*Traumatic Transcendence (Su):* When a flagellant uses his pain tolerance ability and succeeds on the second save, he may choose to embrace the effect rather than ending it, using the suffering it brings and use it to enhance his inner focus, adding 1 bonus point to his ki pool or one additional daily use of his stunning fist. He must use this extra ki point or stunning fist within 1 minute or it is lost.

Instead of gaining this additional ki, he may instead choose to activate a single inquisitor judgment<sup>APG</sup> that lasts for a number of rounds equal to his Wisdom modifier (minimum 1 round). Unlike an inquisitor, he may not alter this judgment once it has been selected. He otherwise treats his monk level -3 as his inquisitor level for determining the effects of this judgment.

A flagellant also can activate this traumatic transcendence by spending 1 point from his ki pool as an immediate action after a critical hit has been confirmed against him.



The flagellant must be at least 4th level to select this ki power.

The Way of Pain (Ex): At 4th level, when a flagellant uses his stunning fist, he adds 1d6 points of nonlethal damage to the damage dealt his blow. This damage is halved if the target succeeds on its save against his stunning fist. The damage dealt by this ability increases by 1d6 for every 4 levels after 4th.

In addition to this bonus damage, a flagellant's expertise in the arts of pain allow him to affect a creature with multiple different effects from his stunning fist, so that an 8th-level flagellant that had already made a target fatigued with his stunning fist could also make the same target sickened if it failed its save against his stunning fist.

This replaces the AC bonus gained at 4th level and every 4 levels thereafter, though a flagellant still adds his Wisdom modifier to his AC and CMD.

**Painful Probing (Ex):** At 5th level, a flagellant has learned to use the secrets of using pain to study the mind, body, and spirit. His study of pain centers and the body allows him to perform the faith healing skill unlock<sup>OA</sup>. He can use this skill unlock on himself by spending 1 point from his ki pool when making the check.

He also can perform the phrenology occult skill unlock<sup>OA</sup>, using Knowledge (religion) in place of Knowledge (arcana). The flagellant gains a +2 circumstance bonus on his skill check if he uses needles or similar sharp implements rather than his fingertips, dealing 1d6 points of damage and 1d6 points of nonlethal damage to the target of his phrenology. When using a sharp implement to perform this skill unlock, the flagellant can implant a needle or similar object within the target with a successful Heal check against the DC of the phrenology check to determine its level or HD. Once implanted, the target takes a permanent ×2 penalty on saving throws against mind-affecting effects and a ×4 penalty against effects with the fear or pain descriptor. Removing the needle requires a Heal check against the same DC or a *heal* spell.

He can perform a skill unlock a number of times per day equal to his Wisdom modifier (minimum 1), using them interchangeably.

This replaces purity of body.

**Cilice (Ex):** At 4th level, a flagellant learns to draw focus and mental strength from wearing a cilice or similar pain-inducing garment (ranging from a coarse hair shirt to a garter or corset of spiked chain). Tightening this garment to deal himself 1d4 points of nonlethal damage grants him a +2 bonus on saving throws against spells with the emotion, fear, or pain descriptor (or similar effects) and on saving throws or ability checks made to resist or avoid nonlethal damage for 1 hour. During this time, he also gains a +2 circumstance bonus on Intimidate checks. This replaces still mind.

**Stalwart (Ex):** At 9th level, whenever a flagellant succeeds on a Fortitude or Will save against an effect that would normally have a partial effect on a successful save, he is completely unaffected by it. This ability can be used only when the flagellant is unarmored, and it has no effect if he is helpless. This replaces improved evasion.





#### IMPERIAL GUARD (MONK ARCHETYPE)

Many have sought to fuse the exotic fighting arts with the venerated charge of protection. Imperial guards, while named for elite warriors trained at guarding the highest echelons of nobility, can represent any exotic fighters trained specifically as special bodyguards. Drawn exclusively from those skilled in monastic fighting traditions, an imperial guardsman or guardswoman hones her entire body into a weapon, thus never leaving her unarmed in defense of her sworn charge. In addition, an imperial guardswoman sacrifices some of the traditional monk's achievements in self-perfection to instead learn to anticipate danger, deflect attacks, and move others from harm's way. While, as their name suggests, imperial guard most commonly serve as the hand-picked servants of the highest levels of nobility, their skills are not exclusive to such environments. Indeed, religious orders, ninja clans, sacred sites of religious or arcane significance, or even powerful criminal organizations will have their own specialized, perfectly-trained guardsmen and guardswomen. Often times such mirroring groups are headed or were founded by an erstwhile imperial guard that either resigned their original post or were forced out by dishonor or a new political dynasty or order. Some versions of the imperial guard, however, grew from their own vaunted traditions and teachings, instilling its disciples with the same pride and dedication as even the most visible and revered royal servants.

For this reason, most imperial guards--regardless of who they ultimately serve--are Lawful Neutral, loyal more to the code of service and loyalty that binds them to a master and those that they protect. Those imperial guards of evil alignment typically affiliate with similar organizations like thieves or assassins guilds, or bind themselves as the personal guard to an entity that serves to advance their own selfish aims. Conversely, imperial guards of good alignment either serve to protect religious figures in the faith of some benevolent deity and its people, or to safeguard a promising noble as they await their chance to take the throne.

> **Class Skills:** An imperial guard adds Diplomacy and Knowledge (local) to her list of class skills and removes Knowledge (religion) and Perform from her list of class skills.

Sworn Charge (Ex): At 1st level an imperial guard may designate an ally within 30 feet as their sworn charge, granting that target certain benefits while under the imperial guard's watchful eye, and even enabling the imperial guard to perform feats of skill and cunning. Designating a sworn charge is a swift action, but once activated it persists until ended by the imperial guard. An imperial guard gains a +2 insight bonus on all Perception and Sense Motive checks pertaining to her sworn charge or those that threaten that charge. In order to act as an imperial guard's sworn charge a target cannot have more than twice the imperial guard's hit dice and must be an imperial guard's ally, even if only temporarily. An imperial guard may cease to treat someone as a sworn charge with a move action and can designate a new sworn charge whenever she desires but cannot have more than one sworn charge at a time.



**Stunning Fist:** An imperial guard adds extra conditions to her stunning fist at 6th level and then at every 6 levels after. She does not gain the ability to permanently blind or deafen a target normally gained at 16th level, but still gains the ability to paralyze a target at 20th level. This ability modifies but otherwise functions as the monk ability.

**Shielding Evasion (Ex):** At 2nd level, when adjacent to her sworn charge, an Imperial Guard grants that ally a +2 bonus on Reflex saves. In addition, if both the imperial guard and her sworn change both successfully save against the same single effect that would be subject to the imperial guard's evasion ability, both the imperial guard and her sworn charge take no damage from the effect.

At 9th level if either the imperial guard or her sworn charge make their Reflex saves both take no damage from the effect. This modifies evasion and replaces improved evasion.

**Vigilant Defender (Ex)** At 3rd level the imperial guard acts as if she possesses the Bodyguard feat whenever she is protecting an ally she has designated as her sworn charge. In addition, whenever she is using this ability to improve her sworn charge's AC the imperial guard may add her Wisdom modifier to her target's AC instead of the standard +2. If the imperial guard grants her ally this bonus, she loses her own Wisdom modifier as a bonus to AC for the rest of that round.

At 6th level an imperial guard acts as if she also possesses the In Harm's Way<sup>APG</sup> feat whenever she is protecting an ally she has designated as her sworn charge. This ability replaces maneuver training and still mind.

**Innocuous Feature (Ex):** In order to better protect their charges, imperial guards develop secret, often overlooked ways of besting their opponents, and then conceal such advantages on their person. An imperial guard's sleeves, a piece of jewelry with a hidden blade, even the braids of her hair can be a vital asset in combat. At 4th level an imperial guard selects one combat maneuver from the following list: disarm, feint, grapple, reposition, or trip and one skill from the following list: Acrobatics, Bluff, Climb, Escape Artist, or Intimidate. She gains a +2 insight bonus whenever she attempts such a combat maneuver or attempts a skill check with that skill.

At 10th level an imperial guard can spend one point from her ki pool when making a combat maneuver or skill check with her chosen maneuver or skill and add her Wisdom modifier to the roll. This bonus stacks with the +2 insight bonus and is part of attempting the maneuver or making the skill check. Once an imperial guard selects her associated maneuver and skill they cannot be changed. This replaces slow fall.

Answering Strike (Ex): As they master their protective arts, imperial guards learn to respond to danger with deadly force and brutal accuracy. At 15th level, whenever an imperial guard uses her vigilant defender ability to intercept a melee attack aimed at her sworn charge she may immediately make an attack of opportunity against her attacker. For the purposes of this counterattack the critical modifier of the imperial guard's unarmed strike or any weapon she is holding increases by one. This ability stacks with any other abilities or features that increase the weapon's critical multiplier. Once per day, an imperial guard that makes a counterattack with this ability can designate that attack as a critical threat. If the attack hits she needs to only roll to confirm the threat. An imperial guard must declare that she is using this ability prior to making her attack. If she misses, the ability is wasted. This replaces quivering palm.

#### Leikung (Unchained Monk Archetype)

Leikungs are the speakers of the storm, those who utter the voice of thunder with their lips and with their fists. They have learned to focus the power of their ki into a raw sonic fury that crushes all who stand to oppose them.

**Thunderstrike (Su):** At 3rd level, a leikung can focus the power of his voice and his ki to magnify the force of his blows in melee. As a standard action, a leikung can make a melee touch attack that deals 1d6 points of sonic damage plus 1 point per monk level. He may use his stunning fist ability as part of this attack, and a target successfully stunned is also deafened for a number of rounds equal to the leikung's Wisdom modifier (minimum 1 round). Multiple failed saves extend the duration of this deafness.

Alternatively, he can make a single attack with a melee weapon as a standard action, adding the listed sonic damage to the damage dealt by his weapon on a successful attack. If the weapon is a *ki focus* weapon, he can also use his stunning fist as part of this attack, as described above.

In either case, the leikung must spend 1 point from his ki pool to use his thunderstrike. If the attack misses, he may hold the charge in a manner similar to a touch spell; however, if he uses ki for any other purpose while holding the charge the thunderstrike dissipates and is lost. If he combines his stunning fist with his thunderstrike, a missed attack expends one use of his stunning fist without effect; he must expend a new use of stunning first with each attack.

Rather than enhancing his melee attack, a leikung may use his thunderstrike as a ranged touch attack, targeting a creature or object within 30 feet and dealing 1d4 points of sonic damage plus 1 point per monk level. He can combine a ranged thunderstrike with his stunning fist if he expends 1 additional point from his ki pool.

This replaces ki strike.





**One with the Thunder (Ex):** At 5th level, a leikung cannot be deafened and gains a +4 bonus on saving throws against sonic effects. At 10th level, he gains energy resistance 10 against sonic damage. This increases to energy resistance 20 at 15th level, and he gains immunity to sonic damage and sonic effects at 20th level. This replaces purity of body and the ki power normally gained at 10th and 20th levels.

Sonic Hammer (Su): At 7th level, a leikung can manifest a bludgeon comprised of raw sonic power as a move action by spending 1 point from his ki pool. This sonic hammer has statistics identical to a warhammer, though it also can be thrown as a ranged weapon with a 30-foot range increment. When wielding the sonic hammer, a leikung uses his Wisdom score to determine his bonus on attack and damage rolls rather than his Dexterity or Strength score, regardless of whether he is making a melee or ranged attack. One-half of the damage it deals is bludgeoning and one-half is sonic; however, creatures that are especially vulnerable to sonic damage treat all damage from the sonic hammer as sonic. The sonic hammer is considered a magical weapon for the purpose of bypassing damage reduction, though it does not gain an enhancement bonus.

Once manifested, the sonic hammer persists for a number of rounds equal to the leikung's monk level,

though he can dismiss it as a free action. The sonic hammer is a physical object of solid sound, with hardness and hit points equal to a normal warhammer of its size, though it gains additional hit points each time it is manifested equal to the leikung's monk level. If he hurls the sonic hammer, he can manifest a new sonic hammer during this time as a move action without spending additional ki; this reduces the hammer's remaining duration by 1 round. If the sonic hammer is sundered or disarmed, the leikung can manifest a replacement in the same way.

At 10th level, a leikung can spend 1 additional point from his ki pool when manifesting his sonic hammer to treat it as a +1 *thundering warhammer*. At 14th level, he may spend 1 additional point from his ki pool when manifesting his sonic hammer to treat it as an adamantine weapon for all purposes. He may use these additional enhancements to his sonic hammer in any combination.

A leikung is always proficient with his sonic hammer, but only he can wield it; it cannot be given to others. A sonic hammer is considered a monk weapon. This replaces the bonus feats normally gained at 6th, 10th, and 14th level.

**Echolocation (Su):** At 9th level, a leikung can expend 1 point from his ki pool to gain the benefits of echolocation<sup>UM</sup>, treating his monk level as his caster level. This replaces the style strike normally gained at 9th level.

**Stormvoice (Su):** At 9th level, a leikung can expend 2 points from his ki pool to unleash a potent wave of sonic force. He can target a single creature within 60 feet as a ranged touch attack that deals 3d6 points of sonic damage plus 1 point per monk level, and in addition the target is affected as a bull rush combat maneuver, using the monk's level plus his Wisdom modifier as his CMB. If he targets an object, he can attempt to burst through or break that object as if making a Strength check, but using one-half his monk level plus his Wisdom modifier in place of his Strength modifier.

He can instead use this ability to affect a 15-foot cone-shaped burst, dealing damage to every creature and unattended object in the area and making a single combat maneuver check and applying the result against all targets.

This replaces improved evasion.

#### **PSYCHIC CENOBITE (MONK ARCHETYPE)**

Psychic cenobites are meditative masters of the mind, body, and spirit, melding their study of the mind with occult secrets of the psychic plane and inuring themselves to the corrupting exposure of hostile thought.



Lesser Concurrence (Ex): At 2nd level, when a psychic cenobite successfully saves against a mind-affecting or psychic magic effect that normally has a partial effect on a successful save, she is completely unaffected by it. This replaces evasion.

**Psychic Tranquility (Ex):** At 3rd level, a psychic cenobite gains a +2 bonus on saving throws against psychic magic<sup>OA</sup>. This stacks with her bonus from still mind against psychic magic enchantments. This replaces maneuver training.

Id Strike (Su): At 4th level, a psychic cenobite can spend 1 point from her ki pool to study a target she threatens in melee as a swift action, taken immediately before making an unarmed attack against that target. If that unarmed attack hits, the target must succeed on a Will save (DC 10 + 1/2 the psychic cenobite's monk level + her Wisdom modifier). If the save fails, the unarmed attack is treated as a critical threat. This ability has no effect against mindless creatures, and even if the critical hit is confirmed it does not trigger other feats, powers, abilities, or weapon qualities that are normally triggered by a critical hit, such as a *flaming burst* or *thundering* weapon. This replaces high jump, slow fall, and wholeness of body.

**Greater Concurrence (Ex):** At 9th level, a psychic cenobite can absorb the effects of harmful psychic magic or mind-affecting effects that target him. She cannot absorb effects that affect an area, and when she absorbs an effect that affects multiple creatures, she absorbs only that portion of the effect that affects her. Each day, she can absorb a number of spell levels of mind-affecting or psychic magic effects equal to her monk level plus her Wisdom modifier. She must decide whether to absorb an effect before attempting a saving throw against it. Each time she absorbs an effect, deduct the level of the effect from her remaining levels of absorption available. If she does not have enough levels to absorb an effect, she cannot absorb it with this ability. This replaces improved evasion.

Whenever she successfully saves against a mindaffecting or psychic magic effect that normally has a partial effect on a successful save, she is completely unaffected by it. This replaces evasion.

**Unclouded Sight (Su):** At 11th level, a psychic cenobite can enhance her vision as a swift action, granting her the benefits of *true seeing* until the beginning of her next turn. Alternatively, she can invert this clarity of vision to create an *invisibility purge* in the same fashion, lasting until the beginning of her next turn. The caster level for either effect is equal to her monk level. This replaces diamond body.

Lucid Caress (Su): At 15th level, once per day a psychic cenobite can implant a seed of mental control in a

target she strikes with an unarmed strike or melee touch attack. She must declare she is using this ability before making the attack roll; if the attack misses, the effect is wasted. If it hits, the target must succeed on a Will save (DC 10 + 1/2 the cenobite's monk level + her Wisdom modifier) or become dominated (as dominate monster) by the cenobite for a number of rounds equal to the cenobite's monk level. The cenobite may choose to dominate the creature immediately, or she may trigger it later, at any point within 1 day per monk level. She may trigger the dominate effect (and deliver mental instructions) as a free action at any time she and the target are on the same plane. Alternatively, she can set a specific triggering condition, similar to the magic mouth spell; when that condition is met, the dominate effect is triggered and compels the target to follow a set of instructions decided by the cenobite when the lucid caress is originally placed. A psychic cenobite cannot have more than 1 lucid caress in place at a time, though she could trigger a preexisting lucid caress as a free action and immediately attempt to use another. This replaces quivering palm.

#### SHINSEI (UNCHAINED MONK ARCHETYPE)

Shinsei are seekers of truth and balance in all its forms. Shinsei revere their ancestors for their wisdom and meditate to tap into the wisdom of the ages, but they also seek out justice and purity in the here and now, seeking to purge the world of vice, sin, and taint that corrupts all it touches.

Alignment: Shinsei must be lawful good in alignment.

**Vow:** A shinsei must accept at least one monk vow, from which she does not gain bonus ki. Any additional monk vows she selects grant bonus ki as normal.

**Detect Evil (Su):** A shinsei gains the ability to *detect evil* as a paladin.

**Smite Evil (Su):** A shinsei gains the ability to smite evil as a paladin of her level; however, she uses her Wisdom modifier rather that her Charisma modifier to determine the strength of her smite. This replaces flurry of blows.

**Awakened Recovery (Su):** At 3rd level, when a shinsei fails a saving throw against a sleep effect or an effect that would cause her to become fatigued, she can expend 1 point from her ki pool as an immediate action to reroll the save. She must accept the result of the second save even if it is worse.

At 7th level, a shinsei can use this ability to reroll a save against an effect that would cause her to become exhausted or staggered. Alternatively, she may expend 2 points from her ki pool to negate an effect that would cause her to fall asleep or become fatigued.



addition, she gains the skill unlock powers for the Intimidate skill against any the target of her smite evil ability, and can spend 1 point from her ki pool to make an Intimidate check to demoralize the target of her smite evil as a swift action (or as a free action after striking the target). This replaces the style strike normally gained at 5th level.

Ancestral Guidance (Su): At 6th level, a shinsei gains the ability to draw upon the powers of her ancestors for wisdom, guidance, and aid in battle. She may select one of the following oracle revelations from the ancestor mystery<sup>UM</sup> in place of a ki power: ancestral weapon (the weapon must have the monk special weapon quality), blood of heroes, sacred council, spirit walk, voice of the grave, wisdom of the ancestors. The shinsei treats her monk level -3 as her oracle level and uses her Wisdom modifier in place of her Charisma modifier for all purposes related to these revelations. Activating any of these revelations requires spending 1 point from the shinsei's ki pool. She may select an additional revelation every 4 levels after 6th. This replaces the ki powers normally gained at these levels.

Henshin Perfection (Su): At 9th level, a shinsei can spend 1 point from her ki pool to grant herself a +4 enhancement bonus to one ability score of her choice. She may spend 1 additional point from her ki pool to gain energy resistance 10 against acid, cold, electricity, fire, or sonic. This ability lasts for a number of minutes equal to the shinsei's monk level. While she is using this ability, her body is wreathed in a heatless flame that sheds light as a *light* spell. This replaces the style strike normally gained at oth level.

**Stern Silence (Su):** At 13th level, a shinsei can focus her gaze on a creature within 30 feet that can see her, expending 1 point from her ki pool to strike that creature mute for a number of rounds equal to her Wisdom modifier. While mute, the creature cannot speak or use any abilities depending on speech, including spellcasting with verbal components, speaking command words, or using spoken or sung bardic performance. The shinsei can instead expend 2 points from her ki pool to permanently afflict a spellcasting target with the caster croak spellblight<sup>UM</sup>. In either case, a successful Will save (DC 10 + 1/2 the shinsei's monk level + her Wisdom modifier) negates this effect. A creature that successfully saves is immune to this ability from that shinsei for 24 hours.

This replaces the style strike normally gained at 13th level.

**Stern Suppression (Su):** At 17th level, a shinsei can focus her gaze on a target within 30 feet that can see her, expending 2 points from her ki pool. If the target fails a Will save (DC 10 + 1/2 the shinsei's monk level + her

At 10th level, a shinsei can use this ability to reroll a save against an effect that would cause her to become stunned, or to negate an effect that would cause her to become exhausted or staggered.

At 16th level, a shinsei can use this ability to reroll a save against a death effect, or to negate an effect that would cause her to become stunned.

This replaces ki strike.

**Piercing Truth (Ex):** At 5th level, a shinsei gains the skill unlock<sup>PU</sup> powers for the Sense Motive skill. In



Wisdom modifier), both the shinsei and the target are unable to use or benefit from magical items or effects, including spells, spell-like abilities, and supernatural abilities, as if each were in the area of an *antimagic field*. This effect persists until the beginning of the shinsei's next turn, though she can extend the duration by spending 2 points from her ki pool for each round after the first. The effect ends if the monk runs out of ki or if the monk or the target is killed or moves more than 1 mile apart. This replaces the style strike normally gained at 17th level.

#### SINGHALA (MONK ARCHETYPE)

Singhalas are mystic warriors that draw their strength and ferocity by meditating upon the great cats, emulating their stealth and cunning and aspiring to the noblest ideals they find embodied in their feline patrons. Singhalas are often loners and may be secretive and withdrawn, but once their allegiance is won they are loyal to the end.

**Tiger Style:** A singhala gains Tiger Style<sup>UC</sup> as a bonus feat at 2nd level, Tiger Claws<sup>UC</sup> as a bonus feat at 6th level, and Tiger Pounce<sup>UC</sup> as a bonus feat at 10th level. This replaces the bonus feats normally gained at those levels.

**Remain Conscious (Ex):** At 3rd level, a singhala gains Diehard as a bonus feat, and she does not die until her negative hit point total exceeds her Wisdom score plus her Constitution score. In addition, while at negative hit points she can expend 1 point from her ki pool to ignore the staggered condition for 1 round. This replaces still mind.

**Fierce Courage (Ex):** At 5th level, a singhala gains immunity to fear. This replaces purity of body.

**Purring Voice (Su):** At 7th level, a singhala can expend 1 point from her ki pool to gain the ability to *speak with animals* for a number of minutes equal to her Wisdom modifier. While using this ability to speak with cats (including great cats), she can expend 1 additional point from her ki pool to duplicate one of the following spell effects against them: *animal messenger, animal trance, charm animal.* She can spend 2 points from her ki pool as a full-round action to activate one of these abilities and *speak with animals* simultaneously. The save DC for these abilities is Wisdom-based. This replaces wholeness of body.

**Ki Fury (Ex):** At 4th level, a singhala can spend 1 point from her ki pool as a free action to enter a controlled rage that lasts for 3 rounds. She can end the rage sooner voluntarily, and she can extend the duration of the rage by an

additional 3 rounds by spending 1 additional point from her ki pool. Once the fury ends, she becomes fatigued for 1 minute. Her ki fury functions like a barbarian's rage and is considered identical to it for the purpose of feats, spells, items, and abilities that modify rage; effects that grant additional rounds of rage can be applied to any instance of her ki fury, though additional rounds can be used only once per day, not once per rage.

While in a ki fury, a singhala can apply a +4 morale bonus to her Strength, Dexterity, or Constitution, rather than the normal ability score modifiers for rage. This bonus increases to +6 at 11th level. She may apply the full bonus to one ability score or may split the bonus

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between several scores in increments of +2. When using her ki fury, a singhala gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills.

This ability alters replaces evasion and diamond body.

**Roar (Su):** At 9th level, a singhala can spend 1 point from her ki pool as a standard action (or as a swift action after making a full attack) to unleash a roaring shout, causing enemies within 30 feet to become shaken for 1d6 rounds (Will negates). The save DC for this ability is equal to 10 + 1/2 the singhala's monk level + her Wisdom modifier.

At 13th level, if she spends 2 points from her ki pool when using her roar, cause creatures failing their saving throws are panicked for 2d6 rounds, and creatures succeeding on their save are shaken for 1 round.

Creatures successfully saving against a singhala's roar cannot be further affected by that singhala's roar for 24 hours. This replaces improved evasion and diamond soul.

**Savage Swiftness (Su):** At 12th level, a singhala can move with exceptional swiftness, expending 1 point from her ki pool to gain the benefit of *haste* for 1 round, though the additional attack she gains when making a full attack must be made with an unarmed strike. She also may expend 1 point from her ki pool when she charges in order to make a full attack at the end of her charge. She can gain both benefits by expending 2 points from her ki pool. This ability replaces abundant step.

**Ki Shout (Su):** At 15th level, a singhala can use ki shout<sup>UM</sup> once per day as a standard action, treating her monk level as her caster level. The save DC for this ability is equal to 10 + 1/2 the singhala's monk level + her Wisdom modifier. This replaces quivering palm.

**Tireless Fury (Ex):** At 17th level, a singhala is no longer fatigued after using her ki fury. This replaces timeless body and tongue of sun and moon.

#### TEMPEST (UNCHAINED MONK ARCHETYPE)

Monks who focus their training on a single thing – speed – can achieve feats of truly uncanny speed, moving like a blur and piercing through the fabric of reality itself as their focus and clarity cause the world itself to slow down around them.

**Bonus Feats:** A tempest may select any of the following as a bonus feat: Acrobatic, Agile Maneuvers, Athletic, Combat Reflexes, Deflect Arrows, Dodge, Endurance, Fleet, Lightning Reflexes, Nimble Moves, Step Up. His bonus feat at 1st level must be selected from one of these feats.

At 6th level, the following feats are added to the list: Acrobatic Steps, Charge Through<sup>APG</sup>, Combat Patrol<sup>APG</sup>, Following Step<sup>APG</sup>, Improved Bull Rush, Improved Drag<sup>APG</sup>, Improved Lightning Reflexes, Improved Overrun, Improved Reposition<sup>APG</sup>, Lunge, Mobility, Sidestep<sup>APG</sup>, Wind Stance. At 10th level, the following feats are added to the list: Greater Bull Rush, Greater Drag<sup>APG</sup>, Greater Overrun, Greater Reposition<sup>APG</sup>, Improved Sidestep<sup>APG</sup>, Lightning Stance, Repositioning Strike<sup>APG</sup>, Shot on the Run, Spring Attack, Step Up and Strike<sup>APG</sup>.

A tempest need not have any of the prerequisites normally required for these feats to select them. This modifies bonus feats.

**Skirmisher (Ex):** A tempest depends on his incredible speed and constant movement to enhance his offense and defense in combat. If he moves at least 10 feet before attacking with an unarmed strike or monk weapon (including ranged attacks, if the target is within 30 feet), any successful attack he makes before the beginning of his next turn deals an additional 1d6 points of damage. This bonus damage increases by 1d6 every 4 levels after 1st. This is considered precision-based damage and does not apply to creatures immune to critical hits or that have concealment or total concealment. If the tempest hits with an unarmed strike, he may choose to attempt a combat maneuver check to reposition the target in lieu of dealing this additional damage. This combat maneuver check does not provoke attacks of opportunity.

In addition, at 3rd level a tempest gains a +1 dodge bonus to AC until the beginning of his next turn if he moves at least 10 feet. This bonus increases by 1 for every 4 levels after 3rd.

A tempest cannot use this ability when he is carrying a medium or heavy load, or when he is exhausted, fatigued, or staggered. This replaces flurry of blows.

**Ki Pool (Su):** At 3rd level, a tempest can expend 1 point from his ki pool as a swift action to increase his base speed by 30 feet for a number of rounds equal to his Wisdom modifier (minimum 1). This replaces the ability to spend ki to gain an extra attack when performing a flurry of blows.

**Rapid Metabolism (Ex):** At 4th level, a tempest's metabolism increases, allowing him to heal naturally at twice the normal rate. This has no effect on magical healing. However, a tempest also must eat twice the normal amount to remain healthy and avoid starvation. He takes a -2 penalty on saving throws or Constitution checks to avoid the ill effects of hunger. If using monthly cost of living rules as described in the *Pathfinder Roleplaying Game Core Rulebook*, a tempest must pay twice the usual amount each month to reflect his increased appetite.

**Swift and Sure (Ex):** At 4th level, a tempest is not denied his Dexterity modifier when using the run action, and he does not take penalties or face an increased DC for



moving at full speed when he makes Acrobatics, Climb (for accelerated climbing), Stealth, or Survival checks. This replaces still mind.

**Speed Stunts:** At 4th level and every 2 levels thereafter, a tempest gains one of the following abilities. No ability can be selected more than once. This replaces ki powers.

Barrage Barrier (Ex): The tempest can spend 2 points from his ki pool as a move action to create a defensive perimeter against ranged attacks directed at his allies. Until the beginning of his next turn, whenever an enemy makes a ranged attack against an ally, the tempest can move to a square in a direct line between the attacker and the target and attempt a Reflex save against a DC equal to the attack roll of the ranged attack. If the save succeeds, the attack is harmlessly deflected. He must move at least 5 feet in between each attack he attempts to deflect, and the movement taken by the tempest while using this ability cannot exceed his speed. This movement provokes attacks of opportunity. The maximum number of ranged attacks he can attempt to deflect each round is equal to his Wisdom modifier. A tempest must be at least 8th level before selecting this speed stunt.

*Electrostatic Discharge (Su)*: The tempest can spend 2 points from his ki pool when using the charge or run action to build up a potent electrical charge that deals 5d6 points of electrical damage plus 1 point per monk level. If charging, the tempest can deliver this electrical charge as part of an unarmed strike or as a melee touch attack in place of his normal charge attack. If he is running, he can hold the charge until his next turn and deliver the electrostatic discharge as part of an unarmed strike or as a melee touch attack at any point before the end of his next turn. Rather than using it to augment a melee attack, as a swift action the tempest can hurl it at a target within 30 feet as a ranged touch attack dealing 5d6 points of electricity damage at any point before the end of his next turn.

Alternatively, the tempest can use this built-up static electricity to infuse his body with power, gaining the benefits of *haste* until the end of his next turn. While charged in this fashion, any creature striking the tempest with a natural weapon, unarmed strike, or melee touch attack takes 1d6 points of electricity damage with each hit.

When a tempest uses this ability, any electricity damage he takes before the end of his next turn is reduced by an amount equal to twice his monk level.

A tempest must be at least 8th level before selecting this speed stunt.

*Fast-moving Flanker (Ex)*: During any round in which a tempest moves at least 10 feet, he can designate any one spaces he occupies at any point during his move as his position for the purpose of providing flanking to allies or giving or receiving the benefit of the aid another action. This is in addition to his actual position at the point when an ally makes an attack. If he expends 1 point from his ki pool, he can designate a number of spaces equal to his Wisdom modifier (minimum 1) as his position for this purpose. He can use this ability to provide flanking to himself. A tempest must be at least 4th level before selecting this speed stunt.

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Faster than the Naked Eye (Ex): When the tempest uses the run or withdraw action, he can make a Stealth check to hide even if he has no cover or concealment or is being directly observed. He remains hidden until the beginning of his next turn, at which point he can make a new Stealth check to remain hidden. Attacking automatically reveals the tempest until the beginning of his next turn. A tempest must be at least 8th level before selecting this speed stunt.



*Feather Balance (Ex)*: As the unchained monk ki power. A tempest must be at least 4th level before selecting this speed stunt.

*Free Runner (Ex):* Whenever the tempest uses the charge, run, or withdraw action, as long as he has at least 1 point in his ki pool he can run along sloped or vertical surfaces as part of his movement without needing to make a Climb check or Acrobatics check, as long as he begins and ends his movement on a horizontal surface. The tempest can turn during his movement as required to move from a horizontal to vertical surface as part of a charge or run action. He also may use this ability to move across soft or flexible surfaces that would normally be unable to bear his weight, such as a narrow tree limb, mud, or water.

Moving across a vertical surface or a surface that would normally be unable to bear his weight counts as twice the actual distance traveled for the purpose of how far the tempest can move. A tempest must be at least 6th level before selecting this power.

*Frozen Moment (Su)*: The tempest can accelerate to a speed so fast that he is able to act in between moments in time, as if he had cast *time stop*, with a duration equal to the number of ki points he spends when activating this ability, up to a maximum number of rounds equal to his Wisdom modifier. A tempest must be at least 16th level before selecting this speed stunt.

High Jump (Ex): As the unchained monk ki power. A tempest must be at least 4th level before selecting this speed stunt.

Forewarned (Ex): A tempest can always act in a surprise round, even if he fails a Perception check to notice foes, but is still considered flat-footed until he takes an action. In addition, he adds a bonus equal to one-half his level on initiative checks. A tempest must be at least 4th level before selecting this speed stunt.

*Ki Power:* A tempest may select one ki power for which he qualifies.

*Light Steps (Ex):* As the unchained monk ki power. A tempest must be at least 8th level and have the feather balance ki power before selecting this speed stunt.

One-Punch Monk (Ex): As a full-round action, the tempest can move up to his speed and take a single standard action at any point during his movement, as long as that standard action involves making an attack with an unarmed strike or monk weapon (or potentially multiple attacks, such as when using the Great Cleave feat or other abilities that allow making multiple attacks as part of a standard action). His movement when using this speed stunt provokes attacks of opportunity. If the tempest has the Spring Attack feat, his movement when using this ability does not provoke attacks of opportunity from the creature he attacks with his standard action (or the first creature he attacks, if he attacks more than one creature). A tempest must be at least 8th level before selecting this speed stunt.

Passenger (Ex): The tempest can spend 1 point from his ki pool when using the run or withdraw action to bring a willing creature of his own size or smaller along with him when he moves, even if that creature's weight would result in a medium or heavy load. He cannot carry a passenger if that passenger's weight would exceed his heavy load. A tempest must be at least 4th level before selecting this speed stunt.

*Pinball Blitz (Ex):* The tempest can make a combat maneuver check to bull rush, drag, or reposition a creature as a free action once per round. He must move at least 10 feet before making this combat maneuver check. In addition, he can perform additional combat maneuver checks (which may be bull rush, dirty trick, disarm, drag, reposition, steal, or trip maneuvers) as free actions during his turn, spending 1 point from his ki pool for each maneuver after the first. He must move at least 10 feet in between each combat maneuver check, and he cannot attempt more than one combat maneuver check against any creature. The total number of maneuvers he performs cannot exceed his Wisdom modifier. A tempest must be at least 10th level before selecting this speed stunt.

Quick Fingers (Ex): The tempest gains one additional move action each round, which can be used only to open or close a door (or similar opening), draw a weapon, stow a weapon, put on or take off an item, pick up an unattended item, or hand an item to another character. If the tempest spends 1 point from his ki pool at the beginning of his turn, he gains a number of additional move actions equal to his Wisdom modifier (minimum 1), and if any of these move actions provoke attacks of opportunity, the tempest adds his Wisdom modifier as a dodge bonus to his AC. A tempest must be at least 6th level before selecting this speed stunt.

Quivering Palm (Su): As the unchained monk ki power. A tempest must be at least 16th level before selecting this speed stunt.

*Reality Breach (Su):* The tempest can spend 2 points from his ki pool while using the run action to pierce the barriers between dimensions and create a temporary gateway that functions like *plane shift* for the tempest and any creature he is touching or carrying. If the tempest desires, he can spend 2 additional points from his ki pool to cause this breach in reality persists as a swirling energy vortex until the beginning of the tempest's next turn, so other creatures can move through the breach and arrive at the same planar destination as the tempest. Like a *gate* spell, unattended objects and substances do



not pass through the breach. A tempest must be at least 14th level before selecting this speed stunt.

*Rapid Onslaught (Ex)*: The tempest can move up to one-half his speed as part of using the full attack action. He must move at least 10 feet before making his first attack, and he must move at least 10 feet before each subsequent attack that round on his turn. His movement in between making these attacks provokes attack of opportunity. The tempest takes a -2 penalty on attack rolls when making a full attack and moving with this ability. A tempest must be at least 8th level before selecting this speed stunt.

Sidestep Charge (Ex): The tempest gains a +4 dodge bonus to AC against charge attacks. If a charging opponent fails to hit the tempest with its attack while charging, it provokes an attack of opportunity from the swift. The tempest cannot use this ability when flatfooted or otherwise denied his Dexterity bonus to AC. A tempest must be at least 4th level before selecting this speed stunt.

Sonic Shattering (Su): A tempest can vibrate his hand at extreme speed while touching an unattended object or structure up to a 5-foot square (or up to a 10-foot square if made of glass, crystal, or similar material), expending 1 point from his ki pool as a full-round action to deal 2d10 points of sonic damage to the object or structure, bypassing hardness. He can continue dealing this damage each round as long as he spends a full-round action each round to maintain the vibration, up to a maximum number of rounds equal to his Wisdom modifier. This has no effect on creatures unless they are comprised of crystal, glass, or similar material, in which case the tempest can make one melee touch attack each round as part of the full-round action to initiate or maintain this vibration. A tempest must be at least 10th level before selecting this speed stunt.

Speed Phantom (Su): Once per day when a tempest uses the run action he can bring an iteration of itself from seconds into the future into the present, allowing the tempest to function as one person in two places simultaneously. This allows the tempest to take two sets of actions during the next round, with his future self acting on the tempest's normal initiative and the tempest's present self using that initiative count -20. The two iterations of the tempest act independently but share hit points and uses of ki and other limited special abilities. Damage applied to either affects both (though this damage is not doubled if both are affected by an area effect or an effect that affects multiple targets). The tempest and his speed phantom make separate attacks (including attacks of opportunity) and saves, and they can provide flanking to each other. At the start of the tempest's next turn, the original tempest vanishes as it merges back into its future self. The tempest can use this ability more than once per day by expending ki, though the cost increases by 1 for each daily use of this ability after the first. A tempest must be at least 14th level before selecting this speed stunt.

Sprint (Ex): Once per hour, the tempest can move at four times his normal speed when he makes a charge, or at eight times his normal speed when taking the run action (ten times his normal speed if he has the Run feat). A tempest must be at least 4th level before selecting this speed stunt.

Unbounded Step (Su): The tempest can spend 1 point from his ki pool to gain the benefit of *feather step*<sup>APG</sup> for a number of minutes equal to his monk level, or *freedom of movement* for a number of rounds equal to his monk level. A tempest must be at least 8th level before selecting this speed stunt.

Velocity Vortex (Su): The tempest can spend 1 point from his ki pool while using the run action to move completely around an area, creating a vortex around that area equivalent to a *wind wall*. He must have sufficient movement while running to move at least twice all the way around the perimeter of the area; he can turn without penalty when using the run action to use this ability. If he wishes, the tempest can cause this vortex to throw up a pall of dust that grants concealment (if one creature is inside the vortex and one outside it) or total concealment (if a creature outside the vortex is trying to see through the entire vortex to something outside the vortex on its opposite side).

In addition to the usual effects of a *wind wall*, any fire within the velocity vortex is affected as *quench* and any naturally occurring fog or mist in that area is blown away. Any magical gas, vapor, or cloud or a non-instantaneous wind effect is affected as *dispel magic*. The caster level for these effects is equal to the tempest's monk level.

The velocity vortex lasts until the beginning of the tempest's next turn, though as long as he continues using the run action each round he can maintain the velocity vortex for a number of rounds equal to his Wisdom modifier (minimum 1) without spending additional ki. Alternatively, after he has run for at least 2 rounds to create and maintain the vortex, he can spend 1 additional point from his ki to cause the vortex to persist for a number of rounds equal to his Wisdom modifier or the number of rounds he spent maintaining the vortex, whichever is less.

A tempest must be at least 10th level before selecting this speed stunt.

Vibratory Phasing (Su): A tempest can spend 1 point from his ki pool as a standard action or 2 points from his ki pool as an immediate action to vibrate



his molecules so rapidly that he becomes incorporeal until the beginning of his next turn. He can use this ability for a total number of rounds per day equal to his Wisdom modifier. A tempest must be at least 12th level before selecting this speed stunt.

*Water Sprint (Su)*: As the unchained monk ki power. A tempest must be at least 4th level before selecting this speed stunt.

Wind Jump (Su): As the unchained monk ki power. A tempest must be at least 8th level and have the high jump speed stunt before selecting this speed stunt.

Zig-Zag (Ex): When the tempest uses the charge or run action, he can make one turn of up to 90 degrees at any point during his movement. If he expends 1 point from his ki pool, he can make a number of turns of up to 90 degrees equal to his Wisdom modifier (minimum 1). If his movement within 5 feet before or after making such a turn provokes an attack of opportunity or triggers a readied attack, he gains a +2 circumstance bonus to his AC against that attack. If it triggers a trap or other effect that grants a Reflex save, he gains a +2 circumstance bonus on that Reflex save. A tempest must be at least 4th level before selecting this speed stunt.

**Rapid Recovery (Su):** At 5th level, a tempest can expend 1 point from his ki pool as a swift or immediate action to negate fatigue, or to reduce exhaustion to fatigue. He cannot negate or reduce fatigue or exhaustion caused by starvation and hunger. This replaces purity of body.

**Style Strike:** A tempest can select style strikes as a typical unchained monk; however, he can use a style strike only after he has moved at least 10 feet during a round, rather than using it as part of a flurry of blows. This alters style strike.

**Premonition (Sp):** At 15th level, a tempest's focus on speed allows him to gain glimpses of the future. He must use the run action for at least 3 consecutive rounds and spend 1 point from his ki pool to use *augury* as a spell-like ability, 2 points to use *moment of prescience*, or 3 points to use *foresight*, each with a caster level equal to his monk level. This replaces the second style strike per round normally gained at 15th level.

**Flawless Agility (Ex):** At 19th level, a tempest gains total control over his reflexes. Whenever he attempts a Reflex save or Acrobatics check, he can roll twice and take the better result. This replaces flawless mind.

#### VOIDMIND (UNCHAINED MONK ARCHETYPE)

Monks who detach themselves from the rudiments of base matter and learn to extend their consciousness into the unseen in-between spaces of reality are voidminds, finding the balance between the essential elements of the universe and the realms of pure thought, spirit, and nothingness.

**Class Skills:** A voidmind adds all Knowledge skills to his list of class skills.

**Void Sight (Su)** At 7th level, a voidmind can expend 1 point from her ki pool to extend her consciousness and perceive faraway people and places, as if using *clairaudience/clairvoyance*, treating her monk level as her caster level. In addition, she can extend the range of this ability by expending additional ki and making a successful concentration check, with the following DC:



DC	Ki Cost	Maximum Range
15	2 points	1 mile
20	3 points	1 mile/monk level
25	4 points	10 miles/monk level
30	5 points	100 miles/monk level

This ability does not allow the voidmind to scry across planar boundaries.

At 10th level, a voidmind can expend 1 additional point of ki in order to use *detect chaos, detect evil, detect good, detect law,* or *detect magic* in the area she observes with this ability. At 16th level, she can instead *detect thoughts* or *discern lies.* At 19th level, she can use *discern location* or *mind probe*<sup>OA</sup>. Any effects allowing a save use a DC of 10 + 1/2 the voidmind's monk level + her Wisdom modifier.

This replaces ki strike.

**Retrieve Thoughts (Su)** At 5th level, a voidmind can cast her thoughts into the void to seek out unknown mysteries and unfold awareness of them. She can expend 1 point from her ki pool in order to temporarily grant an ally she touches a bonus feat for which she qualifies. If the feat is one the voidmind does not herself possess, she must expend 2 points from her ki pool to grant it to her ally, unless she touches another willing creature at the same time who does possess the feat. The ally gains the use of this feat for a number of rounds equal to the voidmind's monk level.

Instead of granting a feat, the voidmind can instead grant a number of skill ranks in a single skill equal to her Wisdom modifier to an ally for the same duration by expending 1 point from her ki pool if she possesses that number of ranks in that skill (or touches a willing ally who does when granting the skill ranks to another ally), or 2 points from her ki pool if she does not. This replaces the style strike normally gained at 5th level.

**Fold Fate (Su)** At 9th level, a voidmind can spend 1 point from her ki pool to add a bonus on any single attack roll, skill check, or ability check she makes. This does not require an action, and can be declared before or after the die is rolled. If declared before the die is rolled, the voidmind adds a bonus equal to her monk level to the roll. If declared after the die is rolled, she instead adds a bonus equal to her Wisdom modifier to the roll. This replaces the style strike normally gained at 9th level.

**Untethered Wisdom (Ex)** At 13th level, a voidmind can spend 1 point from her ki pool to grant a willing ally she touches the ability to use the voidmind's Wisdom modifier in place of one of its own ability score modifiers, as chosen by the target. This ability score modifier affects anything that the character's ability score modifier would normally affect, including attack

rolls, AC, save DCs, hit points, but does not affect that ally's number of daily uses of limited resources such as bonus spells or spell slots, ki points, rounds of bardic performance or barbarian rage, or uses of channel energy. The altered ability score modifier persists for a number of rounds equal to one-half the voidmind's monk level. This replaces the style strike normally gained at 13th level.

Voided Vitality (Su) At 17th level, a voidmind can invert the vital force of a creature she touches by spending 1 point from her ki pool as a swift action after a successful melee touch attack or unarmed strike. She may choose to inflict 1d4 temporary negative levels on the target, or a temporary penalty to the target's Strength, Dexterity, and Constitution equal to the voidmind's Wisdom modifier. Either effect persists for a number of hours equal to her monk level, and either can be negated with *restoration*. This is an energy drain effect. This replaces the style strike normally gained at 17th level.

#### Yogi (Monk Archetype)

Many monks focus on the perfection of their bodies as fighting machines par excellence, but yogis adopt a more serene path of meditation on what the body can endure, inuring themselves to pain and want in search of a pure mental balance and detachment that allows them to manipulate their bodies to impossible extremes while pondering the great mysteries of the universe.

**Yogic Body (Ex):** A yogi gains the ability to enhance or suppress his body's normal functions in order to supersede his normal physical limitations and his body's ability to endure privations of many kinds. At 1st level, a yogi can meditate once per day for 1 hour to gain one of the following exceptional abilities for the next 24 hours. At 8th level, he can select any two of these abilities, and at 15th level he can select any three abilities.

*Compression:* The yogi can move through spaces or openings as small as one-half his space without squeezing, or as small as one-fourth his space with squeezing.

*Contortionist:* The yogi adds a bonus equal to one-half his monk level (minimum +1) on Escape Artist checks, and he adds his Wisdom modifier as a bonus to his CMB when making a combat maneuver check to escape a grapple.

Delay Toxin: Once per day when the yogi would be affected by a disease or poison (including drugs or alcohol), as an immediate action he can delay the onset of those effects for a number of hours equal to his monk level. If he has a ki pool, he can use this ability more than once per day (either to extend the effect or to delay the onset of a new poison or disease) by spending 1 point from his ki pool for each additional use.



Stanch Flow: When the yogi would take bleed damage (including hit point damage as well as ability damage or ability drain from a bleed effect), he can suppress that bleed damage for 1 round as an immediate action. He can use this ability a number of times each day equal to his Wisdom modifier or his monk level, whichever is lower. If he has a ki pool, he can use this ability for additional rounds each day by spending 1 point from his ki pool each round.

*Tireless Meditation:* The yogi adds his Constitution modifier as a bonus on saving throws against sleep effects, and his Wisdom modifier as a bonus on saving throws against effects that would cause him to become fatigued or exhausted.

This replaces flurry of blows.

**Psychic:** A yogi gains Psychic Sensitivity<sup>OA</sup> as a bonus feat, and he can select other feats for which Psychic Sensitivity is a prerequisite as bonus feats in place of the usual bonus feats available to monks. He need not meet other prerequisites for those feats. A yogi also can exchange

monk class features for occult qinggong powers, as described in the **Ki and Psychic Power** section below. This replaces the bonus feat normally gained at 1st level.

**Meditative Resolve (Ex):** At 2nd level, a yogi can center his mind, body, and spirit in a harmonious union that allows him to endure devastating wounds and crippling afflictions. This functions identically to a samurai's resolve<sup>UC</sup> class feature and can be used a number of times per day equal to one-half his monk level. Unlike a samurai's resolve, a yogi does not gain additional daily uses of resolve for defeating opponents. This replaces evasion and improved evasion.

**Insightful Strike (Ex):** At 3rd level, a yogi may use his Wisdom bonus in lieu of his Strength or Dexterity bonus on attack rolls and combat maneuver checks with unarmed strikes or monk weapons. This replaces fast movement and maneuver training.

**Mesmeric Drone (Su):** At 5th level, a yogi can spend 1 point from his ki pool to begin a droning chant or a numbing, soporific drone with a musical instrument (typically a wind instrument) that can dull the mind of a creature within 30 feet. This functions as the fascinate bardic performance, treating the yogi's monk level as his bard level, though the save DC is Wisdom-based rather than Charisma-based. The yogi can maintain this performance for a number of rounds equal to his Wisdom modifier, and can continue this performance for a like number of rounds by spending 1 additional point from his ki pool. This replaces high jump.

Endurance: The yogi gains Endurance as a bonus feat.

*Extension:* As a move action, the yogi can dislocate one of his arms and increase his natural reach by 5 feet until the beginning of his next turn. Attacks made with this disjointed limb (including attacks of opportunity) take a -2 penalty on attack and damage rolls.

*Hear Heartbeat:* The yogi gains blindsense with a range of 5 feet, though this blindsense only applies to living creatures with beating hearts. If the yogi has a ki pool, he can spend 1 ki point as a move action to increase the range of this blindsense to 30 feet for a number of rounds equal to his Wisdom modifier (minimum 1).

*Slow Respiration:* The yogi can hold his breath for a number of rounds equal to twice his Constitution score plus twice his Wisdom score. In addition, he adds his Wisdom modifier as a bonus on Constitution checks to continue holding his breath or to avoid suffocation, as well as on saving throws against inhaled poisons and against *suffocation*<sup>APG</sup> spells and similar effects. If the yogi succeeds on his save against such an effect, he is completely unaffected even if that effect would normally cause a partial effect on a failed save.



**Yogic Levitation (Su):** At 4th level, a yogi can spend 1 point from his ki pool as a standard action to *levitate* (as the spell) for as long as he maintains concentration, up to a number of minutes equal to his Wisdom modifier (minimum 1 minute). If the yogi ceases concentrating, he falls. Unlike the *levitate* spell, the yogi can spend his movement with this spell to move vertically or horizontally in any combination, up to 20 feet per round. The yogi uses his Wisdom modifier and treats his monk level as his caster level for the purpose of concentration checks.

Alternatively, the yogi can spend 1 point from his ki pool as an immediate action when he falls more than 10 feet, allowing him to *feather fall* for as long as he maintains concentration, up to a maximum number of rounds equal to his Wisdom modifier (minimum 1).

Unlike the *feather fall* and *levitate* spells, this ability affects only the yogi, though he can carry other objects or creatures, subject to his maximum heavy load.

This replaces slow fall and the ability to spend ki to gain an extra attack when making a flurry of blows.



Honor is an important element in many Eastern societies, to the point in some cases where death is preferable to dishonor. The honor rules<sup>UCam</sup> in Chapter 3 of Pathfinder Roleplaying Game Ultimate Campaign provide a system for tracking honor as a factor during gameplay, whether gaining or losing it, and being able to spend accumulated honor to gain a temporary advantage or gift. One way to incorporate honor more deeply into your campaign is to link it to vows of fealty and fidelity, sometimes to an individual like a liege lord or religious leader, but also to an ideal or a virtue, pledging to follow a particular code or forswearing some negative behavior. Vows already exist in the form of monk vows<sup>UM</sup>, as described in Pathfinder Roleplaying Game Ultimate Magic, but these vows are focused specifically on characters using ki, such as monks and ninjas.

The following vows can be taken by any creature with a ki pool, whether from their character class, the Ki Meditation feat, or any other source.

**Vow of Hard Gold:** The monk may never freely part with what she has earned or stolen. She may not give gifts, even during holidays, nor may she give up physical goods, including but not limited to gold or magical items, to charity, nor to any other person without fair compensation. Furthermore, she cannot teach a skill or provide aid (including healing) without firm knowledge While monks and ninjas (and, using the alternate rules found in *The Way of Ki* from Legendary Games, the samurai) possess a baseline pool of ki points and class abilities that can be activated using them, other characters can also tap into their mind-body-spirit nexus of personal enegies to focus and channel their use of ki with the following prerequisite feat, previously described in *The Way of Ki*.

#### **KI MEDITATION (KI)**

Although you are not a monk or ninja, you have and can use ki.

**Prerequisite:** Wis 13, you must have no levels in a class that has a ki pool.

**Benefit:** Once per day, you can meditate for 1 hour in order to gain a ki pool containing 1 point of ki. When you meditate, select a skill in which you have at least 1 rank. As long as you have at least 1 point in your ki pool, you gain a +2 insight bonus to that skill for 24 hours or until your next meditation, whichever comes first. When making a skill check for the selected skill, as a free action you can spend 1 point from your ki pool to double your insight bonus to +4.

**Special:** You can take the Extra Ki feat to add points to your ki pool gained from this feat. If you have this feat and later gain a ki pool through multiclassing and reaching an appropriate level in a class that grants a ki pool, you must retrain this feat into a different ki feat.

that the recipient will pay her. She may, however, pay for items she desires, including luxuries. A monk with this vow increases her ki pool by 1 ki point for every 6 monk levels (minimum +1).

Vow of the Ki-Weapon: The monk is bonded to a single weapon. She choses one specific weapon with which she may perform attack actions; this single item must be chosen when the vow is made. This must be a unique manufactured item to which she is spiritually bonded; the monk is not allowed to use unarmed strikes, improvised weapons or any other object to attack or damage opponents. The monk may carry and use other weapons, but only as tools for eating, cooking, cleaning, survival or exploration -- thus, the monk could carry and use a hunting knife, a brush-clearing machete, a wood-chopping axe, a pickaxe for digging or climbing, or even employ a +2 keen dagger for cutting rope and prying open locks, but she could not use any of these to make melee or ranged attacks in combat. Likewise, she may not use her ki-weapon to perform any task except meditation, ritual exercise, displays of martial prowess, or combat. She may not damage an opponent with spells



or spell-like abilities, although she may make an attack roll with a non-damaging effect such as dimensional anchor. If the monk also has the Vow of Poverty, her bonded ki-weapon is very likely to be her single object of value; regardless, this item is doubtless an heirloom or treasure of intense personal significance to the monk. If this object is a ranged weapon such as a bow or a firearm, the monk may use any type of ammunition; shuriken, however, do not qualify for this vow. If this invaluable ki-weapon is sundered or stolen, many monks will simply surrender; other options that do not violate her vow include fleeing or attempting diplomacy. A monk with this vow increases her ki pool by 1 ki point for every 5 monk levels (minimum +1).

**Vow of Knowledge:** The monk may never damage or destroy a written work, nor through inaction allow a tome, text, poem or passage to come to harm. This includes scrolls, spell books, formulae books, prayer books of heretical or evil faiths, cursed tomes and even writing on walls; a text may be moved, hidden or copied perfectly to a more portable format in accordance with the strictures of the creator before being endangered in some way, but above all must be preserved. A monk with this vow increases her ki pool by 1 ki point for every 5 monk levels (minimum +1).

**Vow of Obedience:** The monk must a character to be her master. This master is typically an NPC, but at the GM's discretion

it may be another PC. The monk is forever considered to have a Vow of Truth in regards to this master; if she posses a Vow of Silence, she may speak freely with her master, and her master only. The monk automatically fails saving throws against any mind-affecting effect used by her master and you must obey any command addressed to her by her master, immediately and to the best of her ability. This obedience includes violating other vows, performing alignment violations, or the execution of such suicidal actions as willing starvation, dehydration, or voluntarily failing a Fortitude save -usually after performing a coup de grace upon her at her master's command. She may never attack her master, nor command or suggest that others attack her master (including creatures she has called or summoned), even if she or her master is under the effects of a charm or compulsion effect. The monk is always considered flatfooted against her master.

A monk with this vow increases her ki pool by 1 ki point for every 5 character levels (minimum +1). In addition, whenever she is affected by a charm or compulsion effect used by a creature other than her master while she has line of sight to her master, once per round she can spend 1 point from her ki pool at the beginning of her turn to negate the effect. This does not require an action. Even if the effect remains in place, if she is given a command that directly contradicts her master's orders, she becomes dazed until the end of her turn.

**Vow of Secrecy:** The monk may never tell a truth to one who is not already enlightened; she need not lie, necessarily, but she cannot directly state a fact to anyone who does not yet know it. She may never point out a hiding foe to an ally, and may not attempt to help others avoid an ambush; additionally, she may never reveal a fact by drawing a map or opening a door for another. This vow cannot be taken with vow of truth, but may be taken with vow of silence. A monk with this vow increases her ki pool by 1 ki point for every 5 monk levels (minimum +1).

**Vow of Self-Sacrifice:** The monk must have a Vow of Obedience to select this vow, and she must choose one character as her protected ward. This character must be either the master to whom she has sworn a vow of obedience or another character specifically named by her master for her to protect -- typically a child, spouse, favored servant or trusted confidante of your master. This ward must be present and adjacent to the monk in order for her to make this vow. Her master may, as a full-round action, designate a new protected ward at will; otherwise, this ward may not be changed.

The monk may never willingly disobey her ward, as if she had taken a Vow of Obedience to that character, but the commands of her master supersede those of her ward. In addition, the monk's ward cannot command her to harm or kill herself, nor to violate another vow or alignment restriction.

The monk may never leave the side of her ward, remaining within 10 feet at all times, and must deny them any request to violate this rule. If her ward moves away from her, she must move to within 10 feet of her ward by the end of her next turn. She must sample any foods or beverages consumed by her ward, including those which she prepares herself, and wait one full minute to detect the onset of poison before allowing her ward to eat or drink of it. If her ward is killed, she must attack the creature(s) that caused their death until she or they are killed. In addition, if she cannot restore her ward to life within 1 hour, she must take her own life.

The monk must remain alert while her ward sleeps, and her ward must remain within 10 feet of her while she rests; if her ward does not allow her at least 6 hours of sleep, she may begin to suffer from sleep deprivation. For every 24 hours of insufficient rest, the monk must succeed on a DC 15 Fortitude save or become fatigued and take a –1 penalty on all other checks and saving throws against sleep effects the next day. A second night without full sleep requires another DC 15 Fortitude save.



## WHAT IF MY WARD WON'T Stay Still?

Because this specific vow, unlike many others, gives another PC or NPC the ability and opportunity to make you -- against your own will -- violate your vow, great care and caution should be taken both in character and out of character before choosing it. This vow is not going to work for every player or every character, but the in-game drama of a loose-cannon ward and his stoic bodyguard being frustrated with one another is a classic element of fantasy literature. Further, the 10 ft. range restriction may seem harsh, but the vow does not impose much of a penalty without it. This certainly slows down both monks and ninjas considerably, but also gives them powerful mechanical benefits; further, a truly proper bodyguard should have a high enough Initiative that she can default to her ward's action and then move to keep the two of them close.

A failed save results in the monk becoming exhausted and the penalties increasing to -2. A third failed save on the next night increases the penalties to -3.

**Benefit:** A character with this vow increases her ki pool by 1 ki point for every 5 character levels (minimum +1). Any numeric bonus she grants to her ward with the aid another action or a teamwork feat is increased by 1. In addition, when your ward is attacked while you are adjacent, you can spend 1 point from your ki pool to improve your ward's Armor Class as if you had the Bodyguard<sup>APG</sup>, or 2 points from your ki pool to intercept the attack as if you had the In Harm's Way<sup>APG</sup> feat. If you have the Bodyguard feat, the cost to use In Harm's Way is reduced to 1 ki point.

Vow of Sightlessness: The monk may not look upon anything, and is thus willfully blind. This is often because the monk dares not sully her sight with that which is not sacred, nor ever taint that which is holy by her rude gaze, but the monk may have other reasons for making this oath. Some monks choose to gouge out their own eyes to avoid the temptation of ever seeing; others choose to wear a blindfold at every moment to show their total devotion. This blindness affects darkvision as well as regular vision; if the character ever gains a supernatural form of visual perception such as blindsense or blindsight, this vow is considered broken. All checks and activities that rely on vision (such as reading, writing, map-use and all Perception checks based on sight) automatically fail. The monk must make a DC 10 Acrobatics skill check to move faster than half speed; a monk that fails this check falls prone. All creatures further than 10 feet from the monk are considered to have total concealment (50% miss chance) against the blinded monk, and the monk is always considered flat-footed against them even if otherwise incapable of being caught flat-footed. A monk with this vow increases his *ki* pool by 1 *ki* point for every 3 monk levels (minimum +1).

**Vow of Simplicity:** The monk must be straightforward in all social doings. Although she may disguise herself or lie briefly, such as by giving a fake name or telling a short, taunting falsehood to an enemy, she may not use Bluff or Diplomacy to attempt to manipulate the emotions of others in any way. She may give an impassioned -- if rough, blunt and direct -- speech, but she may not hide her true feelings or motivations while doing so. A monk with this vow increases her *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

**Vow of Superiority:** The monk must have no dealings with those who are low or unclean; she is considered to have the Vows of Celibacy and Silence towards those who are of a different race or lower status than her own, and a Vow of Fasting toward any food or drink offered by such a creature. A monk who is partially human, such as a





half-elf or tiefling, may choose either of her parent races as her "true" race, refusing to acknowledge spawn of the other species, including fellow half-breeds; alternatively, she may choose to identify her own specific status as the superior race and eschew contact and companionship with those not born of both bloodlines. In addition, she may choose one type or subtype (such as angels or dragons) whom she considers equal to -- or superior to -- her own race; these creatures, she may associate with normally. A monk with this vow increases her ki pool by 1 ki point for every 5 monk levels (minimum +1).

Vow of Total Freedom: The monk must never be yoked. She may not fall in love, wed, serve as a parent or primary caregiver, nor be knighted or ordained in any way. She may not officially join any organized group, nor enter any contract or make any promise to any person, living or dead. She may pay tolls, but not tithes or taxes. She may work for pay, but not in a salaried position or at any job lasting longer than one week; all payment must be simple and consumable (a joke, a kiss, a warm meal, or a bed to rest in for the night) or must be portable (a necklace, a jug of wine, a horse, a ship or a sword, rather than a mansion and lands). She must refuse all titles of station, nobility or formal address, including military or governmental, although she may call herself 'Captain' if she so desires. A monk with this vow increases her ki pool by 1 *ki* point for every 5 monk levels (minimum +1).

## KI AND PSYCHIC POWER

The ability to exchange monk class abilities he would normally gain was introduced in *Pathfinder Roleplaying Game Ultimate Magic* with the qinggong monk<sup>UM</sup> archetype, allowing a monk not only to swap class abilities for other similar class abilities but also for bonus feats (without needing to meet the prerequisites of those feats) or spell-like abilities. Since the meditative and contemplative nature of monks often touches on areas such as chakras and psychic abilities, this section expands the options available to a qinggong monk<sup>UM</sup> (or an unchained monk<sup>PU</sup> using the qinggong ki power) in order to gain spell-like abilities that duplicate spells from the psychic spell list<sup>OA</sup> or psychic and occult feats from *Pathfinder Roleplaying Game Occult Adventures*.

Unless otherwise noted, these qinggong powers follow the standard rules for qinggong monks and their

powers. All feats and spells listed here appear in *Pathfinder Roleplaying Game Occult Adventures* and can be referenced in the Pathfinder PRD at paizo.com and on d2opfsrd.com.

#### 4th-level Ki Powers

burst of adrenaline (1 ki point) burst of insight (1 ki point) Chakra Initiate (0 ki points) instigate psychic duel (1 ki point) mental barrier I (1 ki point) mind thrust I (1 ki point) mindlink (0 ki points) Psychic Adept (0 ki points) psychic reading (1 ki point) Psychic Sensitivity (0 ki points) Spiritual Balance (0 ki points) thought echo (1 ki point)

#### **6th-level Ki Powers**

anticipate thoughts (1 ki point) Chakra Adept (0 ki points) detect mindscape (1 ki point) Empath (0 ki points) enshroud thoughts (1 ki point) hypercognition (1 ki point) mental barrier II (1 ki point) mind thrust II (1 ki point) Psychic Combatant (0 ki points) Psychic Defender (0 ki points) Psychic Disciple (1st level) Spirit Sense (0 ki points) Third Eye (0 ki points) thought shield II (1 ki point)

#### 8th-level Ki Powers

analyze aura (1 ki point) catatonia (1 ki point) Chakra Master (0 ki points) cognitive block (2 ki points) emotive block (2 ki points) intellect fortress I (2 ki points) mental barrier III (2 ki points) mind thrust III (2 ki points)



mindscape door (2 ki points) Psychic Healing (0 ki points) Psychic Maestro (0 ki points) Psychic Virtuoso (0 ki points) Shatter Mental Mask (0 ki points) synesthesia (2 ki points) thought shield III (1 ki point) Xenoglossy (0 ki points)

#### 10th-level Ki Powers

create mindscape (3 ki points) dream scan (1 ki point) intellect fortress II (2 ki points) mental barrier IV (2 ki points) mind probe (2 ki points) mind thrust IV (2 ki points) mindwipe (3 ki points) psychic asylum (2 ki points) retrocognition (1 ki point) telepathy (1 ki point) thought shield IV (2 ki points) tower of iron will I (2 ki points)

#### 12th-level Ki Powers

dream council (2 ki points) dream travel (2 ki points) intellect fortress III (2 ki points) mental barrier V (2 ki points) mind thrust V (2 ki points) psychic crush I (2 ki points) repress memory (1 ki point) thought shield V (2 ki points) tower of iron will II (2 ki points)

#### 14th-level Ki Powers

create mindscape, greater (3 ki points) mind thrust VI (2 ki points) psychic crush II (2 ki points) tower of iron will III (2 ki points) withdraw affliction (3 ki points)

16th-level Ki Powers psychic crush III (2 ki points) synesthesia, mass (3 ki points)



tower of iron will IV (2 ki points) unshakable zeal (2 ki points)

#### 18th-level Ki Powers

divide mind (3 ki points) dream voyage (4 ki points) psychic crush IV (3 ki points) tower of iron will V (3 ki points)

#### 20th-level Ki Powers

akashic form (4 ki points) microcosm (4 ki points) psychic crush V (4 ki points) psychic image (3 ki points)





Most monks master the powers of ki through pure contemplation and meditation, but some focus their mental and strength through the mortification of the flesh, inuring themselves to physical discomfort even as they channel their spiritual energies into the wells of power inscribed on their very skin. A monk who chooses this option exchanges her bonus feats for the following class feature.

**Ki Tattoos (Su):** At 1st level and every 3 levels thereafter, a tattooed monk may inscribe a magical tattoo on his skin. Unless otherwise noted, each tattoo can be activated once per day as a move action, or as a swift action taken at any point during a move action. In addition, if the monk has a ki pool he can activate any tattoo he possesses by expending 1 point from his ki pool. The power of his tattoos is sometimes dependent on how many tattoos he has, and some tattoos require a minimum level to be able to inscribe. If a tattoo effect requires a saving throw, the DC is equal to 10 + 1/2 his monk level + his Wisdom modifier. This replaces a monk's bonus feats.

*Ant:* The tattooed monk gains a +4 bonus on Escape Artist checks made to squeeze through a narrow opening, and when he activates this tattoo he can gain the benefits of *ant haul* for a number of hours equal to



his monk level or *reduce person* for a number of rounds equal to his monk level. When using *reduce person* in this way, the monk gains a +4 bonus to his CMD against bull rush, drag, and trip combat maneuvers.

*Bamboo*: The tattooed monk gains a +2 enhancement bonus to his Constitution for 1 round per level. This bonus increases to +4 at 10th level and +6 at 16th level. *Minimum level*: 4th.

*Bat*: The tattooed monk is able to enter the Plane of Shadow as *shadow walk* (caster level equal to his monk level). He must return to the Material Plane after using this ability and cannot use it to travel to other planes. *Minimum level*: 10th.

*Butterfly:* The tattooed monk gains a +2 enhancement bonus to his Wisdom for 1 round per level. This bonus increases to +4 at 10th level and +6 at 16th level. *Minimum level:* 4th.

*Carp*: The tattooed monk can *contact other plane* (caster level equal to his monk level). *Minimum level*: 10th.

*Chameleon:* The tattooed monk can polymorph himself into a Small or Medium humanoid as *alter self*, but with a duration of 1 hour per monk level.

*Chrysanthemum:* The tattooed monk can cure hit point damage in another creature. He can cure a total of 1d6 hit points per tattooed monk level per day. He can allocate these dice of healing as desired, up to a maximum number of dice equal to his Wisdom modifier (minimum 1d6) with each activation.

*Cherry Blossom:* The tattooed monk gains a +2 enhancement bonus to his Charisma for 1 round per level. This bonus increases to +4 at 10th level and +6 at 16th level. *Minimum level:* 4th.

*Cobra*: The tattooed monk can deliver *poison* (caster level equal to his monk level) by touch. *Minimum level*: 7th.

*Comet:* As a free action, the tattooed monk can add a bonus of +1d4 to the result of any d20 roll.

*Crescent Moon:* The tattooed monk can shift into the Ethereal Plane as *ethereal jaunt* (caster level equal to his monk level) for a number of rounds equal to his monk level. *Minimum level*: 16th.

*Dragon:* The tattooed monk can belch forth a gout of flame as if he had consumed an *elixir of fire breath*, but he also adds his monk level to the damage dealt this effect. *Minimum level:* 4th.

*Dragonfly*: The tattooed monk gains a +1 dodge bonus to his AC for every 4 monk levels he possesses. *Minimum level*: 4th.

*Forest:* The tattooed monk gains Endurance and Diehard as bonus feats.

*Full Moon*: The tattooed monk never needs to eat, sleep, or drink. *Minimum level*: 13th.



Grasshopper: The tattooed monk gains a +2 enhancement bonus to his Dexterity for 1 round per level. This bonus increases to +4 at 10th level and +6 at 16th level. *Minimum level*: 4th.

*Great Wave:* As an immediate action, the tattooed monk can force an attacker to use its lowest ability score modifier instead of its Strength or Dexterity modifier on its attack and damage roll for a single attack.

*Kami*: The tattooed monk gains spell resistance 11 + his monk level. *Minimum level*: 10th.

*Kappa:* The tattooed monk gains DR 5/magic. This increases to DR 10/magic at 13th level and DR 15/magic at 19th level. *Minimum level:* 7th.

*Ki-Rin:* The tattooed monk can reroll one d20 roll he has just made. The monk must take the result of the second roll even if it is worse. *Minimum level:* 7th.

*Lion:* The tattooed monk is immune to fear. In addition, allies within 10 feet gain a +2 morale bonus on saving throws vs. fear. This bonus increases to +4 at 10th level and +6 at 16th level. *Minimum level:* 4th.

*Mongoose:* The tattooed monk can use *haste* on himself for a number of rounds equal to one-half his monk level. *Minimum level:* 4th.

*Mountain:* The tattooed monk gains the defensive stance ability of a stalwart defender<sup>APG</sup>, treating one-half his monk level as his level in that prestige class. This tattoo can be taken more than once; each time after the first, it allows the monk to gain an additional defensive power when using his defensive stance. *Minimum level:* 4th.

*Naga:* The tattooed monk can make a single skill check using a skill he does not possess, treating his monk level as the number of ranks in that skill.

Noh Mask: The tattooed monk gains the benefit of nondetection and gains a +5 bonus on Bluff checks. Minimum level: 7th.

Old Man: The tattooed monk gains immunity to nonmagical disease. At 10th level, he gains immunity to poison as well. At 16th level, he ceases aging and gains immunity to magical aging effects. *Minimum level*: 4th.

*Panda*: The tattooed monk is treated as one size category larger for the purpose of being affected by special attacks like engulf, grab, and trample. In addition, when he activates this tattoo he can actually increase his size by one step, as if using *enlarge person*, for a number of rounds equal to one-half his monk level. These effects do not stack.

*Phoenix:* The tattooed monk gains fire resistance 5 and immunity to the dazzled condition. This fire resistance increases by 5 every 5 levels the monk possesses, and he gains immunity to fire at 20th level.

*Rising Sun:* The tattooed monk can remove the fatigued condition or can reduce the exhausted condition to fatigue. In addition, every hour the tattooed monk spends

in direct sunlight, he heals a number of hit points equal to one-half his monk level. *Minimum level*: 10th.

*Snowflake:* The tattooed monk gains cold resistance 5 and does not take a penalty on Acrobatics or Climb checks due to snowy or icy surfaces. This cold resistance increases by 5 every 5 levels the monk possesses, and he gains immunity to cold at 20th level.

Spider Monkey: The tattooed monk gains a +1 competence bonus on Acrobatics, Climb, Sleight of Hand, and Stealth checks.

*Storm Cloud:* The tattooed monk gains electricity resistance 5 and is treated as one size larger for the purpose of being checked or blown away by strong winds. This electricity resistance increases by 5 every 5 levels the monk possesses, and he gains immunity to electricity at 20th level.

*Tengu:* The tattooed monk gains Martial Weapon Proficiency and Weapon Focus with one type of sword. He treats that weapon as if it had the monk weapon feature.

*Tiger*: The tattooed monk's unarmed strike gains a +1 enhancement bonus for 1 round per monk level. This enhancement bonus increases by 1 for every 4 levels after 4th. *Minimum level*: 4th.



Rather than simply making new archetypes, feats, and similar abilities universally available in a campaign, you might choose to restrict them to characters and creatures native to a specific region, members of a religion or secret society that guards their mysteries behind the veil of ritual and tradition available only to their acolytes and adherents. Ki feats and ki-focused abilities are excellent choices for such limited access, as are Asian-themed archetypes whose flavor makes them a natural fit for characters native to Asian lands but perhaps a strange combination for characters from other regions. Abilities like this could be passed on through an oral tradition, handed down from master to apprentice, but a flavorful option is to embed those abilities in tomes of ancient wisdom like those in Meditations of the Imperial Mystics from Legendary Games. These books could be kept as the secret scriptures of an organization that allows them to teach the secrets they claim as theirs, or the books could be lost to those that created them, only to be discovered by the heroes in a dusty library, ancient hoard of treasury, or sought out by them in service of a wealthy patron or other adventure.

Ki tomes are generally of most use to monks and ninjas, but if desired you can make the power of ki available to characters of all classes as described in *The Way of Ki*, using the Ki Meditation feat in that resource (and reprinted in the **Honor and Vows** section above).



### Text of Burning Wind and Iron Rain

This instructive tome contains a number of esoteric and potent martial techniques from distant lands, some of them mysterious in the extreme; in addition, the book also covers the formulas for various forms of explosives, including blackpowder, and exhaustively describes the construction and maintenance of early firearms.



**Benefit:** Upon first reading over the book, studying it for one week, a character becomes aware of all martial techniques contained within the tome. After studying the book and its techniques, the reader may learn any of the feats within with his ordinary feat slots, or in place of a bonus combat feat, bonus monk feat, ranger combat style feat, rage power, rogue trick, ninja trick, or investigator talent.

If the reader has a ki pool, she may spend 2 points from her ki pool while spending 1 hour in contemplation and practice to gain one of the feats within for 24 hours as a bonus feat. She can master more than one bonus feat per day by expending meditation time and points from her ki pool for each feat. She may maintain the use of a bonus feat with contemplation and spending 1 point from her ki pool on each subsequent day, or she may expend 2 points from her ki pool to replace a bonus feat with a different bonus feat chosen from those contained within the book. The feats contained within the book include Catch Off Guard, Crane Reversal\*, Crane Riposte, Crane Style, Crane Wing, Flow of the Firearm\*, Improved Flow of the Firearm\*, Monastic Blade Adeptness\*, Monastic Blade Genius\*, Monastic Blade Mastership\*, Monastic Blade Perfection\*, Reflect Arrows\*, Soul of the Gun\*, Throw Anything, Empty Hand Weapon\* and Wind of Needles\* (\*new feat, see below).

**Ki Powers:** A character of 4th level or higher with a ki pool can, after meditating upon the *Text of Burning Wind and Iron Rain*, use the spell ki arrow<sup>UM</sup> as an at-will spell-like ability by spending 1 points from his ki pool -- although the student may choose to use a shuriken or a bullet instead of an arrow. This functions like the ki powers of a qinggong monk, with a caster level equal to the character's class level in whatever class grants her ki pool. If the reader has levels in more than one class that grants a ki pool, those levels stack for the purpose of determining her caster level.

#### CRANE REVERSAL (COMBAT, STYLE)

Your defensive abilities not only allow you lightningfast counterattacks, but can they strip an opponent almost effortlessly of the weapons he brings to bear against you.

**Prerequisites:** Combat Reflexes, Crane Riposte, Crane Style, Crane Wing, Dodge, Improved Unarmed Strike, base attack bonus +10 or monk level 9th.

**Benefit:** Any time you choose to attempt a Disarm combat maneuver as an attack of opportunity, you may make an additional attack of opportunity immediately thereafter. Whenever you use Crane Riposte to make an attack of opportunity against an opponent (after the attack is deflected by Crane Wing), you make such a Disarm attempt at a +4 bonus.

#### EMPTY HAND WEAPON (COMBAT)

Your monk weapons are like an extension of your body.

**Prerequisite:** proficiency with at least three monk weapons.

**Benefit:** Choose one monk weapon with which you are proficient. While armed or readied with this weapon, hands used to wield this type of weapon are considered "free" -- that is, holding nothing -- for purposes of Deflect Arrows and similar feats, or when reloading a ranged weapon or rotating the barrels of a pepperbox firearm.

#### FLOW OF THE FIREARM (COMBAT, GRIT)

Your monastic discipline incorporates gunpowder weapons.

**Prerequisite:** proficiency with at least one monk weapon and one firearm





**Benefit:** Choose one firearm with which you are proficient. It is now considered a monk weapon in several respects, but most especially for purposes of the feat Empty Hand Weapon. This feat does not allow you to make more than one shot with your gun as part of a flurry of blows. If you are a gunslinger of 3rd level or higher and possess monk levels, however, you may choose to pistol-whip with the weapon as part of a monk's flurry of blows action. If you choose to include a pistol-whip attack as part of the combination of unarmed and monk weapon attacks, you must spend one grit point.

This feat may be taken multiple times. Each time it is taken, it applies to a different firearm.

**Normal:** Pistol-whipping is a standard action, and performing the deed costs one grit point.

#### FOCUSED-KI BLADE ENHANCEMENT (COMBAT)

You channel the power of ki through your chosen weapons.

Prerequisites: Monastic Blade Adept

**Benefit:** Choose one monk weapon for which you have the Monastic Blade Adept feat. Once per day, by spending a ki point as a full-round action, you treat this weapon as if it had the *ki focus* property for 1 minute. If the weapon is already a *ki focus* weapon, it is treated as a *ki intensifying*<sup>UE</sup> weapon instead. If the weapon is already a *ki intensifying* weapon, the enhancement bonus of the weapon is doubled when applied to any combat maneuver checks made as a free action.

#### **GREATER FLOW OF THE FIREARM (COMBAT, GRIT)**

Bullets and blows flow from your hands with equal alacrity.

Prerequisite: Flow of the Firearm, Rapid Reload (firearm)

**Benefit:** Choose one firearm for which you have the Flow of the Firearm feat. You may include multiple shots fired from this type of firearm in the performance of a flurry of blows, as long as reloading your weapon is a free action. This feat does not grant you any extraordinary ability to draw or reload your firearm with additional swiftness.

#### IMPROVED LUNGE (COMBAT)

At the cost of your defenses, you threaten to strike foes at great distance.

Prerequisites: Lunge, Monkey Lunge<sup>SLC</sup>

**Benefit:** When you use your Lunge feat, your increase in reach persists until the beginning of your next turn if you take a -4 penalty to your AC, rather than the usual -2.

#### MASTER OF THE FLYING BLADE (COMBAT)

Your monastic training has prepared you to wield a strange -- and truly formidable -- weapon with exquisite skill.

**Prerequisite:** proficiency with the flying blade<sup>UC</sup>

Benefit: You treat the flying blade as a monk weapon.

#### MONASTIC BLADE ADEPT (COMBAT)

You are a master of monk weapons, dealing deadly damage with every stroke.

**Prerequisite:** Proficiency with at least three monk weapons

**Benefit:** Choose one monk weapon with which you are proficient. The damage for this weapon, when wielded by you, increases by one step on the list below. This increased damage may not be higher than your unarmed attack damage: thus, a monk of 8th level would do 1d10 damage with a temple sword, but a 7th level monk would deal only 1d8; a monk of 4th level or above would deal 1d8 points of damage with nunchaku or a kama.

Damage dice increase as follows: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 1d10, 2d6, 2d8, 2d10.

Special: for monks of Large size, the list is as such: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 3d6, 4d6.

This feat may be taken multiple times. Each time it is taken, it applies to a different monk weapon.

#### MONASTIC BLADE GENIUS (COMBAT)

Your monk weapons deliver devastating blows to your enemies.

Prerequisite: Monastic Blade Adept

**Benefit:** Choose one monk weapon for which you have the Monastic Blade Adept feat. The damage for this weapon, when wielded by you, increases by an additional step on the list provided for that feat. This increased damage still may not be higher than your unarmed attack damage: thus, a monk of 12th level would do 2d6 damage with a temple sword, but an 11th level monk would deal only 1d10; however, a monk of 8th level or above would deal 1d10 points of damage with nunchaku or a kama.

This feat may be taken multiple times. Each time it is taken, it applies to a different monk weapon.

#### MONASTIC BLADE MASTER (COMBAT)

When you strike with a monk weapon, your foes fall like wheat before your onslaught.

Prerequisite: Monastic Blade Adept, Monastic Blade Genius

**Benefit:** Choose one monk weapon for which you have the Monastic Blade Genius feat. The damage for this weapon, when wielded by you, increases by an additional step on the list provided for that feat. This increased damage still may not be higher than your unarmed attack damage: thus, a monk of 16th level would do 2d8 damage with a temple sword, but an 15th level monk would deal only 2d6; however, a monk of 12th level or above would deal 2d6 points of damage with nunchaku or a kama.

This feat may be taken multiple times. Each time it is taken, it applies to a different monk weapon.



#### MONASTIC BLADE PERFECTION (COMBAT)

Your monk weapons are devastating and deadly.

**Prerequisite:** Monastic Blade Adept, Monastic Blade Genius, Monastic Blade Master

**Benefit:** Choose one monk weapon for which you have the Monastic Blade Master feat. The damage for this weapon, when wielded by you, increases by a final step on the list provided for that feat. This increased damage still may not be higher than your unarmed attack damage: thus, a monk of 20th level would do 2d10 damage with a temple sword, but an 19th level monk would deal only 2d8; however, a monk of 16th level or above would deal 2d8 points of damage with nunchaku or a kama.

This feat may be taken multiple times. Each time it is taken, it applies to a different monk weapon.



#### **REFLECT ARROWS (COMBAT)**

After catching an arrow or crossbow bolt in mid-flight, you may fling it with deadly accuracy back at your foe.

**Prerequisites:** Deflect Arrows, Snatch Arrows, Throw Anything.

**Benefit:** Upon successfully using the Snatch Arrows feat to catch a shot fired at you, such ammunition can immediately be thrown back as an attack against the original attacker (even though it isn't your turn). An arrow or crossbow bolt used in this way is treated as a light improvised dagger (-4 penalty on attack rolls) of its size with range increment of 10 ft. and a critical multiplier ×2. The feat Throw Anything obviates this aforementioned -4 penalty.

You must have at least one hand free (holding nothing) to use this feat.

#### SOUL OF THE GUN (COMBAT, GRIT, KI)

Your mental focus is equally balanced between contemplative meditation and cold-blooded gunplay.

**Benefit:** You may exchange grit points and ki points interchangeably.

#### UNORTHODOX MONASTIC BLADE EXPERTISE (COMBAT, KI)

You master unusual ways to use your monk weapons.

Prerequisites: Monastic Blade Adept

**Benefit:** Choose one monk weapon for which you have the Monastic Blade Adeptness feat. Choose one of the following special weapon features<sup>UE</sup>: blocking, brace, deadly, distracting, grapple, or performance. As a swift action, you may spend 1 point from your ki pool to add this quality to your chosen weapon for 1 minute. You may add more than one such feature by expending 1 point from your ki pool for each feature.

#### UNORTHODOX MONASTIC BLADE SAINTHOOD (COMBAT, KI)

You are able to wield any number of monk weapons to perform uncanny feats.

**Prerequisites:** Monastic Blade Adept, Unorthodox Monastic Blade Expertise

**Benefit:** You can use your Unorthodox Monastic Blade Expertise when wielding any weapon with the monk feature. In addition, you may choose one monk weapon for which you have the Unorthodox Monastic Blade Expertise feat. Choose one of the following special weapon features: disarm, nonlethal, reach (unlike most other reach weapons, you can use it against opponents anywhere within your reach, including adjacent foes),



sunder, or trip. As a swift action, you may spend 1 point from your ki pool to add this quality to your chosen weapon for 1 minute; alternatively, you may spend 2 points from your ki pool to add this quality as well as all special qualities chosen for this weapon for Unorthodox Monastic Blade Expertise.

#### UNORTHODOX MONASTIC BLADE SUPREMACY (COMBAT, KI)

Your focus on monk weapons allows you to perform supernatural feats with them.

**Prerequisites:** Monastic Blade Adept, Unorthodox Monastic Blade Expertise, Unorthodox Monastic Blade Sainthood

**Benefit:** Choose one monk weapon for which you have the Unorthodox Monastic Blade Sainthood feat. Choose one +1 special ability weapon quality, such as *keen, ominous*<sup>UE</sup>, or *thundering*. As a swift action, you may spend 1 point from your ki pool to add this quality to your chosen weapon until the beginning of your next turn; alternatively, you may spend 3 points from your ki pool to add this quality as well as any and all special qualities chosen for this weapon for the feats of Unorthodox Monastic Blade Expertise and Unorthodox Monastic Blade Supremacy.

#### WIND OF NEEDLES (COMBAT)

You are particularly lethal with shuriken, and at vastly greater distances than more common practitioners.

Prerequisite: Proficiency with shuriken, monk level 1st.

**Benefit:** You add 10 feet to the range increment of shuriken you throw. In addition, shuriken you throw deal 1d3 points of damage instead of 1d2 (or increase from 1 to 1d2 for Small creatures). This feat may be taken multiple times; each time, the range of your shuriken increases by 10 feet, and the damage dice increases as per the list given under Monastic Blade Adept.

#### WIND OF SCYTHES (COMBAT)

Your exquisite training both with shuriken and a chosen melee weapon has developed into an incredible aptitude at the unorthodox flinging of sharpened steel at surprised opponents.

Prerequisites: Monk level 1st

**Benefit:** You can make ranged attacks with any light melee weapon with the monk feature in which you are proficient, such as the kama, nunchaku, siangham, sai, tonfa, or fighting fan. Such weapons gain a range increment of 10 feet, and can be freely drawn and thrown during a flurry of blows as if it were a form of ammunition, much like a shuriken. This feat may be taken multiple times. Each time you select the feat, you may select one light monk weapon and increase its range by 10 feet.

## TO SERVE STONE'S STERN WILL

This strangely poetic, 1,001-page pseudo-scriptural historical text explains the proper rites and rituals to ordination in a bizarre, foreign servitor-cult which long-ago worshiped a triune of powerful shaitan genies as living gods of order, commerce, craftsmanship, architecture, beauty and transcendent will. As a treatise on the purely incorruptible, infallible and unimpeachable nature of the shaitan, and the glorification thereof, the book falls somewhat flat: it was written by zealots, for zealots, and will ultimately fail to convince a non-believer. Still, major sections of the book detail an extensive history of their far-away, ages-lost obsidian city, and the worshipers who dwelt there -- including their potent traditions, taboos and techniques -- and prolonged study of the text can unlock powerful abilities known only to the most terrible dervishes and assassins of that empire.



Sections of the book also cover the formulas for various forms of explosives, including black powder, and exhaustively describe the construction of ancient firearms; others delve into esoteric martial techniques, which include training in both Shaitan Style and Tiger Style, as well as the forms listed below. Much is written on combating marid and djinn -both their servants, and the creatures themselves -- and sections of truly elegant prose are devoted to memorizing prayers of stark & unwavering purity including the Vows of Celibacy, Cleanliness, Fasting and Truth.

**Benefits:** A character who has studied this book for one week gains GunsmithingUC as a bonus feat and gains a +4 bonus on Craft checks related to gunpowder and firearms. These benefits persist as long as book remains in that character's possession.



A reader with a ki pool that reads the book for one week and adheres to a vow of celibacy, cleanliness, fasting, or truth gains the ability to expend 1 point from his ki pool as an immediate action to gain a +2 bonus on a saving throw against a mind-affecting effect or an effect with the chaotic descriptor. If the character has more than one of these vows, this saving throw bonus is increased by 1 for each vow after the first.

Any lawful creature studying the book for one week gains earth affinity as an extraordinary ability, granting him a +1 bonus on attack rolls (increased to +2 on combat maneuver checks) when both he and his target are touching the ground (including the floor of a permanent structure that rests on the ground). At the same time, however, he takes a -2 penalty on ranged attack rolls and a -4 penalty on attack rolls and combat maneuver checks against airborne or waterborne opponents. This ability persists for 24 hours, and once mastered a character can continue its effect by studying the book for 1 hour each day. The next time the reader gains a bonus combat feat, monk feat, ranger combat style feat, ninja trick, or rogue talent, he may choose to gain this ability permanently in place of that class feature.

**Ki Powers:** A character who has permanently mastered *earth affinity* as described above can meditate upon this text for 1 hour each day to gain the ability to use the following spell-like abilities by spending points from his ki pool: *glitterdust* (1 ki point minumum level 4th), *meld into stone* (1 ki point, minimum level 6th), *stone shape* (2 ki points, minimum level 10th), *wall of stone* (3 ki points, minimum level 12th).

These ki powers function like the ki powers of a qinggong monk, with a caster level equal to the character's class level in whichever class grants her ki pool. If the reader has levels in more than one class that grants a ki pool, those levels stack for the purpose of determining her caster level. In order to utilize one of these abilities, the reader must meet the listed minimum effective caster level.

In addition, a student with both the Lesser Earth Mastery extraordinary ability and a ki pool gains access to the following feats:

#### EARTH GLIDE

You have learned to stride along the bones and sinew of the earth itself, sliding along them as easily as a fish flies through the ocean.

**Prerequisite:** *Earth affinity* special ability, ki pool

**Benefit:** At the beginning of your turn, you may choose to spend 2 ki points to gain a burrow speed of 5 feet until the beginning of your next turn, allowing you to move through solid stone as if you possessed the earth glide ability of an earth elemental. This feat may be multiple times: each time it is taken, the burrow speed speed granted by this supernatural ability increases by five feet (to a maximum of half your base land speed). If you have taken this feat at least twice, you can move through 5 feet of stone as a move action at a cost of 1 point from your ki pool.

#### SEVENFOLD STONE CURSE (COMBAT)

You have learned how to turn the very stones of the earth into your weapons, binding those foolish enough to face you into the walls of temples and tombs alike.

Prerequisite: Earth affinity special ability, ki pool

Benefit: When you attempt a combat maneuver check to bull rush an opponent, you can expend 1 point from your ki pool to double your normal earth affinity bonus on your combat maneuver check if both you and your target are in contact with the ground. In addition, if you succeed on your combat maneuver check and exceed the required DC by at least 5 that would cause its forced movement to push it against a stone barrier or object, the target must succeed on a Reflex save (DC  $10 + \frac{1}{2}$  your monk (or other ki-granting class) level + your Wisdom modifier) or become embedded in the stone as if it had cast meld into stone. The stone barrier or object must be at least as large as the target creature. The target creature is trapped within the stone for a number of rounds equal to your Wisdom modifier, though it can attempt a Fortitude save each round as a full-round action to escape from the stone. This is a supernatural effect.



# LEGENDARY CLASSES

Player-focused class supplements for Paizo's Pathfinder Roleplaying Game. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes.



# MASTERS OF THE MARTIAL ARTS



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