



unchained monks of porphyra



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monks of porphyra

Listen unto me, for I am the Monk of Infinite Stories... there once was a long-lived elven male from the Land of Purple Crystal Towers, far to the north, who had all the gifts and powers that time and gold could acquire... He came to the Fourlands to buy an airship, to travel far and see much. He had not gone far, when his machine stopped working, and he landed near our humble monastery in this land of Iffud. He came to us old ones and asked if he could spend the night. We welcomed him as a guest, fed him, and let him sleep in a cell. In the night, he heard a strange sound, a sound he could not describe. He asked us in the morning what it was, and our head monk, a very old kobold, Master Shikk, said that he could not tell him, he was not a monk.

The elf then left, and flew all over Porphyra for many years in his airship. He happened to be flying over Iffud one day, and, once again, his airship ceased to function and he landed near our monastery. We took him in, fed him and repaired his craft, and again he spent the night. And again, his sharp elven ears heard the strange sound... "What is it?" he asked. "We cannot tell you. You are not a monk." Master Shikk said.

"By Yolana's fiery torch, I shall become a monk!" swore the elf then and there, "I must know the source and nature of the sound! What must I do?"

"You must prove yourself worthy to become a monk," said Master Shikk. "You must procure the scale of a jade dragon, the tooth of a shimmer dragon, the eyelid of a sleet dragon and the knuckle of a sea dragon. Procure these, and you can become a monk. And so the elf journeyed far and wide, through harrowing adventures throughout the land. Forty years later, he returned to the monastery and laid the dragon-pieces down. "Now, I am a monk?" he said. "Yes," said Master Shikk, "You are a monk." "And may I find the source of the sound?" said the elf, now a monk. "Yes, it is behind that door of jade." said Master Shikk. "It is locked," said the elf. "Use the scale as a key" And he did, and beyond it, a door of ice. So he used the eyelid as a key. And beyond it, a door of coral. And he used the knuckle as a key. And beyond it, a door of rainbows. And he used the tooth as a key. And beyond that, the source of the sound.

And what was the sound, you may ask? I cannot tell you. You are not a monk.

introduction

Monks are a special kind of martial character. Where fighters train hard to master a few weapons and become specialists, monks follow another kind of training just as hard as the fighter's and requiring much more discipline. To those unfamiliar with the class, monks are exotic fighters displaying feats of internal energy and of acrobatic fighting.

For many players, monks are limited to martial characters trying to deal a maximum of damage because of their relatively low defensive profile. In role-play situations, their manners are often inspired by oriental cultures and they tend to follow one of a limited spectrum of personalities. This supplement introduces feats, *ki* powers and archetypes and prestige classes for monks to get more variety. They may focus on a specific weapon or follow a different training, they all offer unique opportunities for players wanting to vary their experience as a monk.

monk archetypes

The following monk archetypes are common within the Lands of Porphyra.

Descendant

While most people on Porphyra who are born with an eldritch heritage gain fantastic powers and learn how to channel magic, some know how to fully control their legacy. Through meditation, they can enter a state of ancestral communion, which grants them formidable abilities. Descendants tend to join monasteries and follow the difficult training other monks go through, but the Blue Monastery in Iffud is known for being a haven for those who try to control their ancestral powers and has become a high concentration of descendants.

Bloodline: Each descendant must pick a bloodrager bloodline at 1st level. Once made, this choice cannot be changed. When choosing a bloodline, the descendant's alignment doesn't restrict his choices.

The descendant gains bloodline powers at 1st level, 4th level, and every 4 levels thereafter. The bloodline powers a descendant gains are described in his chosen bloodline. For all spell-like bloodline powers, treat the character's descendant level as the caster level. A descendant uses his Wisdom instead of his Charisma to determine all class features and effects relating to his blood-

line, such as save DCs of his powers or the maximum number of use per day. Bloodline abilities functioning during bloodrage work during ancestral communion instead (see below).

This replaces the bonus feat gained at 1st level and the *ki* powers gained at 4th, 8th, 12th, 16th and 20th levels.

Ancestral Communion (Ex): The descendant can enter a meditative state in which he reaches his ancestral power and controls it.

At 1st level, a descendant can enter in ancestral communion a number of rounds per day equal to 4 + his Wisdom modifier. At each level after 1st, he can do so for 2 additional rounds per day. Temporary increases to Wisdom don't increase the total number of rounds that a descendant can commune per day. The total number of rounds of ancestral communion per day is renewed every morning after 8 hours of resting or meditating. These hours do not need to be consecutive.

A descendant can enter in ancestral communion as a free action. While in communion, a descendant gains a +2 morale bonus to his Strength, as well as a +4 morale bonus on Will saves and a +2 morale bonus on Fortitude saves. This replaces the flurry of blows ability.

Bonus Feat: In addition to normal monk bonus feats, a descendant may select any bloodline feat from his bloodline as a bonus feat. He must meet the prerequisites for these feats.

Ancestral Powers: At 6th level, the descendant can spend a *ki* point to use the first bonus spell his bloodline grants as a spell-like ability. His caster level is equal to his descendant level and he uses his Wisdom modifier for the purpose of determining the spell's DC.

At 10th level, the descendant can spend 2 *ki* points to use the second bonus spell granted by his bloodline. At 14th level, he can spend 3 points to use the third bonus spell. At 18th level, he can spend 4 points to use the fourth bonus spell.

This replaces the *ki* powers gained at 6th, 10th, 14th and 18th levels.

Firefall Monk [*Qunbalati*]

Bombs are frightening items, used to cause a maximum of damage in a dirty way. Powerful explosions can tear breaches in walls and shake entire buildings. Their destructive power is well known and every bomber knows that a wrong movement of his own may cause his end. Poetically referred to as firefall monks, or fire-flingers, monks who handle alchemical bombs are out to equal the odds, and destroy more enemies and their buildings and works than their individual selves would merit. Many Elementalist monks during the NewGod Wars and even today follow the path of the *qunbalati*, the wielders of bombs, for their monkish abilities see that the destruction is guaranteed to reach its target.

Fire-flingers do not worry about the destruction they carry. They know they could die in an instant explosion, but this does not frighten them because it can happen at any moment, and they can't do anything about it. They throw bombs at their enemies like other monks throw punches and are not afraid of letting them explode in dangerous proximity, because they trust their reflexes. Among non-humans, goblins are enamored of the power of firefall monks, as well.

Achieve the Target : Firefall monks add Disguise (Cha) to their list of class skills, and remove Perform from their list of class skills.

AC Bonus: The firefall monk's AC bonus ability does not grant him any bonus to his AC and CMD other than his Wisdom bonus (if any).

This ability alters the AC bonus ability.

Bomb (Su): At 1st level, the firefall monk gains the bomb and throw anything alchemist abilities. He uses his Wisdom modifier instead of his Intelligence modifier for both of these. He considers his monk levels as alchemist levels for the purpose of these abilities. If he gets bombs through another class, the levels of all classes granting bomb stack to determine the effective alchemist level for the bomb's extra damage dice. If different classes granting bomb use different ability scores to determine damage dealt by bombs, the firefall monk may choose which of these ability score modifier he uses.

This ability replaces the flurry of blows bonus attack gained at 1st level and the stunning fist ability.

Lower Ki: The firefall monk gains access to his *ki* pool ability at 7th level and considers himself as being 4 levels lower for the purpose of determining how

he can use his *ki* points and the effects of the *ki* strike ability.

The firefall monk does not gain *ki* powers at 4th, 6th, 8th and 12th levels.

Explosion Master (Ex): At 3rd level, the firefall monk adds his Wisdom modifier (if any) to his Reflex saves when trying to reduce damage dealt by his own bombs.

At 8th level, this bonus applies on all Reflex rolls for which his evasion ability applies.

Bomb Martial Arts (Ex): At 6th level and as long as he has 1 point in his *ki* pool, the firefall monk can prepare and throw a bomb without provoking attacks of opportunity.

At 12th level and as long as he has 2 points in his *ki* pool, the firefall monk can prepare and throw a bomb as a move action.

At 16th level and by spending 2 *ki* points, the firefall monk can prepare and throw a bomb as a swift action.

Flying Monk

Monks are often mobile warriors, capable of very fast movements and an extreme agility. Some of them, however, are so fast and mobile that they put the other monks to shame. During a fight, they move around their foe, dodge attacks, and distract them. They are called flying monks because they seem to be running and jumping on the wind as they dance around a fight and hit from every side.

Flying monks come mostly from a monastery from Olthar, in Hesteria.

Bonus Feat: The bonus feats gained at 1st and 2nd levels must be respectively Dodge and Mobility, even if the latter can normally only be picked at 6th level. The flying monk can choose other feats if he already has these.

This alters the bonus feats gained at 1st and 2nd levels.

Repositioning Jumps (Ex): At 5th level and when doing a flurry of blows, the flying monk can attempt a jump as a swift action that does not provoke attacks of opportunity. This jump can take place at any moment before or after an attack of his flurry of blows. If he is in a space threatened by a foe, he must succeed an Acrobatics check (DC 20) to do so. If he fails, he is stopped in his movement by his opponents and his flurry of blows ends immediately. Every enemy threatening the flying monk and larger than him raises the DC

of the check by 4.

At 10th level, the flying monk can spend a *ki* point to attempt an additional jump as a free action. These jumps cannot be consecutive, and he must attack at least once between two of them. Every round, he can spend a maximum number of *ki* points this way equal to his Wisdom modifier.

This ability replaces the style strike gained at 5th level and the *ki* power gained at 10th level.

Acrobatic Dodge (Ex): At 8th level, when being targeted by a melee attack, the flying monk can attempt an Acrobatics check (DC 25) as a free action. If he succeeds, he gains a +4 dodge bonus to his AC until his next round. He can only try this once before each of his rounds. If he does so, it counts as a move action for his next round.

At 15th level, when he succeeds this Acrobatics check by at least 15, it does not count as a move action for his next round and he can attempt it again the next time he is being targeted, which allows him to stack the bonuses.

This ability replaces the *ki* power gained at 8th level and the style strike gained at 15th level.

Martial Virtuoso

Among the many fighting styles of Porphyra, none has been proven superior to the other. Everyone has a favorite style, which is normal. Purists think that there is only one perfect way of fighting, but they don't agree with each other and the wisest know that every martial arts style has its benefits, but that none is the best. Martial virtuosos are convinced that the best style is obtained by combining several other. They switch stances in the middle of a fight and can add teachings from a martial school to another one. If there is a perfect style, martial virtuosos are probably the closest to finding it.

Bonus Feat: In addition to normal monk bonus feats, a martial virtuoso may select any style feat as a bonus feat. He must meet the prerequisites for these feats.

At 6th level and above, he may select Adept of Many Styles as a bonus feat.

At 10th level and above, he may select Master of Many Styles as a bonus feat.

Learning Potential (Ex): At 4th level, when gaining a new style feat, the martial virtuoso can reduce the total number of skill ranks required by the

amount of his Wisdom modifier. If the feat he chooses requires ranks in several different skills, he can split this bonus among them.

For example, a martial virtuoso with a +4 Wisdom bonus can take the Monkey Style feat (which requires a Wisdom score of 15, the Improved Unarmed Strike feat and 5 ranks in both the Acrobatics and Climb skills if he has 5 ranks in Acrobatics and 1 in Climb, or 3 in each.

This ability replaces still mind.

Stance Breaker (Ex): At 6th level, and once per round when attacking an enemy who has adopted a style, the martial virtuoso can attempt to break it. If the attack succeeds, the target loses all benefits from style feats and cannot adopt a style stance for two rounds.

At 10th level, the target can't adopt a style stance for a number of rounds equal to the martial virtuoso's Wisdom modifier (minimum 2).

At 14th level, this ability can be used twice per round and the martial virtuoso can spend *ki* points to do so once more for each point spent.

This ability replaces the *ki* powers gained at levels 6, 10 and 14.

Naginata Master

Naginata masters are monks who master a form of combat centered on spears and other reach weapons. Their most iconic choice is the naginata, a long weapon finished by a sword-like blade, used mainly against cavalry. Saurian monks of Jengu Na are sometimes recruited in the armies of the Empress, where they use reach weapons to their ultimate potential. Naginata masters can be of any race, but most of them have been inspired by these cold-blooded monks. Units of saurian naginata masters have sometimes been sent as diplomatic gifts to other nations, (The Lotus Blossom Steppes and the Last Kingdom, for example) which is where humans and other races have observed and adopted the use of this weapon.

Weapon and Armor Proficiency: Naginata masters are proficient with bardiches, guisarmes, horsechoppers, lances, longspears and naginatas in addition to their normal weapon proficiencies.

Reach Mastery (Ex): The naginata master counts weapons with the reach special feature as if they had the monk special feature.

At 8th level, the naginata master can use his *ki* pool ability to enhance his reach weapon as if it were his fists (see the *ki* pool ability).

At 12th level and at 20th level, consider the naginata master (and his weapon) as being one size category bigger when rolling damage with reach weapons.

This ability replaces stunning fist and unarmed strike.

Favored Weapon: At 4th level, the naginata master gains Favored Weapon as a new feat. He must choose a weapon with the reach special feature for this feat.

Extended Reach (Su): At 16th level, the naginata master can spend a *ki* point as a swift action to extend the reach of his weapon by 5 ft. for one round. He can only use this on a weapon with the reach special feature.

Pinyinist

The monks known as the pinyinists are experts in developing their bodies' inner powers. They assure that none of it is supernatural, but their physical aptitudes are extraordinary nonetheless.

Meridian control training focuses on the powers of the individual organs of the humanoid body; each organ system, or 'meridian', is assumed to have an arena of control over the overall corporeal function. Their training brings them a full control of their *ki*: more than any other monk, they gain benefits normal trainings cannot grant.

Pinyinists are named after the Pinyin monastery their tradition comes from. It is located in the eastern part of the Lotus Blossom Steppes, where they are still most commonly found. Many pinyinists move around the world looking for an apprentice to bring back to the monastery where his personal skills and tradition will be analyzed while he learns to open his meridians.

Humanoid System: Only beings that have internal organs can study the pinyinist method, the following races of Porphyra cannot become pinyinists: Marunite, Numistian, Obitu, Relluk, Squole, Xaoling, Zif

ki Meridians (Ex): At 4th level and every 4 levels after that, the pinyinist chooses a meridian from the following list. He can activate any of them by spending a *ki* point as a swift action. The effects last for a number of rounds equal to his Wisdom modifier.

Bladder: The pinyinist gains two *ki* points. They last until this meridian's effect wears off. This meridian can only be used once per day.

Gallbladder: The pinyinist gains a damage reduction of 1/-.

Heart: The pinyinist gains a +4 bonus to initiative.

Large Intestine: The pinyinist gains a +4 bonus to Fortitude checks except on rolls that would affect inanimate objects too.

Pericardium: The pinyinist gains a +2 bonus to Acrobatics, Climb and Swim checks.

Stomach: The pinyinist becomes immune to the sickened and nauseated conditions. When this meridian is activated, the pinyinist is instantly healed of any of these conditions if one was affecting him.

Every time the pinyinist must choose a *ki* power, he can choose a meridian instead.

This replaces the *ki* powers gained at 4th, 8th, 12th, 16th and 20th levels.



Opening of the Doors (Ex): At 6th level, the pinyinist chooses one of his meridians and opens it: he gains the corresponding bonus permanently. An opened meridian cannot be activated again: the pinyinist can only activate meridians he has not opened. Some of the meridians work differently when opened, as noted here:

Bladder: The pinyinist's *ki* pool increases by 2.

Kidney: The pinyinist ignores the first two ability point losses he would suffer every day.

The pinyinist opens another meridian at 10th level and a last one at 14th level.

This replaces the bonus feats gained at 6th, 10th and 14th levels.

Major Meridians (Ex): At 12th level, the pinyinist can choose meridians from the following list:

Cavities: The pinyinist gains a +2 bonus to his natural armor.

Kidney: The pinyinist ignores the first ability point loss he would suffer while this effect is active.

Liver: The pinyinist gains a +2 bonus to Dexterity.

Lung: The pinyinist does not need to breathe.

Small Intestine: The pinyinist gains a +2 bonus to Constitution.

Spleen: The pinyinist gains a +2 bonus to Strength.

Grand Opening (Ex): At 18th level, the pinyinist reaches the ultimate mastery of his *ki* doors. He can activate his opened meridians, as described in the *ki* Meridians ability. Some of the meridians work differently when activated after being opened, as noted here:

Gallbladder: The pinyinist's damage reduction improves to 2/-.

Lung: The pinyinist gains a +5 bonus to Swim checks.

Stomach: The pinyinist gains temporary hit points equal to 1d10 + his monk levels.

This replaces the bonus feat gained at 18th level.

Void Monk

Meditation is an art mastered by monks around the world. They can reach peace of mind, but they can't really think of nothing. Even if they try very hard to empty their thoughts, they usually literally think about "nothing" or nothingness. Only those known as the void monks know how to perfectly clean their mind when meditating. In Porphyra, most Void Monks are sam-

sarans, who inhabit the northern reaches of the world. Some of them have taught their meditating traditions to monks of other races, but it has been a rare event through history. Eventually this void of mind connects to the void of space, in which dire beings and the moons of Porphyra orbit silently.

Class Skills: The void monk adds Autohypnosis (Wis) as a class skill.

Mind Balance (Ex): A void monk's control of his own mind is such that it outshines other monks' meditation skills. Switch its Reflex and Will columns from the unchained monk level progression table. For example, a level 8 void monk would have +6 to his Fortitude and Will saves, but only +2 to his Reflex save. This does not affect his levels taken in other classes.

Empty Thoughts (Ex): At 2nd level, the void monk can completely neutralize his thoughts, which grants him a better control of his emotions. When he needs to roll a Will save, he can roll an Autohypnosis check instead, against the same DC.

This ability replaces evasion.

One's Own Mind (Su): At 9th level, a void monk's mind appears empty to those who try to read or influence it. He becomes immune to mind-affecting effects. When another character tries to read his mind or guess his thoughts with a spell or an ability, it must succeed a Sense Motive check (DC equal to 10 + the void monk's level + the void monk's Wisdom modifier). If he fails, it is impossible to get any information on the void monk's thoughts.

This ability replaces improved evasion.

One with the Void: At 11th level, a void monk makes the psychic and physical connection with the outer void that surrounds the planet itself... The void monk gains the no breath quality and can survive in a vacuum environment.

This ability replaces diamond body.

prestige class: the grasshopper

Martial arts teach how to use most of one's body. Hands, feet, head, elbows, and knees become lethal weapons, and those who master these styles are feared for good reasons. The grasshopper has decided that his feet are as powerful as his fists, and that he could do better with his hands than punching. He jumps and kicks around himself, his upper body staying extremely balanced, as if he was just dancing. Most grasshoppers are reckless with their assaults, knowing that they can use their hands to protect them, where most other martial artists must attack less to get a chance to defend themselves. Monastic disciplines on Porphyra have always emulated the fighting methods of animals, and the plucky springing about of grasshoppers impressed many of the monks in monasteries in the plains of the Fourlands, -even achieving winged flight- though farmers are less impressed.

Hit Die: d10

Requirements

To qualify to become a grasshopper, a character must fulfil the following requirements:

Base Attack Bonus: +5

Skills: Acrobatics 5 ranks

Special: Must have the flurry of blows and evasion class abilities

Class Skills

The grasshopper's class skills are Acrobatics (Dex), Escape Artist (Dex) and Use Magic Device (Cha)

Skill Ranks per level: 4 + Int modifier

Class Features

The following are class features of the wild master prestige class.

Weapon and Armor Proficiency: A grasshopper gains no proficiency with any weapon or armor.

Flurry of Kicks (Ex): When a grasshopper makes a flurry of blows using only his feet and knees, he can add both his Dexterity and Strength modifiers to his attack rolls (instead of his Strength modifier alone).

The Grasshopper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Flurry of kicks, <i>ki</i> pool, unarmed combat
2	+2	+1	+1	+1	Hands to parry
3	+3	+2	+2	+1	<i>ki</i> power
4	+4	+2	+2	+1	<i>ki</i> flight
5	+5	+3	+3	+2	<i>ki</i> power
6	+6	+3	+3	+2	Powerful parry
7	+7	+4	+4	+2	<i>ki</i> power
8	+8	+4	+4	+3	Bonus punch
9	+9	+5	+5	+3	<i>ki</i> power
10	+10	+5	+5	+3	Perfect body balance

Ki Pool (Su): A grasshopper has a pool of *ki* points, which works like the monk's *ki* pool class feature. The number of points in a grasshopper's *ki* pool is equal to 1/2 his grasshopper level + his Wisdom modifier. The benefits of having *ki* points are the same as for the monk. If the grasshopper already has access to the monk's *ki* pool class feature, he counts his grasshopper class levels as monk levels for the purpose of determining how many points he has in his *ki* pool and what he can use it for instead of gaining this ability twice. (This is also the case if he gains the monk's *ki* pool ability later on.)

Unarmed Combat (Ex): A grasshopper's class levels stack with any monk levels for the purposes of determining his flurry of blows, stunning fist, and unarmed strike class features (including determining damage dealt by his unarmed strike attacks).

Hands to Parry (Ex): At 2nd level, a grasshopper can use his hands to defend himself. Each free hand grants him a +1 cumulative deflection bonus to his AC against melee attacks.

Ki Power (Su): At 3rd level and every 2 levels thereafter, a grasshopper can select one *ki* power. These powers work like the monk's but must be chosen from the following list. Unless otherwise noted, a grasshopper cannot select an individual *ki* power more than once. Some *ki* powers are identical to *ki* powers from the monk's list.

The following monk *ki* powers can be chosen by the grasshopper: elemental fury, feather balance, formless mastery, furious defense, high jump, *ki*

blocker, *ki* guardian, *ki* hurricane, light steps, one touch, slow fall, sudden speed, water sprint. These *ki* powers can only be taken once per character, (unless otherwise noted). When the grasshopper selects a *ki* power that is also a monk's *ki* power, he counts his grasshopper class levels as monk levels for determining which power he can choose and their effects. (This includes *ki* powers chosen by taking levels in the monk class.)

The following *ki* powers are specific to the grasshopper:

Absolute Leap (Ex): As long as he has a point left in his *ki* pool, the grasshopper considers his base speed as being the double of its value when calculating jump heights or lengths. If he spends 1 *ki* point while jumping, he can double that value again.

Constant Gravity (Su): As long as he has at least 2 points in his *ki* pool, the grasshopper is not affected by sudden gravity changes. This includes effects of spells like *gravity well* and *reverse gravity* and locations where gravity changes drastically. He can decide to be gradually affected by these effects to negate most of the negative consequences (mostly due to surprise) or continue to ignore them completely. If the new state of gravity is constant (for example if he was used to a temporal gravity effect), he cannot decide to be immune to it.

Double Jump (Su): By spending a *ki* point, the grasshopper can jump while in the middle of another jump, combining the heights or lengths of the two. This second jump counts as a move action by itself.

Earth Breaker (Su): When he uses his earth shaker *ki* power, the grasshopper can create a fissure under one of the affected creatures of Medium size or smaller. If It fails its Reflex save, it falls in the fissure, which is 40 ft. deep. Using this ability costs 2 *ki* points in addition to the cost of the earth shaker *ki* power.

Earth Shaker (Su): As a standard action that does not provoke attacks of opportunity and by spending 1 *ki* point, the grasshopper can hit the ground with his foot, generating a small earthquake that affects all creatures in a 30 ft. radius. All affected creatures (except himself) must succeed a Reflex save or fall down. The DC of that check is equal to 10 + the grasshopper's Strength modifier + his grasshopper levels + his monk levels.

Fast Jump (Ex): By spending 2 *ki* points, the grasshopper can jump as a swift action.

Fast Kicks (Ex): When making a flurry of blows with his feet, the grasshopper can spend 1 *ki* point to gain a +1 circumstance bonus to all his kicks for that flurry of blows.

Jump Control (Su): By spending a *ki* point and as a swift action, the grass-

hopper can change his movement direction during a jump as if he were flying with a perfect maneuverability.

Hard Kicks (Ex): When making a flurry of blows with his feet, the grasshopper can spend 1 *ki* point to ignore 5 points of damage reduction with all the kicks of that flurry of blows.

Power Kick (Ex): By spending 2 [ki] points, the grasshopper can make a single kick attack as a full-round action (that does not require him to jump). The damage dealt is equal to the normal unarmed strike damage, multiplied by the maximum number of unarmed attacks the grasshopper could deliver in a single flurry of blows. (This does not mean that the dice's result are multiplied, but that you roll more dice to determine damage, and multiply any modifier applying.)

Pushing Kicks (Ex): When making the first attack of a flurry of blows, the grasshopper can spend 1 *ki* point to try to push his target with that attack, and with the following ones. If the attack hits or misses but would have been a successful touch attack, the grasshopper can attempt a free bull rush maneuver that does not provoke attacks of opportunity. If he succeeds, the target is pushed by 5 ft. (but no more, even by exceeding the target's CMD by 5 or more) and the grasshopper follows it with his jump. Every next kick of this flurry of blows push the target (and make the grasshopper move) 5 more ft. if it hits (or would have hit as a touch attack).

Razor Foot (Su): As long as the grasshopper has at least 1 point in his *ki* pool, his kick attacks can deal slashing damage.

Ultimate Leap (Ex): When the grasshopper spends a *ki* point for his absolute leap *ki* power, he multiplies both the height and the length of his jump, allowing him to bypass a distant obstacle in a single leap.

ki Flight (Su): At 4th level, the grasshopper can spend a *ki* point as a free action after (or during) a jump to hover until his next round. He can then spend an additional *ki* point to fly for a minute. He can maintain that effect even longer by spending a new *ki* point to add a new minute to the duration. While flying like this, he can attack with his feet, the concentration needed to fly being the same as for walking. His fly speed is equal to his base land speed and his maneuverability is good. The grasshopper cannot use this ability if he is wearing armor.

Powerful Parry (Ex): At 6th level, the grasshopper's parries become much more efficient. As long as he gets at least a +1 bonus to his AC from his hands to parry ability, he adds his Strength modifier (if any) to his AC as another cumulative deflection bonus.

Bonus Punch (Ex): At 8th level, when the grasshopper is making a flurry of blows using his flurry of kicks ability, he can do one additional attack using his highest base attack bonus.

Perfect Body Balance (Ex): At 10th level, a grasshopper can do a standard action or move action as part of his flurry of blows, if he is attacking with his feet only. This action must not imply any movement and he cannot use his feet for it. If this action requires his hands, he cannot use his bonus punch ability during that flurry of blows. He cannot use this action for a melee attack or a combat maneuver, but he can do a ranged attack (that does not provoke attacks of opportunity), drink a potion, use a wand or another magic item, for example.

prestige class: the wild master

Shapeshifting is a powerful ability, used by many druids to embrace the powerful nature of a beast and to feel closer to the animals living around them. Some of them feel that they could use the best of their alternative body by using some teachings focusing on their human body. These druids, known as wild masters, alter the natural movements of the animal they are taking the shape of to optimize its attacks. Gorillas, bears or lions are already fierce creatures to face, but imagining that they use martial arts is purely terrifying. Even faster snakes or eagles become surprising enemies. The wild master embodies these threats and combines the best fighting abilities of the human and animal worlds.

Hit Die: d10

Requirements

To qualify to become a wild master, a character must fulfil the following requirements:

Special: Must have the flurry of blows and wild shape class abilities

Skills: Knowledge (nature) 5 ranks

Class Skills

The wild master's class skills are: Climb (Str), Escape Artist (Dex), Fly (Dex), Knowledge (nature) (Int), Perception (Wis), Survival (Wis), Stealth (Dex) and Swim (Str)

Skill Ranks per level: 4 + Int modifier

The Wild Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+1	+1	+0	Flurry of claws, unarmed combat	
2	+2	+1	+1	+1	Animal shape	+1 level of druid
3	+3	+2	+2	+1	Favored shape	
4	+4	+2	+2	+1	Flurry of paws	+1 level of druid
5	+5	+3	+3	+2	Favored shape	
6	+6	+3	+3	+2	Wild shape master	+1 level of druid
7	+7	+4	+4	+2	Favored shape	
8	+8	+4	+4	+3	Bestial example	+1 level of druid
9	+9	+5	+5	+3	Favored shape	
10	+10	+5	+5	+3	Animal instinct, timeless body	+1 level of druid

Class Features

The following are class features of the wild master prestige class.

Weapon and Armor Proficiency: A wild master gains no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a wild master gains new spells per day as if he had gained a level in the druid class. He does not, however, gain any other benefits from that class other than spells per day, spells known, and an effective caster level when spellcasting. If he had druid levels before becoming a wild master, he adds the new levels to this class for the purpose of determining spells per day.

Flurry of Claws (Ex): When the wild master takes the form of an animal (after using the wild shape ability or because of another effect), he can use the natural attacks he gained when making a flurry of blows.

Unarmed Combat (Ex): A wild master's class levels stack with any monk levels for the purposes of determining his flurry of blows, stunning fist, and unarmed strike class features (including determining damage dealt by his unarmed strike attacks).

Animal Shape (Ex): At 2nd level, half of a wild master's class levels stack with any druid levels for the purposes of determining his wild shape class feature.

Favored Shape (Ex): At 3rd level, the wild master chooses one of the following animal groups. When he takes the shape of an animal, he gains the benefits associated with it if it is his favored shape. The GM may include other animals not listed in these categories.

Bear shape: The wild master considers his size as being one category higher for determining the damage of his natural weapons, which includes his unarmed damage. This effect stacks with his flurry of paws feature.

Bird shape: The wild master gains a +8 competence bonus to Fly checks.

Feline shape: The wild master does not provoke attacks of opportunity when moving.

Fish shape: The wild master gains a +8 competence bonus to Swim checks.

Primate shape: The wild master can use weapons that have the monk special feature.

Raptor shape: The wild master gains a +3 competence bonus on attack rolls.

Snake shape: The wild master gains a +1 dodge bonus to AC and his bite attack becomes poisonous. The poison has the following profile: Bite—*injury*; *save* Fort DC 10 + half of his class level + his Wisdom modifier; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

Turtle shape: The wild master's natural armor bonus to AC is increased by +4.

At 5th level and every 2 levels thereafter, the wild master can choose another favored shape.

Flurry of Paws (Ex): A 4th level and while in the form of an animal, the wild master considers his size as being one category higher when determining his unarmed damage. At 8th level, he considers his size as being two categories higher instead.

Wild Shape Master (Ex): At 4th level, the wild master can use his wild shape ability as a swift action and can use it to take the form of an animal while in another form than his natural.

Bestial Example (Su): At 8th level, when a wild master takes the form of an animal, all animals of that type in a 60ft. radius gain a +2 moral bonus to attack and damage rolls.

Animal Instinct (Ex): At 10th level, a wild master adds his Wisdom modifier

(if any) to his AC and his CMD. This stacks with the AC bonus feature of the monk class. He also adds his Wisdom modifier as a competence bonus to Climb, Knowledge (nature), Perception and Survival checks.

Timeless body (Ex): At 10th level, a wild master no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the wild master still dies of old age when his time is up.



new *ki* powers

The following powers can be chosen by monks when they gain access to a new *ki* power.

Arsenal Mastery (Ex): A monk with this *ki* power can spend 1 point from his *ki* pool as a free action to consider a held weapon as if it had the “monk” special feature for a number of rounds equal to his Wisdom modifier. This power can be used more than once to cover multiple weapons.

Blood *Ki* (Su): A monk with this *ki* power can lose 1d8 hp as a swift action to regain 1 *ki* point. He can only use this ability if he has at least 1 *ki* point left and only a number of times per day equal to his Wisdom modifier.

***Ki* Sight (Su):** A monk with this *ki* power can spend 1 point from his *ki* pool as a full-round action that provokes attacks of opportunity to gain a +5 insight bonus to his Perception rolls and the ability to see in all directions around him without moving his eyes (or head). This effect lasts for a number of rounds equal to his Wisdom modifier. As his eyes are closed and this sense is supernatural, blinding effects don't affect him, unless it is an area effect. A monk using this power can see enemies come at him from all directions and cannot be taken by surprise, unless the attacker is invisible, for example.

Major Meridian (Ex): A monk with this *ki* power can activate a major meridian (as described in the pinyinist archetype of this supplement). He must choose a major meridian when he takes this power. A monk must be at least 12th level and possess the meridian *ki* power before selecting this *ki* power.

Meridian (Ex): A monk with this *ki* power can activate a meridian (as described in the pinyinist archetype of this supplement). He must choose a meridian when he takes this power. This power can be chosen up to three times, allowing the monk to activate a new meridian each time.

Wall Runner (Ex): A monk with this *ki* power can run on walls (and other vertical surfaces) in all directions if he has at least 1 point in his *ki* pool. A monk must be at least 10th level and possess the light steps *ki* power before selecting this *ki* power.

Weapon Specialization (Ex): A monk with this *ki* power can use a specific weapon as if it had the “monk” special feature. When choosing this power,

the monk must select a specific weapon (not a weapon type): as long as he has 1 *ki* point left, he can consider that weapon as if it had the “monk” special feature.

He can change the specified weapon once per month, but it takes him a total of ten hours of intense training with the new weapon to perfectly know it. Once it is done, he no longer benefits from this power with his old weapon, but only with the new one.

This power can be chosen more than once: a new weapon must be chosen every time it is taken. A monk must possess the arsenal mastery *ki* power before selecting this *ki* power. (You only need it once, even if you take Weapon Specialization several times.)

imperial styles

The imperial styles are five traditions of martial artists of Porphyra, famous for being linked to imperial dragons of the mysterious steppes of the north. Whether they were taught by these legendary creatures or inspired by them is still unknown, but one thing is certain: all five of these deserve their fame. These styles are presented in this section, while the feats themselves are presented in the next.

Forest Style

Originally used by gnomes and other small people to defend themselves against larger threats (including bandits), the Forest Style teaches how to fight from below. Any close combat weapon can be coupled to this tradition, but light weapons used in pairs work the best.

When it became famous, many humans and other adepts of taller races found that crouching was efficient to use these moves, but it was not enough: quickly jumping to the ground to hit weak points would quickly become a signature move of masters of the Forest Style. Foes expecting to fight an easy target while it is on the ground are surprised when the Forest Style adept starts moving around by rolling on its side or crawling at an unexpected speed.

Most adepts of the Forest Style are monks, but some brawlers and rogues are known for its use.

Sea Style

The Sea Style was developed to fight underwater as efficiently as possible.

While most attacks are slowed down and become weaker, adepts of the Sea Style find a way to hit just as hard under water as they would on ground... and maybe even harder. The first known adepts of the Sea Style are, unsurprisingly, aquatic races, especially merfolk.

While inefficient out of water, the Sea Style teaches how to get the most out of each strike, such that its adepts are usually seen as very precise and zen fighters.

The Sea Style is widely used, especially by undines, merfolk and other people used to fight under the water. Heroes of almost all close combat classes have been known to be adepts of this style.

Sky Style

Originating from the mountains, the Sky Style is known for being very dangerous. Dangerous for the target of the attacks, of course, but also for the martial artist, as he often jumps directly into the melee from higher positions.

Extremely surprising, this style allows ambushes from treetops, surprise attacks from rooftops and escaping an enemy by jumping off a cliff. Adepts of the Sky Style are taught how to jump, of course, but they first master the art of falling, finding a way to negate most of the impact. They roll and get back to their feet as if they just jumped over a fence. Those who master the art of falling (and attacking while landing on an opponent) learn how to jump higher, which let them fall on their targets again and again.

Adepts of the Sky Style are known for their mobility and never wear any armor that could slow them down. Most of them are monks or rogues.

Sovereign Style

The origins of the Sovereign Style are mysterious, but it has become a widely used style. Its adepts mostly don't need it, but many fights can be avoided by scaring the opponent right at the beginning. Using this style is most efficient with a weapon (especially a sword, an axe or a spear), but some martial artists like it better bare-handed.

The Sovereign Style doesn't really teach any special move, but it teaches adepts how to miss precisely. They know where to hit to appear as threatening as possible, even if it means missing a few hits that could have damaged their opponent. While most of these attacks wouldn't cause much harm by hitting a prepared enemy, they look deadly, and exploit what other think are weak spots, but are not.

Most adepts of the Sovereign Style are fighters, barbarians and paladins, who each have their reasons for learning it.

Underworld Style

The Underworld Style feels like a dirty tradition. It is known for being used mainly by rogues, trained street fighters and other trouble-makers. Some think it was first used by duergar, but nothing is less sure.

Its adepts are taught how to maximize the impact of a two-on-one situation, and don't think too much about the fairness of a fight: they want to win and exploit every advantage they can. Flanking their enemies becomes their basic strategy and detecting openings in their target's defenses are their specialty.

Rogues are most of the Underworld Style's adepts, but some fighters and monks also use it.

feats

The following list of feats applies to monks and their abilities, and are typically tied to the styles of combat that they apply to their practice.

Adept of Many Styles

You are used to combining several styles to create your unique martial art.

Prerequisite: Base attack bonus +2 or 2nd-level monk, two style feats that do not require each other.

Benefit: As a swift action you may enter one style you possess and select another you possess. You may use feats that require either style without having to switch from one to the other.

Normal: You may only use feats associated with style you have currently entered.

Breath of Life

The control of your ki grants you a stronger life strength.

Prerequisite: Con 15, *ki* pool class feature

Benefit: As long as you have a point in your *ki* pool, you automatically succeed at all Fortitude checks to see if you would succumb due to massive damage.

You can spend *ki* points when you have to roll a saving throw against a death effect to gain a cumulative bonus of +2 on that roll for each point spent.

Critical *ki* (Combat)

You drain energy from your enemies as you land powerful blows.

Prerequisite: Critical Focus, *ki* pool class feature

Benefit: Whenever you score a critical hit, you regain 1 point in your *ki* pool. If the critical modifier of your attack was 3, regain 2 points instead, and if it was 4, regain 3 points instead.

Enhanced Dodge (Combat)

Your reflexes are sharper and you move faster when you can rely on plenty of ki energy.

Prerequisite: Dodge, *ki* pool class feature

Benefit: You gain a +1 dodge bonus to your AC as long as you have at least 4 points left in your *ki* pool.

Faster Flurry of Blows

Your blows get faster when you focus on a single enemy.

Prerequisite: Base attack bonus +6, flurry of blows class feature

Benefit: Once per round, when you make a flurry of blows and hit the same target with at least three attacks, you gain an additional attack at your highest base attack bonus that must be used against the same target.

Forest's Roots (Combat)

You can surprise your opponents with effective attacks while prone.

Prerequisites: Dex 17, Forest Style, base attack bonus +3 or 3rd-level monk

Benefit: You no longer take penalties when attacking while being prone and your AC against melee attacks is only reduced by 2. This does not allow you to use ranged weapons while prone (except for crossbows).

Normal: Prone characters take a -4 penalty to hit with melee attacks and they suffer a -4 penalty to their AC against melee attacks.

Forest Style (Combat, Style)

You have learned how to focus on weaknesses larger opponents are not used to protect.

Prerequisites: Dex 15, base attack bonus +1 or 1st-level monk

Benefit: You gain a +2 circumstance bonus on attack rolls when targeting an enemy bigger than you or higher than you.

Forest's Tree (Combat)

You surprise your foes when standing up or jumping to the ground using very fast and precise movements.

Prerequisites: Dex 19, Forest's Roots, Forest Style, base attack bonus +7 or 7th-level monk

Benefit: You can stand up or fall prone as a swift action that does not provoke attacks of opportunity.

Normal: Standing up is a move action and provokes attacks of opportunity.

***ki* Channeling**

You can infuse ki in your divine channeling to maximize its effects.

Prerequisite: Channel energy class feature, *ki* pool class feature

Benefit: When you use your channel energy class feature, you can spend *ki* points to increase the number of dice rolled by the same amount. You cannot spend more *ki* points than your Wisdom modifier that way per day.

Master of Many Styles

Your impressive mastery of fighting styles allows you to combine them and truly shine as a martial artist.

Prerequisite: Adept of Many Styles, base attack bonus +9 or 9th-level monk, three style feats that do not require each other.

Benefit: You may enter one style you possess and select two other styles you possess. You may use feats from any of these three styles without having to switch from one to the other. Once per round, you can change a single style stance for another one as a free action.

Normal: Switching style stance requires a swift action.

Sea Hurricane (Combat)

Your underwater movements are so brutal that the water following your movements causes great damage to your opponents.

Prerequisite: Str 21, Sea Monster, Sea Style

Benefit: When you use the Sea Style to deal extra damage, deal 1d8 + your Strength modifier instead.

Sea Monster (Combat)

Your underwater speed and the swiftness of your aquatic attacks are similar to a furious piranha's.

Prerequisite: Sea Style, Swim 9 ranks

Benefit: Your swim speed becomes equal to your land movement speed if it was lower. If your swim speed was already that high, add 10 ft. to it.

When you charge underwater, you can attempt to attack another time the same target if you succeeded your charge attack. You must succeed at a Swim check (DC equal to the target's AC) to do so. You have a -5 penalty to your

base attack bonus on that second attack and it is not considered as a charge attack, which means that you don't get the +2 bonus to your attack roll.

Sea Style (Combat, Style)

When you fight underwater, your movements are followed by a mass of water hitting your target right after your attack.

Prerequisite: Str 15, Aquatic Combatant

Benefit: Every time you hit an enemy with a melee attack while being underwater, you deal extra bludgeoning damage equal to 1d2 + your Strength modifier due to the water flowing with your movement.

Sky Predator (Combat)

You can leap and reach enemies from above even when jumping from the ground they stand on.

Prerequisite: Dex 17, Sky Style, Acrobatics 7 ranks

Benefit: You can attempt a jump as part of a charge to gain the benefits of the Sky Style feats. It requires an Acrobatics check to succeed. If you fail, you don't get the benefits of that feat but the charge works normally. The DC of that check is 10 if the charged enemy is smaller than you, and is raised by 10 for every size category over it. For example, if you are of a Normal size category and the target of your charge's size category is Large, you need to reach a DC of 30.

Sky Shadow (Combat)

You have become a master in aerial movements and can jump from any height without much consequences.

Prerequisite: Dex 19, Sky Predator, Sky Style, Fly 5 ranks

Benefit: You can add your Fly ranks (up to your Dex modifier) to your Acrobatics ranks when falling or jumping.

Additionally, when rolling an Acrobatics check to see if you can reduce the damage taken due to a fall, you can avoid the damage of 10 more feet for every 5 by which your check exceeds the DC.

Sky Style (Combat, Style)

You are a specialist at attacking enemies under you as you land next to them.

Prerequisite: Dex 15, Acrobatics 4 ranks

Benefit: You can attempt a charge (as a full-round action) while falling on or next to an opponent. If you don't suffer more than 1d6 lethal damage due to your fall, you count as having charged your target and gain a +4 circumstance bonus on your attack roll (which cumulates with the usual bonuses due to the charge (+2) and the higher position (+1)).

Note that the fall does not need to be long for you to use this feat, even if it uses a full-round action. You can jump from a higher position to initiate the fall, but the horizontal movement cannot be higher than half of your movement value.

Additionally, you can always try to reduce the damage taken after an unintentional fall as if it was intentional.

Special: In the case where you don't fear falling damage and if the target of the charge is more than 500 ft. lower than you when you use this feat, you can't reach it in one round. You count as falling for this round but can try the charge later. Each consecutive round makes you fall for 1000 ft. Once your total falling distance would make you reach the ground, you can charge your target, if it is still here.

Sovereign Confidence (Combat)

You are so skilled at doing impressive moves that even your missed attacks can baffle your opponents.

Prerequisite: Cha 17, Bluff 7 ranks, Sovereign Style

Benefit: You can declare that an attack was a fake attack (as described by the Sovereign Style feat) after seeing the attack roll. It becomes a touch attack and is resolved as if you had decided prior to it that it would be a fake attack.

Sovereign Presence (Combat)

You are very talented at catching everyone's attention, which is useful when you try to impress your enemies.

Prerequisite: Intimidate 11 ranks, Sovereign Confidence, Sovereign Style

Benefit: Before you attempt a fake attack as permitted by the Sovereign Style feat, you can try to catch other opponent's attention as a swift action. Every opponent that could see you in a 30 ft. radius around you must succeed at a Will check (DC equal to 10 + your Charisma modifier + your Intimidation ranks) or be affected by the result of your Intimidation check, if your fake attack succeeds.

Sovereign Style (Combat, Style)

You make fake but very impressive attacks that can intimidate your enemy.

Prerequisite: Str 15, Cha 15, Intimidating Prowess

Benefit: Every round, you can declare one of your attacks (before rolling it) as being a fake attack. It can be part of a full attack. It becomes a touch attack that does not deal any damage. Instead, if you would hit your target, it allows you to perform an Intimidation check against it with a circumstance bonus equal to your base attack bonus.

Underworld Strike (Combat)

Your hits find the weakest spots in your foes' defenses, especially if they can't fully focus on their guard.

Prerequisite: Int 17, Underworld Style, base attack bonus +6 or 6th-level monk

Benefit: Double the critical range of your attacks when targeting an enemy you are flanking.

Special: This effect doesn't stack with any other effect that expands the threat range of an attack.

Underworld Style (Combat, Style)

Your smart positioning and keen reflexes coupled to an allied presence allow you to fight many foes at once.

Prerequisite: Dex 13, Int 15, base attack bonus +4 or 4th-level monk

Benefit: Enemies you are flanking cannot flank you.

Underworld Threat (Combat)

Fighting you is dangerous, but attacking one of your allies while being flanked is a deadly mistake.

Prerequisite: Int 19, Underworld Strike, Underworld Style, base attack bonus +8 or 8th-level monk

Benefit: When an enemy you are flanking attacks someone else than you, you can do an attack of opportunity against him. You cannot do so against the same enemy more than twice between two of your turns, even if you can do more attacks of opportunity than normally allowed.

Unstoppable Flurry of Blows

Your blows get faster when you focus on a single enemy.

Prerequisite: Faster Flurry of Blows, base attack bonus +16 or 11th-level monk, flurry of blows class feature

Benefit: You can use the Faster Flurry of Blows feat a second time every round after hitting the same target with at least six attacks as part of your flurry of blows (which can include the attack gained with the first use of the Faster Flurry of Blows feat).

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