

JAM's Monk Blended Archetype Guide

(as written by JAM Renaissance)



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Introduction

Before the concept of the Vigilante came into play, the Monk was the original superhero. The Core Monk could leap tall buildings (or at least short walls) in a single bound and use pseudo-mystical abilities (aka powers) derived from ki. The only problem?

She was absolutely horrible.

The Core Monk was problematic because it wasn't very successful in any of its goals. As a $\frac{3}{4}$ base attack bonus character, she couldn't go toe-to-toe with other martial arts. Many of her abilities were passive defenses that were at best boring and at worst, in the case of Diamond Soul, questionably working to an active detriment. Her powers included jumping really far and a healing touch that paladins openly mocked. Abundant Step, a short range teleportation, was questionably the only "good" class ability.

Fortunately, Paizo noticed this and came to the rescue... many, many times. The Monk has perhaps gotten the most upgrades of any class, because she needed it. The addition of Styles into the game was clearly to aid the Monk. The Qinggong "archetype" was really a way to create "Monk Talents" which, in the Unchained Monk, became Ki Powers. One archetype after another has given a little boost after a little boost after a little boost.

This was the problem; with one lone exception, everything added was a small piece of the puzzle that did little in isolation.

The one exception was Zen Archer.

By replacing many of the less powerful or interesting class abilities with a total synergy towards using the bow, the Zen Archer was viewed as being a head-and-shoulders upgrade to the Monk. She was combat effective, comparatively easy to make, and her abilities were both strong and made thematic sense.

Zen Archer is the template for the Blended Archetype.

"Blended Archetype", in this context, is a combination of compatible archetypes in order to create a new combination which is thematically strong and more effective than the base monk. Both sides of this are

equally important: the idea behind the combination should make perfect sense, and preferably have some sort of literary or real-life inspiration which would serve as the prototypical example of the Blended Archetype. As an example, the Ki Mystic, Monk of the Lotus, and Sensei archetypes all fit together to create the sort of character one would expect would look a lot like the character of Mr. Miyagi from the Karate Kid movies. This combination becomes known as the Blended Archetype Peaceful Sensei, using Mr. Miyagi as the example. These Blended Archetypes would be PFS legal, because they are merely combinations of existing rules that have been simply placed in another context.

This guide is not an Optimization Guide. There is no promise that any Blended Archetype will be better or worse than the Zen Archer. The goal is to be thematically strong while upgrading the Core Monk. That is, admittedly, not a very high bar to cover.

Creating the Blended Archetypes

There is, unfortunately, not a strong pattern that can be followed to determine which archetypes will stack together. There is a comprehensive list as of the Occult Origins book at the end of the guide.

With that in mind, there are some definite highlights among the archetypes. The goal is to replace any of the abilities that are found wanting with abilities that are stronger and fit a theme. For these purposes, Abundant Step is the only class ability that will be deemed important (though at least one archetype, Monk of the Lotus, makes a substitution that can be considered equally strong); High Jump is the closest thing to second to it. As a whole, there are two things to look for: (1) Archetypes that focus the Monk in a direction that makes her stronger, and (2) Archetypes that broaden the potential abilities of the Monk.

Bringing The Pure Power

Though there are no archetypes as strong and focused as the Zen Archer, Tetori (Grappling), Sohei (General Weapon Master) and Weapon Adept (Monk Weapon Master) all do a pretty good job of making your monk more viable at their chosen combat style. Additionally, Monk of the Mantis lets you get Sneak Attack damage with your Flurry and additional effects with your Stunning Fist.

Making a Magic Monk

Ki Mystic, Monk of the Lotus, Serpent-Fire Adept, and Monk of the Four Winds all give your Monk more "powers". Ki Mystic allows you give allies the chance to reroll failures and gain divine insight in her dreams. Monk of the Lotus allows you to remove the will of others to fight, even converting enemies into allies. The Serpent-Fire Adept uses her chakras to fly, breath mystic energy, true see, and other abilities. Finally, the Monk of the Four Winds can engulf her fists and feet with elemental fire; this both gives her another pool of power, as it doesn't use ki, but can be combined with the Elemental Styles (Djinni, Efreeti, Marid, and Shaitan) to give your Monk's entangling ice fists, fire blasts that light her opponents on fire, deafening electrical storms, or columns of staggering acid.

Every Monk Needs A Sensei

The Sensei archetype is one of the stronger in the game, and is a frequent building block. The Sensei assists others in a manner similar to a bard, Inspiring Courage, Competency, and Greatness. Unlike other

Monks, her Wisdom guides her offense and not her Strength, leaving her fewer important attributes. She can even grant others Monk class abilities.

How Stella Got Her Ki Back

There are very few ways to regain ki. The Hungry Ghost Monk regains ki by stealing it from others in a vampiric manner, regaining points on killing blows and critical hits. The Drunken Master gains her power from a different source - the empty end of a bottle (and not to hit someone with).

Every Monk is a Qinggong Monk

No time will be wasted listing Qinggong as an archetype. Qinggong Monk is being used in a manner similar to Rogue Talents; as areas of substitution become obvious, they will be listed at the bottom.

And Many, Many More!

This is, obviously, not a comprehensive list of archetypes that can be combined. The above merely represent commonly used puzzle pieces that fit an easy to follow theme. A more comprehensive list follows at the end of the Guide.

Finally, note that some archetypes do not stack with anything. Hellcat and Zen Archer are examples of these.

Archetype Compatibilities

New Blended Archetypes can be created using the compatibility lists below. Here are the steps:

1. Find a combination of archetypes that are compatible. If three archetypes are all on the same list, they all stack. For example, Monk of the Iron Mountain and Master of Many Styles are both in the Hungry Ghost Monk list. Hungry Ghost Monk and Master of Many Styles are both in the Monk of the Iron Mountain list. Hungry Ghost Monk and Monk of the Iron Mountain are both in the Master of Many Styles list. As such, all three stack.
2. Create a concept that fits this combination. The combination of Hungry Ghost and Master of Many Styles Monks creates the Bloody Ghost Monk. So, adding in the defensive abilities of the Monk of the Iron Mountain could make a Bloody Stone Ghost.
3. Write a short description of what the new concept would be.
4. Copy the text of the archetypes picked into a word processor. Find and replace the archetype names with your new concept.
5. Add in suggestions for Styles and Qinggong replacements. If possible, give a Feat path for Blended Archetypes that use Master of Many Styles

Credit: [Revel's Guide To The Monk](#) as the initial source of compatibilities. [zer0Darkfire](#) for Disciple of Wholeness Compatibilities.

Black Asp

Disciple of Wholeness
Invested Regent
Master of Many Styles
Monk of the Healing Hand
Monk of the Mantis
Sage Counselor
Scarred Monk
Sensei
Sin Monk
Terra-Cotta Monk

Brazen Disciple

Disciple of Wholeness
Hamatalatsu Master
Harrow Warden
Hungry Ghost Monk
Menhir Guardian
Monk of the Iron Mountain
Wasteland Militant
Windstep Master

Contemplative(Dwarf)

Drunken Master
Ki Mystic
Maneuver Master
Master of Many Styles
Monk of the Empty Hand
Monk of the Iron Mountain
Sensei
Tetori
Wildcat

Disciple of Wholeness

Black Asp
Brazen Disciple
Contemplative (Dwarf)
Invested Regent
Karmic Monk
Master of Many Styles
Monk of the Four Winds
Monk of the Iron Mountain
Monk of the Lotus
Monk of the Seven Winds
Perfect Scholar
Scaled Fist
Sensei
Serpent-Fire Adept

Terra Cotta Monk
Wasteland Militant
Water Dancer
Weapon Adept

Drunken Master

Contemplative(Dwarf)
Invested Regent
Master of Many Styles
Menhir Guardian
Monk of the Four Winds
Monk of the Lotus
Monk of the Iron Mountain
Monk of the Seven Winds
Perfect Scholar
Sage Counselor
Scarred Monk
Sensei
Serpent-Fire Adept
Underfoot Adept (Halfling)
Wasteland Militant
Water Dancer
Weapon Adept
Windstep Master

Elemental Monk

Perfect Scholar

Far Strike Monk

Perfect Scholar
Sin Monk
Terra-Cotta Monk

Flowing Monk

Monk of the Iron Mountain
Perfect Scholar
Scarred Monk
Sin Monk
Wildcat

Grey Disciple (Duergar)

Hamatulatsu Master
Karmic Monk
Weapon Adept

Hamatalatsu Master

Brazen Disciple
Grey Disciple (Duergar)

Harrow Warden
Kata Master
Monk of the Empty Hand
Monk of the Four Winds
Monk of the Lotus
Monk of the Mantis
Monk of the Iron Mountain
Monk of the Seven Winds
Perfect Scholar
Serpent-Fire Adept
Wanderer (Human)
Weapon Adept
Wildcat

Harrow Warden

Brazen Disciple
Hamatalatsu Master
Invested Regent
Master of Many Styles
Perfect Scholar
Sage Counselor
Scarred Monk
Sin Monk
Terra-Cotta Monk
Wanderer (Human)

Hungry Ghost Monk

Brazen Disciple
Invested Regent
Master of Many Styles
Monk of the Iron Mountain
Perfect Scholar
Sage Counselor
Scaled Fist
Sensei
Terra-Cotta Monk

Invested Regent

Black Asp
Disciple of Wholeness
Drunken Master
Harrow Warden
Hungry Ghost Monk
Kata Master
Ki Mystic
Martial Artist
Menhir Guardian
Monk of the Four Winds

Monk of the Healing Hand
Monk of the Iron Mountain
Monk of the Lotus
Monk of the Seven Winds
Nimble Guardian
Perfect Scholar
Scarred Monk
Sin Monk
Wasteland Militant
Windstep Master

Karmic Monk

Monk of the Mantis

Kata Master

Hamatalatsu Master
Invested Regent
Master of Many Styles
Monk of the Iron Mountain
Perfect Scholar
Sensei
Tetori

Ki Mystic

Contemplative(Dwarf)
Invested Regent
Master of Many Styles
Monk of the Four Winds
Monk of the Lotus
Monk of the Iron Mountain
Perfect Scholar
Sensei
Serpent-Fire Adept
Underfoot Adept (Halfling)
Wasteland Militant
Water Dancer
Weapon Adept
Windstep Master

Maneuver Master

Contemplative(Dwarf)
Monk of the Four Winds
Monk of the Seven Winds
Scarred Monk
Sin Monk
Weapon Adept

Martial Artist

Invested Regent
Sensei
Monk of the Seven Winds
Underfoot Adept (Halfling)

Master of Many Styles

Black Asp
Contemplative(Dwarf)
Disciple of Wholeness
Drunken master
Harrow Warden
Hungry Ghost Monk
Kata Master
Ki Mystic
Monk of the Lotus
Monk of the Iron Mountain
Monk of the Seven Winds
Nimble Guardian
Scarred Monk
Terra-Cotta Monk
Wasteland Militant
Wildcat
Windstep Master

Menhir Guardian

Brazen Disciple
Drunken Master
Invested Regent
Perfect Scholar
Nimble Guardian

Monk of the Empty Hand

Contemplative(Dwarf)
Hamatalatsu Master
Monk of the Four Winds
Monk of the Lotus
Monk of the Iron Mountain
Monk of the Seven Winds
Nornkith
Perfect Scholar
Serpent-Fire Adept
Sin Monk
Terra-Cotta Monk
Underfoot Adept (Halfling)
Wasteland Militant
Weapon Adept

Monk of the Four Winds

Disciple of Wholeness
Drunken master
Hamatalatsu Master
Invested Regent
Ki Mystic
Maneuver Master
Monk of the Mantis
Monk of the Iron Mountain
Monk of the Empty Hand
Nimble Guardian
Sage Counselor
Scaled Fist
Sensei

Monk of the Healing Hand

Black Asp
Invested Regent
Monk of the Iron Mountain
Sage Counselor
Sensei
Tetori
Underfoot Adept (Halfling)
Wildcat
Windstep Master

Monk of the Iron Mountain

Brazen Disciple
Contemplative(Dwarf)
Disciple of Wholeness
Drunken master
Hamatalatsu Master
Hungry Ghost Monk
Invested Regent
Flowing Monk
Kata Master
Ki Mystic
Master of Many Styles
Monk of the Empty Hand
Monk of the Four Winds
Monk of the Healing Hand
Monk of the Mantis
Monk of the Seven Winds
Nornkith
Sage Counselor
Scaled Fist
Serpent-Fire Adept
Spirit Master

Monk of the Lotus

Disciple of Wholeness
Drunken master
Hamatalatsu Master
Invested Regent
Ki Mystic
Master of Many Styles
Monk of the Empty Hand
Monk of the Mantis
Nimble Guardian
Sage Counselor
Sensei

Monk of the Mantis

Black Asp
Hamatalatsu Master
Karmic Monk
Monk of the Four Winds
Monk of the Iron Mountain
Monk of the Lotus
Monk of the Seven Winds
Perfect Scholar
Underfoot Adept (Halfling)
Weapon Adept
Windstep Master

Monk of the Seven Winds

Disciple of Wholeness
Drunken Master
Invested Regent
Maneuver Master
Martial Artist
Master of Many Styles
Monk of the Empty Hand
Monk of the Mantis
Monk of the Iron Mountain
Nimble Guardian
Perfect Scholar
Sensei

Nimble Guardian (Catfolk) ([Submitted by zer0darkfire](#))

Invested Regent
Master of Many Styles
Menhir Guardian
Monk of the Four Winds
Monk of the Lotus
Monk of the Seven Forms

Nornkith
Sage Counselor
Windstep Master

Nornkith ([Submitted by zer0darkfire](#))

Monk of the Empty Hand
Monk of the Sacred Mountain
Nimble Guardian
Scarred Monk

Perfect Scholar

Disciple of Wholeness
Drunken Master
Elemental Monk
Far Strike Monk
Flowing Monk
Hamatalatsu Master
Harrow Warden
Hungry Ghost Monk
Invested Regent
Kata Master
Ki Mystic
Menhir Guardian
Monk of the Empty Hand
Monk of the Lotus
Monk of the Mantis
Monk of the Seven Winds
Sage Counselor
Scarred Monk
Terra-Cotta Monk

Sage Counselor

Black Asp
Drunken Master
Harrow Warden
Hungry Ghost Monk
Monk of the Four Winds
Monk of the Healing Hand
Monk of the Iron Mountain
Monk of the Lotus
Monk of the Seven Winds
Nimble Guardian
Spirit Master
Terra Cotta Monk
Wasteland Militant
Weapon Adept

Scaled Fist

Disciple of Wholeness
Sin Monk

Scarred Monk

Black Asp
Drunken Master
Flowing Monk
Harrow Warden
Invested Regent
Maneuver Master
Nornkith
Master of Many Styles
Perfect Scholar
Scaled Fist
Sensei
Wasteland Militant
Weapon Adept

Sensei

Black Asp
Contemplative(Dwarf)
Disciple of Wholeness
Drunken master
Hungry Ghost Monk
Kata Master
Ki Mystic
Monk of the Four Winds
Monk of the Healing Hand
Monk of the Lotus
Monk of the Seven Winds
Scarred Monk
Sin Monk
Sohei
Spirit Master
Windstep Master

Serpent-Fire Adept

Drunken Master
Ki Mystic
Monk of the Empty Hand
Monk of the Iron Mountain

Sin Monk ([Submitted by zer0darkfire](#))

Black Asp
Far Strike Monk
Flowing Monk
Harrow Warden
Invested Regent

Maneuver Master
Monk of the Empty Hand
Scaled Fist
Sensei

Spirit Master

Invested Regent
Monk of the Iron Mountain
Sage Counselor
Sensei
Windstep Master

Terra-Cotta Monk

Black Asp
Disciple of Wholeness
Far Strike Monk
Hamatulatsu Master
Hungry Ghost Monk
Invested Regent
Master of Many Styles
Monk of the Empty Hand
Perfect Scholar
Sage Counselor

Tetori

Contemplative(Dwarf)
Kata Master
Monk of the Healing Hand

Underfoot Adept (Halfling)

Drunken Master
Ki Mystic
Martial Artist
Monk of the Empty Hand
Monk of the Healing Hand
Monk of the Mantis
Spirit Master

Wanderer (Human)

Hamatulatsu Master
Harrow Warden
Weapon Adept

Wasteland Militant

Brazen Disciple
Disciple of Wholeness
Drunken Master
Invested Regent

Ki Mystic
Master of Many Styles
Monk of the Empty Hand
Sage Counselor
Scarred Monk

Water Dancer

Disciple of Wholeness
Drunken Master
Ki Mystic

Weapon Adept

Disciple of Wholeness
Drunken master
Grey Disciple (Duergar)
Hamatalatsu Master
Invested Regent
Ki Mystic
Maneuver Master
Monk of the Empty Hand
Monk of the Mantis
Sage Counselor
Scaled Fist
Scarred Monk
Wanderer (Human)

Wildcat

Contemplative(Dwarf)
Flowing Monk
Hamatalatsu Master
Invested Regent
Master of Many Styles
Monk of the Healing Hand

Windstep Master

Brazen Disciple
Drunken Master
Invested Regent
Ki Mystic
Master of Many Styles
Monk of the Healing Hand
Monk of the Mantis
Nimble Guardian
Scaled Fist
Sensei
Spirit Master

Peaceful Sensei

Of the Blended Archetypes, the Peaceful Sensei stands out as unique in bringing a set of abilities to the table on the same scale and in the same design as the Sohei, Tetori, and Zen Archer. The trio of archetypes - Ki Mystic, Monk of the Lotus, and Sensei - all provide unique abilities that synergize well.

- Wisdom controls most to-hit attack rolls, dodge bonus to AC, size of the Ki Pool, and the DC of any Monk abilities. While this doesn't make the monk Single-Attribute Dependent, there is considerably more flexibility by focusing many important abilities based on the same attribute.
- As a result of the Wisdom focus, the Psychic Sensitivity abilities synergize incredibly well, adding limited divination and movement options.
- Touch of Serenity offers a Will Save based shut down that is rare for a martial character. More importantly, only the Monk of the Lotus and Tranquil Guardian Paladin force shut downs over multiple rounds. The sorts of enemies that often blow off your Stunning Fist will be forced to run against Touch of Serenity.
- The Sensei Inspire Competence ability stacks with using Ki Mystic via Advice to increase an ally's skill bonus. Note that this leaves a standard action open to Aid Another as well.
- Mystic Wisdom allows you to share ANY class feature that utilizes ki. This includes Qinggong substitutions. This includes the abilities for Ki Mystic, such as the example above. This includes any of the class abilities that may have been substituted out. At 10th level, you give these abilities to all allies around you. Your no-save mind control from Monk of the Lotus can be used whenever ANY ally reduces an opponent to 0 hp. There is no Mass Truestrike spell; that is something you can do.

Peaceful Sensei

(Ki Mystic / Monk of the Lotus / Sensei)

The consummate teacher, the Peaceful Sensei prefers meditation, exploration, and non-violent methods of problem solving. She wields great power in manipulation of ki, but only the foolish question whether the old teacher still has "it"...



Skills

A peaceful sensei gains Diplomacy, Linguistics, and all Knowledge skills as class skills.

Advice (Ex)

A peaceful sensei's advice is identical to bardic performance (using oratory), allowing him to inspire courage at 1st level, inspire competence at 3rd level, and inspire greatness at 9th level, as a bard of the peaceful sensei's level, usable a total number of rounds per day equal to his level

+ his Wisdom modifier (minimum 1).

This ability replaces flurry of blows, fast movement, and improved evasion.

Touch of Serenity (Su)

At 1st level, a peaceful sensei gains Touch of Serenity as a bonus feat, even if he does not meet the prerequisites. At 6th level, and every six levels thereafter, the duration of Touch of Serenity increases by 1 round. Each round on its turn, the target may attempt a new Will save to end the effect. This duration does not stack; only the longest remaining duration applies.

This ability replaces stunning fist.

Insightful Strike (Ex)

At 2nd level, a peaceful sensei may use his Wisdom bonus in lieu of his Strength or Dexterity on attack rolls and combat maneuver checks with unarmed strikes or monk weapons.

This ability replaces evasion and the bonus feat gained at 2nd level.

Ki Mystic (Su)

At 3rd level, a peaceful sensei gains a pool of ki points equal to his Wisdom modifier. The pool increases to 1/2 his monk level + his Wisdom modifier + 2 at level 4. If the monk has at least 1 point of ki in his ki pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, the monk can spend 1 ki point immediately before making an ability, or skill check to gain a +4 insight bonus on the check.

This ability alters ki pool and replaces still mind.

Mystic Insight (Su)

At 5th level, a peaceful sensei becomes apt at giving just the right word of advice in just the nick of time.

As an immediate action, the monk can spend 2 ki points to grant an ally within 30 feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear the monk to gain the reroll benefit.

This ability replaces purity of body.

Mystic Wisdom (Su)

At 6th level, a peaceful sensei may use his advice ability when spending points from his ki pool to activate a class ability (using the normal actions required for each) in order to have that ability affect one ally within 30 feet rather than the peaceful sensei himself.

At 10th level, a peaceful sensei may affect all allies within 30 feet rather than himself (spending points from his ki pool only once, not once for each target). At 10th level, a peaceful sensei may instead spend 1 point from his ki pool (as a swift action) while using advice to provide a single ally within 30 feet with evasion, fast movement, high jump, purity of body, or slow fall.

At 14th level, a peaceful sensei may spend 2 points to grant one of the abilities listed above to all allies within 30 feet, or diamond body, diamond soul, or improved evasion to a single ally within 30 feet. These abilities function at the peaceful sensei's level and last 1 round.

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

Mystic Visions (Su)

At 11th level, a peaceful sensei may receive mystic visions when he rests. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in the monk's mind. The effect is similar to a divination spell with a caster level equal to the monk's level. The divination has no casting time; it is just part of the normal dreams or visions that occur every night. Using this ability costs 2 ki points that are removed from the next day's total.

This ability replaces diamond body.

Touch of Surrender (Su)

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

This ability replaces abundant step.

Mystic Prescience (Su)

At 13th level, a peaceful sensei gains a +2 insight bonus to AC and CMD. At 20th level, the bonus increases to +4.

This ability replaces diamond soul.

Touch of Peace (Su)

At 15th level, a peaceful sensei can set up vibrations within the body of another creature to win over the creature's mind. The monk can use touch of peace once per day, and must announce his intent before making his attack roll. On a successful hit, the attack deals no damage, but the target is charmed as if the monk had cast charm monster with a caster level equal to the monk's level. The target does not get a saving throw against this effect. The creature is charmed for 1 day per level. If the monk or his allies attack the charmed creature, or if the monk asks or commands the charmed creature to take hostile actions, the effect ends. This is a mind-affecting charm effect.

This ability replaces quivering palm.

Learned Master (Ex)

At 17th level, a peaceful sensei gains all Knowledge skills and the Linguistics skill as class skills. The monk uses Wisdom instead of Intelligence as the key ability for these skills.

This ability replaces tongue of the sun and the moon.

Mystic Persistence (Su)

At 19th level, a peaceful sensei can create an aura once per day as a swift action at the cost of at least 2 points of ki. The aura emanates out to a 20-foot radius. The monk and all allies within the aura can roll two dice when making an attack roll or a saving throw and take the better result. The aura lasts for 1

round, plus an additional round for every 2 ki points spent when the monk created the aura. The monk can dismiss the aura at any time as a free action, but the ki points for the full duration of the aura are lost.

This ability replaces empty body.

Style Suggestions

The Crane Style is conducive to the peaceful sensei.

Qinggong Substitutions

The following Qinggong substitutions complement the peaceful sensei:

Slow Fall: Barkskin

High Jump: No substitution recommended

Wholeness of Body: True Strike

Timeless Body: No substitution recommended

Stylistic Variations

- Drunken Master for Ki Mystic: Trade out some of your buffing and dice-control abilities for considerably more ki. At minimum, it is two times your Constitution modifier plus one extra points of ki.
- Monk of the Four Winds for Monk of the Lotus: Trades the combat shutdown and automatic charm person for effective use of the Elemental Style abilities (Marid, Shaitin, Djinni, and Efreeti style trees) and the Slow Time ability.

Other Monk Blended Archetypes

Bloody Ghost Monk

(Hungry Ghost/Master of Many Styles)

A threat even among her near-vampiric brethren, the Bloody Ghost focuses her studies on finding ways amass strike after strike to deliver the killing blow in order to feed her thirst for ki.

Punishing Kick (Ex)

At 1st level, a bloody ghost monk gains Punishing Kick as a bonus feat, even if he does not meet the prerequisites. At 10th level, and every five levels thereafter, the monk can push the target of his Punishing Kick an additional 5 feet (10 feet at 10th level, 15 feet at 15th level, and



20 feet at 20th level). At 15th level, he can instead choose to push the target 5 feet and knock the target prone with the same attack. The target still gets a saving throw to avoid being knocked prone.

This ability replaces stunning fist.

Bonus Feat

At 1st level, 2nd level, and every four levels thereafter, a bloody ghost monk may select a bonus style feat or the Elemental Fist feat. He does not need to meet the prerequisites of that feat, except the Elemental Fist feat. Starting at 6th level, a bloody ghost monk can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Earth Child Topple) as long as he meets the prerequisites. Each time he changes styles, he can also change these wildcard style slots.

This ability replaces a monk's standard bonus feats.

Fuse Style (Ex)

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

At 8th level, the bloody ghost monk can fuse three styles at once. He can have the stances of three style feats active at the same time. He gains a bonus on attack rolls equal to the number of styles whose stances he currently has active. Furthermore, he can enter up to three stances as a swift action.

At 15th level, the bloody ghost monk can fuse four styles at once. He can have the stances of four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his ki pool.

This ability replaces flurry of blows.

Steal Ki (Ex)

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

This ability replaces purity of body.

Life Funnel (Su)

At 7th level, a bloody ghost monk can steal a creature's life force to replenish his own. If the monk has at least 1 ki point in his ki pool and scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he heals a number of hit points equal to his monk level. As with steal ki,

some monks believe that life funnel is an unsavory act, no better than what the undead do to the living. A monk with this ability cannot steal both ki and hit points at the same time.

This ability replaces wholeness of body.

Life from a Stone (Su)

At 11th level, a bloody ghost monk can steal ki or life force from any creature, not just living creatures. If the monk has at least 1 ki point in his pool, he gains the benefit of life funnel and steal ki when he confirms a critical hit against any creature or reduces any creature to 0 or fewer hit points.

This ability replaces diamond body.

Sipping Demon (Su)

A 13th level, a bloody ghost monk gains 1 temporary hit point each time he hits an enemy with a melee attack. The monk gains a number of temporary hit points equal to his Wisdom modifier when he scores a critical hit. The maximum number of temporary hit points the monk can have is equal to his monk level. The temporary hit points disappear 1 hour later. The monk can only use this ability when he has at least 1 ki point in his ki pool. This ability is a proscribed manipulation of ki considered by many good monks to be a corruption.

The ability replaces diamond soul.

Perfect Style (Ex)

At 20th level, a bloody ghost monk can have the stances of five style feats active at once, and can change those stances as a free action.

This ability replaces perfect self.

Feat Path Suggestions

The following Feat selections serve as example Style selections for the Bloody Ghost:

Boar/Snake/Panther Style (Extended Core Example)

Lvl 1: Combat Reflexes

Lvl 1 Bonus: Boar Style

Lvl 2 Bonus: Panther Style

Lvl 3: Panther Claw

Lvl 5: Snake Style

Lvl 6 Bonus: Wildcard

Lvl 7: Snake Sidewind

Lvl 10 Bonus: Wildcard

Ascetic/Swordplay/Snake (Weapon Master's Handbook material used; Temple Sword assumed)

Lvl 1 Bonus: Snake Style

Lvl 2 Bonus: Swordplay Style

Lvl 6 Bonus: Ascetic Style

Lvl 7: Snake Sidewind

Lvl 9: Snake Fang



Qinggong Substitutions

The following Qinggong substitutions complement the Bloody Ghost:

Slow Fall : Truestrike

High Jump: Scorching Ray

The Bodyguard

(Hamatulasu Master/Monk of the Healing Hand/Monk of the Iron Mountain)

This is the classic #2 Bad Guy, capable of healing or even bring her boss back to life. Physically tough herself, using Hamatulatsu for offense and the combination of healing, raising dead, and restoration to keep her boss/client/employer in the game.

Alignment:

A bodyguard must be lawful neutral or lawful evil.

Bonus Feats

A bodyguard replaces the normal monk bonus feats with the following: Deflect Arrows, Dodge, Exotic Weapon Proficiency, Improved Grapple, Intimidating Prowess, Scorpion Style, or Weapon Focus.

At 6th level, the following feats are added to the list: Gorgon's Fist, Hamatulatsu, Improved Sunder, Mobility, Power Attack.

At 10th level, the following feats are added to the list: Critical Focus, Impaling Critical (unarmed strike), Improved Critical, Medusa's Wrath, Snatch Arrows.

At 14th level, the following feat is added to the list: Improved Impaling Critical. Anytime a bodyguard would gain a bonus feat, she can instead choose to gain two additional uses of stunning fist per day.

Stunning Fist (Ex)

A bodyguard expands the conditions that she can apply to the target of her stunning fist beyond merely stunning her target. At 4th level, she can choose to make the target shaken for 1 minute. At 8th level, she can choose to deal 1d10 points of nonlethal bleed damage. At 12th level, she can choose to make the target frightened for 1d3 rounds. At 16th level, she can deal 2d12 points of nonlethal bleed damage. The shaken and frightened conditions allow the target to attempt a Will save to negate the effect instead of a Fortitude save.

This ability otherwise functions as normal for a monk of her level.

Iron Monk (Ex)

At 2nd level, a bodyguard gains Toughness as a bonus feat. In addition, the monk gains a +1 natural armor bonus.

This ability replaces evasion.

Ki Pool (Su)

By spending 1 point from her ki pool as a swift action, a bodyguard can make one additional attack at her highest attack bonus when making a flurry of blows attack. Alternatively, she can spend 1 ki point as a swift action to gain one additional use of her stunning fist ability that round, though this does not grant her an additional attack. Finally, as an immediate action, a bodyguard can spend 1 ki point to make a single melee attack with a +2 bonus against a creature that has damaged her with a natural melee attack, unarmed strike, or weapon without the reach property.

This ability otherwise functions as normal for a monk of her level.

Bastion Stance (Ex)

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

This ability replaces slow fall.

Iron Limb Defense (Ex)

At 5th level, a bodyguard can deflect blows with an active defense that complements his bastion stance. If the monk starts and ends his turn in the same space, he gains a +2 shield bonus to AC and CMD until the start of his next turn. As a swift action, he can spend 1 ki point to increase this bonus to +4.

This ability replaces high jump.

Infernal Resilience (Ex)

At 5th level, a bodyguard gains immunity to all spells, spell-like abilities, and effects with the pain descriptor, as well as a +2 bonus on saving throws against effects that would sicken, nauseate, stagger, or stun her.

This ability replaces purity of body.

Ancient Healing Hand (Su)

At 7th level, a bodyguard can heal another creature's wounds with a touch. As a full-round action, the monk can spend 2 ki points to heal a number of hit points equal to the monk's level. He needs at least one hand free to use this ability, and cannot heal himself. If the action is interrupted, the subject heals no hit points, and the ki points are lost.

This ability replaces wholeness of body.

Adamantine Monk (Ex)

At 9th level, a bodyguard has muscles so strong and skin so resilient that he gains DR 1/—. This DR increases by 1 for every three levels thereafter. As a swift action, the monk can spend 1 ki point to double his DR until the beginning of his next turn.

This ability replaces improved evasion.

Ki Sacrifice (Su)

At 11th level, a bodyguard can use his entire ki pool to bring a person back to life. It takes 1 hour to perform this ritual. At the end of the ritual, the monk sacrifices all of his ki in order to cast raise dead (as the spell) with a caster level equal to his monk level. The ritual uses all of the ki in the monk's ki pool; the monk must have at least 6 points of ki in his ki pool to use this ability. At 15th level, the monk may sacrifice his ki to cast resurrection. The monk must have at least 8 points of ki in his ki pool to use this ability. These rituals do not require material components. When this ability is used, the monk's ki pool is not replenished until 24 hours have passed.

This ability replaces both diamond body and quivering palm.

Vow of Silence (Su)

At 17th level, a bodyguard becomes as impassive as stone, making a vow of silence in exchange for greater abilities. The monk gains a +2 insight bonus to AC and CMD and a +4 bonus on Sense Motive, Stealth, and Perception checks. The monk does not lose the capacity for speech, but if he ever speaks, he loses this feature for 24 hours.

This ability replaces tongue of the sun and the moon.

True Sacrifice (Su)

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

This ability replaces perfect self.

Style Suggestions

The Archon Style is conducive to the bodyguard

.

Qinggong Substitutions

The following Qinggong substitutions complement the bodyguard:

Diamond Soul: Restoration

Timeless Body: Battlefield Mindlink or Cold Ice Strike

Empty Body: No substitution recommended (This power fits thematically)

Drunken Sensei

(Drunken Master/Monk of the Four Winds/Sensei)

The burden of wisdom is too much for some. She is still capable of using the very knowledge that drove her to drink to devastating effect. Though often of physically weak, the Drunken Master's mystical abilities augments her damage while she inspires her associates to victory.



Skills

A drunken sensei gains Diplomacy, Linguistics, and all Knowledge skills as class skills.

Advice (Ex)

A drunken sensei's advice is identical to bardic performance (using oratory), allowing him to inspire courage at 1st level, inspire competence at 3rd level, and inspire greatness at 9th level, as a bard of the drunken sensei's level, usable a total number of rounds per day equal to his level + his Wisdom modifier (minimum 1).

This ability replaces flurry of blows, fast movement, and

improved evasion.

Elemental Fist (Su)

At 1st level, a drunken sensei gains Elemental Fist as a bonus feat, even if he does not meet the prerequisites. At 5th level, and every five levels thereafter, the monk increases the damage of his Elemental Fist by 1d6 (2d6 at 5th level, 3d6 at 10th level, and so on).

This ability replaces stunning fist.

Insightful Strike (Ex)

At 2nd level, a drunken sensei may use his Wisdom bonus in lieu of his Strength or Dexterity on attack rolls and combat maneuver checks with unarmed strikes or monk weapons.

This ability replaces evasion and the bonus feat gained at 2nd level.

Drunken Ki (Su)

At 3rd level, a drunken sensei can drink a tankard of ale or strong alcohol and gain one temporary ki point. The act of drinking is a standard action that does not provoke attacks of opportunity. The monk can have a maximum number of drunken ki points equal to 1 plus one additional point for every two levels thereafter (5th, 7th, and so on). The monk can gain this temporary ki even before he gains a ki pool at 4th level. These drunken ki points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken ki point, the monk can spend 1 ki point as a swift action to move 5 feet without provoking attacks of opportunity.

This ability replaces still mind.

Drunken Strength (Su)

At 5th level, a drunken sensei can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. The monk can choose to apply the damage after the attack roll is made. At 10th level, the monk may spend 2 drunken ki points to increase the extra damage to 2d6. At 15th level, the monk may spend 3 drunken ki points to increase the extra damage to 3d6. At 20th level, the monk may spend 4 drunken ki points to increase the extra damage to 4d6. The monk must have at least 1 drunken ki point to use this ability.

This ability replaces purity of body.

Mystic Wisdom (Su)

At 6th level, a drunken sensei may use his advice ability when spending points from his ki pool to activate a class ability (using the normal actions required for each) in order to have that ability affect one ally within 30 feet rather than the drunken sensei himself.

At 10th level, a drunken sensei may affect all allies within 30 feet rather than himself (spending points from his ki pool only once, not once for each target). At 10th level, a drunken sensei may instead spend 1 point from his ki pool (as a swift action) while using advice to provide a single ally within 30 feet with evasion, fast movement, high jump, purity of body, or slow fall.

At 14th level, a drunken sensei may spend 2 points to grant one of the abilities listed above to all allies within 30 feet, or diamond body, diamond soul, or improved evasion to a single ally within 30 feet. These abilities function at the drunken sensei's level and last 1 round.

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

Drunken Courage(Su)

At 11th level, a drunken sensei is immune to fear as long as he has at least 1 point of drunken ki.

This ability replaces diamond body.

Slow Time (Su)

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

This ability replaces abundant step.

Drunken Resilience (Ex)

At 13th level, a drunken sensei gains DR 1/— as long as he has at least 1 point of drunken ki. At 16th level, the DR increases to 2/—. At 19th level, it increases to 3/—.

This ability replaces diamond soul.

Aspect Master (Su)

At 17th level, a drunken sensei must choose an aspect of one of the great spirits of the world. Once made, this choice cannot be changed. This spirit grants the monk a new appearance and new abilities, as well as changing or augmenting the monk's personality in some way. Once this choice is made, it cannot be changed. The monk must abide by the alignment restrictions of the aspect. If the monk ever changes his alignment to something outside the aspect's alignment restrictions, he loses this ability and cannot regain it unless his alignment later changes again to match that of the aspect.

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

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

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

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

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

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

This ability replaces timeless body.

Firewater Breath (Su)

At 19th level, a drunken sensei can take a drink and expel a gout of alcohol-fueled fire in a 30-foot cone. Creatures within the cone take 20d6 points of fire damage. A successful Reflex saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier) halves the damage. Using this ability is a standard action that

consumes 4 ki points from the monk's ki pool. The monk must have at least 1 drunken ki point to use this ability.

This ability replaces empty body.

Immortality (Su)

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

This ability replaces perfect self.

Style Suggestions

The Djinni, Efreeti, Marid, and Shaitan Styles are all conducive to the drunken sensei.

Qinggong Substitutions

The following Qinggong substitutions complement the drunken sensei:

Slow Fall: Scorching Ray

High Jump: No substitution recommended

Wholeness of Body: Gaseous Form

Tongue of the Sun and Moon: Blood Crow Strike

Flowing Stone Monk

(Flowing Monk / Monk of the Iron Mountain)

The classic defensive specialist, the Flowing Stone monk is nearly untouchable in her ability to avoid attacks while seemingly impossible to injure.

Bonus Feat

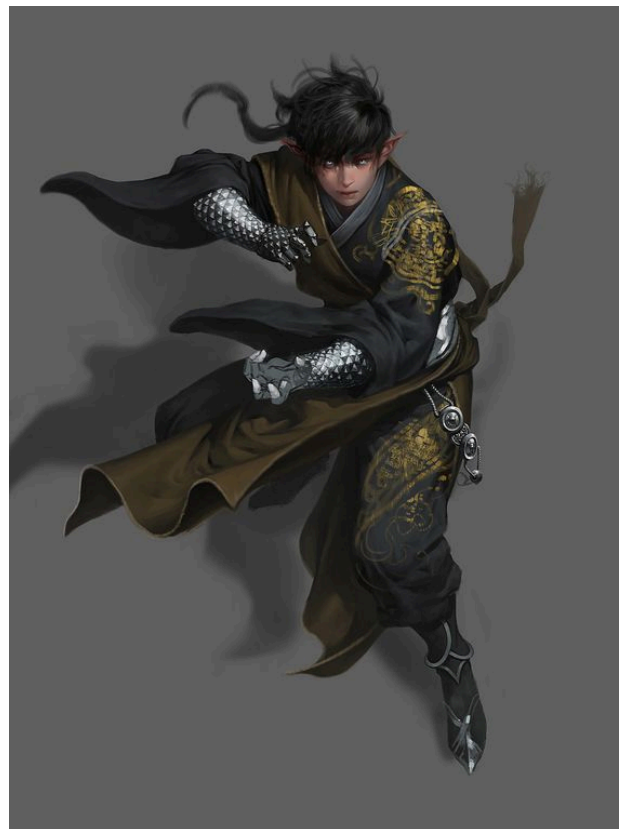
A flowing stone monk replaces the normal monk bonus feats with the following: Agile Maneuvers, Combat Reflexes, Deflect Arrows, Dodge, Improved Reposition, Improved Trip, Nimble Moves, and Weapon Finesse.

At 6th level, the following feats are also available: Acrobatic Steps, Bodyguard, Improved Disarm, Improved Feint, Ki Throw, Mobility, Second Chance, and Sidestep.

At 10th level, the following feats are added: In Harm's Way, Repositioning Strike, Snatch Arrows, Spring Attack, and Tripping Strike.

Redirection (Ex)

At 1st level, as an immediate action, a flowing stone monk can attempt a reposition or trip combat maneuver against a creature that the flowing stone monk threatens and that



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

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

Unbalancing Counter (Ex)

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

Iron Monk (Ex)

At 2nd level, a flowing stone monk gains Toughness as a bonus feat. In addition, the monk gains a +1 natural armor bonus. This ability replaces evasion.

Flowing Dodge (Ex)

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

Bastion Stance (Ex)

At 4th level, a flowing stone monk becomes like stone, nearly impossible to move when he stands his ground. If the monk starts and ends his turn in the same space, he cannot be knocked prone or forcibly moved until the start of his next turn, except by mind-affecting or teleportation effects. At 16th level, he is immune to any attempts to force him to move, even mind-affecting and teleportation effects. This ability replaces slow fall.

Iron Limb Defense (Ex)

At 5th level, a flowing stone monk can deflect blows with an active defense that complements his bastion stance. If the monk starts and ends his turn in the same space, he gains a +2 shield bonus to AC and CMD until the start of his next turn. As a swift action, he can spend 1 ki point to increase this bonus to +4. This ability replaces high jump.

Elusive Target (Ex)

At 5th level, as an immediate action, a flowing stone monk may spend 2 points from his ki pool to attempt a Reflex save opposed by an attacker's attack roll to halve damage from that attack. At 11th level and above, the flowing stone monk suffers no damage on a successful save, or half damage on a failed save. If the attacker is flanking the monk, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creature takes half damage (or full damage if the attack is completely avoided). Any associated effects from the attack (such as bleed,

poison, or spell effects) apply fully even if the attack deals only half damage. This ability replaces purity of body and diamond body.

Adamantine Monk (Ex)

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

Volley Spell (Su)

At 15th level, when a targeted spell or spell-like ability fails to overcome a flowing stone monk's spell resistance, he may reflect the effect onto its caster as spell turning by spending a number of points from his ki pool equal to 1/2 the spell's level (minimum 1). This ability replaces quivering palm.

Vow of Silence (Su)

At 17th level, a flowing stone monk becomes as impassive as stone, making a vow of silence in exchange for greater abilities. The monk gains a +2 insight bonus to AC and CMD and a +4 bonus on Sense Motive, Stealth, and Perception checks. The monk does not lose the capacity for speech, but if he ever speaks, he loses this feature for 24 hours. This ability replaces tongue of the sun and the moon.

Style Suggestions

The Archon, Crane, and Snake Styles are all conducive to the flowing stone monk.

Qinggong Substitutions

The following Qinggong substitutions complement the flowing stone monk:

Wholeness of Body: Gaseous Form

Diamond Soul: Shadow Step

Timeless Body: Shadow Walk

Empty Body: No substitution recommended

Perfect Self: No substitution recommended

Hamatulatsu Assassin

(Hamatulatsu Master / Monk of the Mantis)

A deadly figure to encounter in the shadows, the Hamatulatsu Assassin hinders her opponent with debilitating strikes before striking with the killing blow. .

Alignment

A hamatulatsu assassin must be lawful neutral or lawful evil.

Bonus Feats

A hamatulatsu assassin replaces the normal monk bonus feats with the following: Deflect Arrows, Dodge, Exotic Weapon Proficiency, Improved Grapple, Intimidating Prowess, Scorpion Style, or Weapon Focus.



At 6th level, the following feats are added to the list: Gorgon's Fist, Hamatulatsu, Improved Sunder, Mobility, Power Attack.

At 10th level, the following feats are added to the list: Critical Focus, Impaling Critical (unarmed strike), Improved Critical, Medusa's Wrath, Snatch Arrows.

At 14th level, the following feat is added to the list: Improved Impaling Critical. Anytime a hamatulatsu assassin would gain a bonus feat, she can instead choose to gain two additional uses of stunning fist per day.

Stunning Fist (Ex)

A hamatulatsu assassin expands the conditions that she can apply to the target of her stunning fist beyond merely stunning her target. At 4th level, she can choose to make the target shaken for 1 minute. At 8th level, she can choose to deal 1d10 points of nonlethal bleed damage. At 12th level, she can choose to make the target frightened for 1d3 rounds. At 16th level, she can deal 2d12 points of nonlethal bleed damage. The shaken and frightened conditions allow the target to attempt a Will save to negate the effect instead of a Fortitude save.

This ability otherwise functions as normal for a monk of her level.

Pressuring Strikes (Ex)

At 2nd level, a hamatulatsu assassin gains the sneak attack ability.

This ability functions as the rogue ability of the same name, except it can be used only during a flurry of blows. The initial sneak attack damage is +1d6, and the damage increases by 1d6 every 4 levels beyond 2nd.

This ability replaces the monk's 2nd-, 6th-, 10th-, 14th-, and 18th-level bonus feats.

Ki Pool (Su)

By spending 1 point from her ki pool as a swift action, a hamatulatsu assassin can make one additional attack at her highest attack bonus when making a flurry of blows attack. Alternatively, she can spend 1 ki point as a swift action to gain one additional use of her stunning fist ability that round, though this does not grant her an additional attack. Finally, as an immediate action, a hamatulatsu assassin can spend 1 ki point to make a single melee attack with a +2 bonus against a creature that has damaged her with a natural melee attack, unarmed strike, or weapon without the reach property.

This ability otherwise functions as normal for a monk of her level.

Infernal Resilience (Ex)

At 5th level, a hamatulatsu assassin gains immunity to all spells, spell-like abilities, and effects with the pain descriptor, as well as a +2 bonus on saving throws against effects that would sicken, nauseate, stagger, or stun her.

This ability replaces purity of body.

Debilitating Blows (Ex)

A hamatulatsu assassin's knowledge of anatomy allows her to deal blows that both deal damage and impose debilitating conditions.

At 7th level, if a hamatulatsu assassin stuns a target with Stunning Fist, the target is also entangled for 1 round after the Stunning Fist effect ends. At 11th level, if the hamatulatsu assassin stuns a target with Stunning Fist, the target is also exhausted for 1 round after the Stunning Fist effect ends.

At 13th level, the monk can spend 1 point from her ki pool as part of her Stunning Fist attack to increase the duration of these additional effects to a number of rounds equal to her Wisdom bonus (minimum 2 rounds).

This ability replaces wholeness of body, diamond body, and diamond soul.

Disabling Palm (Su)

At 15th level, a hamatulatsu assassin can render the target of her quivering palm unconscious instead of killing the creature. Upon failing its Fortitude saving throw, the target either is knocked unconscious for a number of minutes equal to the hamatulatsu assassin's monk level or dies (the hamatulatsu assassin's choice). This alters quivering palm.

Style Suggestions

The Archon, Mantis, and Snake Styles are all conducive to the hamatulatsu assassin..

Qinggong Substitutions

The following Qinggong substitutions complement the hamatulatsu assassin:

Slow Fall: Truestrike

High Jump: No substitution recommended

Abundant Step: No substitution recommended

Quivering Palm: No substitution recommended

Timeless Body: Cold Ice Strike

Tongue of the Sun and Moon: Ki Shout

Empty Body: No substitution recommended

Perfect Self: No substitution recommended

Serpent-Fire Mystic

(Serpent-Fire Adept / Ki mystic)

A True Master of the mystic capabilities of ki and beyond, the Serpent-Fire Mystic draws incredible power by drawing from the power that lay within herself.

Class Skill(s):

The serpent-fire mystic adds Appraise, Diplomacy, Fly, Heal, Knowledge (arcana), Linguistics, and Survival to her list of class skills, but does not gain Climb, Intimidate, Knowledge (history), Perform, Ride, or Swim as class skills.

This alters the monk's class skills.



Chakra Training:

A serpent-fire mystic gains Chakra Initiate and Psychic Sensitivity as bonus feats. She need not meet these feats' prerequisites, and can use her serpentfire ki from Chakra Initiate to open and maintain her root chakra, despite not being 2nd level.

This ability replaces stunning fist and the bonus feat gained at 1st level.

Chakra Expertise (Ex)

At 2nd level, the serpent-fire mystic gains a bonus equal to 1/2 her monk level on Fortitude and Will saves attempted to maintain awakened chakras. At 8th level, when she has opened one or more chakras, she can maintain those chakras (without opening any new chakras) for 1 round without taking a swift action, expending ki, or attempting Fortitude or Will saves to maintain the chakras.

This increases to 2 rounds at 16th level. After maintaining her chakras with chakra expertise, the monk must open a new chakra or maintain her open chakras normally before she can use chakra expertise again.

This ability replaces the bonus feat gained at 2nd level.

Ki Mystic (Su)

At 3rd level, a serpent-fire mystic gains a pool of ki points equal to his Wisdom modifier. The pool increases to 1/2 his monk level + his Wisdom modifier + 2 at level 4. If the monk has at least 1 point of ki in his ki pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, the monk can spend 1 ki point immediately before making an ability, or skill check to gain a +4 insight bonus on the check.

This ability alters ki pool and replaces still mind.

Light Spirit (Su)

At 4th level when the serpent-fire mystic has her sacral chakra open and chooses to benefit from its power, her fly speed is equal to either her base land speed or her bonus to her base speed from the monk fast movement class ability (whichever is higher). She maintains this fly speed for a number of rounds equal to her Wisdom bonus (minimum 1 round), even if she closes her chakras.

This ability replaces slow fall and high jump

Mystic Insight (Su)

At 5th level, a serpent-fire mystic becomes apt at giving just the right word of advice in just the nick of time. As an immediate action, the monk can spend 2 ki points to grant an ally within 30 feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear the monk to gain the reroll benefit.

This ability replaces purity of body.

Chakra Adept (Ex)

At 6th level, the serpent-fire mystic gains Chakra Adept as a bonus feat. She need not meet the feat's prerequisites. When the serpent-fire mystic has used all her rounds of chakra expertise to maintain open chakras, if she does not spend additional ki to maintain her open chakras on the next round, her highest chakra closes and she can spend a swift action to use any one of the abilities of her remaining open

chakras. On the round after that, all her chakras close, and if she wishes to reopen them, she must start again with her root chakra.

This ability replaces the bonus feat gained at 6th level.

Linked Chakras (Ex)

At 7th level, the serpent-fire mystic can open multiple chakras at once as a standard action. The round that she does this, she is required to make saving throws only to resist being overwhelmed by the highest chakra she opens, though the save DCs are increased by 5. She can do this once per day, plus one additional time per day each at 12th and 17th level.

This ability replaces wholeness of body.

Chakra Mastery (Ex)

At 10th level, the serpent-fire mystic gains Chakra Master as a bonus feat. She need not meet the feat's prerequisites. When maintaining her open chakras with chakra expertise, she can spend 1 point of ki to gain the benefits of two chakras rather than one in that round (or three chakras, if she has opened her crown chakra). At 14th level, the serpent-fire mystic's pool of serpent-fire ki increases to 7 points, and at 18th level, it increases to 9 points.

This ability replaces the bonus feats gained at 10th, 14th, and 18th level.

Mystic Visions (Su)

At 11th level, a serpent-fire mystic may receive mystic visions when he rests. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in the monk's mind. The effect is similar to a divination spell with a caster level equal to the monk's level. The divination has no casting time; it is just part of the normal dreams or visions that occur every night. Using this ability costs 2 ki points that are removed from the next day's total.

This ability replaces diamond body.

Mystic Prescience (Su)

At 13th level, a serpent-fire mystic gains a +2 insight bonus to AC and CMD. At 20th level, the bonus increases to +4.

This ability replaces diamond soul.

Mystic Persistence (Su)

At 19th level, a serpent-fire mystic can create an aura once per day as a swift action at the cost of at least 2 points of ki. The aura emanates out to a 20-foot radius. The monk and all allies within the aura can roll two dice when making an attack roll or a saving throw and take the better result. The aura lasts for 1 round, plus an additional round for every 2 ki points spent when the monk created the aura. The monk can dismiss the aura at any time as a free action, but the ki points for the full duration of the aura are lost.

This ability replaces empty body.

Qinggong Substitutions

The following Qinggong substitutions complement the weapon master:

Abundant Step: No substitution recommended
Quivering Palm: Cold Ice Strike
Tongue of the Sun and Moon: Strangling Hair
Perfect Self: No substitution recommended

The Vagabond (Human)

(Harrow Warden/Wanderer)



Travelling from town to town, the vagabond acts as a balancing force, offering a guiding word of advice and watching her foes fall to the fates that surround her.

Class Skills

The vagabond adds Diplomacy, Knowledge (geography), Knowledge (local), Linguistics, and Survival to his list of class skills.

Weapon and Armor Proficiency

The vagabond is proficient with all simple weapons, as well as with the klar, rapier, short sword, and starknife. Additionally, vagabonds treat starknives as monk weapons.

Idiot Strike (Su)

At 1st level, the vagabond can make an unarmed strike against a target and curse the creature with bad luck. Foes damaged by an idiot strike must succeed at a Will save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier) or become jinxed. A jinxed creature must roll twice whenever it attempts an attack roll, a saving throw, a skill check, or a caster level check for 1 round, taking the lower result in each instance. The vagabond can use idiot strike once per day per monk level. She must declare that she is using an idiot strike before making the attack roll; thus, a failed roll wastes the attempt.

At 4th level and again at 12th level, the jinx effect lasts an additional round.

At 16th level, a vagabond can expend two uses of idiot strike to instead curse her target as the bestow curse spell.

This ability replaces stunning fist.

Far Traveler (Ex)

At 1st level, the vagabond gains either one additional language known or proficiency in one exotic or martial weapon. At 4th level and every four levels thereafter, the vagabond may gain an additional language known or may retrain her weapon proficiency from this ability to a different exotic or martial weapon.

This ability replaces the bonus feat gained at 1st level.

Long Walk (Ex)

At 3rd level, the vagabond gains Endurance as a bonus feat, and the feat bonus doubles when he makes Constitution checks because of a forced march. In addition, a vagabond gains a +2 bonus on saving throws against spells and effects that cause exhaustion and fatigue.

This ability replaces still mind.

Light Step (Su)

At 4th level, a vagabond leaves no trail and cannot be tracked, though he can leave a trail if desired. By spending 1 point from his ki pool, he can use ant haul, feather step, pass without trace, or tireless pursuit as a spell-like ability (with a caster level equal to his monk level).

This ability replaces slow fall.

Inscrutable (Su)

At 5th level, the vagabond gains a supernatural air of mystery. The DC to gain information or insight into the vagabond with Diplomacy, Knowledge skills, or Sense Motive increases by 5. In addition, by spending 1 point from his ki pool, the vagabond gains nondetection for 24 hours with a caster level equal to his monk level.

This ability replaces high jump.

Wanderer's Wisdom (Ex)

At 7th level, the vagabond can dispense excellent advice in the form of philosophical proverbs and parables. As a swift action, the vagabond can inspire courage or inspire competence as a bard of his monk level by spending 2 points from his ki pool. This affects one creature within 30 feet and lasts a number of rounds equal to the vagabond's Wisdom modifier (minimum 1 round). This ability is language-dependent.

This ability replaces wholeness of body.

Mute Hag Stance (Su)

Beginning at 9th level, the vagabond can block opponents' metaphysical ties to one another. Enemies threatened by the vagabond do not gain the effects of any morale or insight bonuses on attack rolls or skill checks as long as they are within the vagabond's threatened area.

This ability replaces improved evasion.

Big Sky Stance (Su)

At 11th level, the vagabond becomes secure in her role within the larger story. She gains immunity to curses and polymorph effects.

This ability replaces diamond body.

Disappear Unnoticed (Ex)

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

This ability replaces abundant step.

Free Step (Su)

At 13th level, the vagabond gains continuous freedom of movement as a continuous spell-like ability.

This ability replaces diamond soul.

Eclipse Strike (Su)

Beginning at 15th level, the vagabond can strike a target with enough force to realign its place in the world. Foes damaged by the vagabond's idiot strike can attempt a Fortitude save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier). Those that fail are transmuted into a harmless form, as per the baleful polymorph spell.

This ability replaces quivering palm.

Style Suggestions

The Archon, Ascetic (quarterstaff), and Snake Styles are conducive to the bodyguard

Qingong Substitutions

Timeless Body, Tongue of the Sun and Moon, Empty Body, and Perfect Self all complement the Wanderer.

Wrestler

(Kata Master / Tetori)

Designed as a fighting style that could be practiced while under the guard of enemy authorities, the Wrestler lulls her foe into believing her abilities are mere performance and not real. To their detriment, they find that the Wrestler can back up her showy flair with an assortment of devastating holds and hindering strikes. The Wrestler can perform and is seemingly fake, but her abilities are very, VERY real.

Bonus Feat

A wrestler gains the following bonus feats: 1st level—Improved Grapple, 2nd level—Stunning Pin, 6th level—Greater Grapple, 10th level—Pinning Knockout, 14th level—Chokehold, 18th level—Neckbreaker.

These feats replace a monk's normal bonus feats.

Panache

At 1st level, a wrestler gains the swashbuckler's panache class ability. At the start of each day, a wrestler gains a number of panache points equal to her Charisma bonus (minimum 1). Her panache goes up or down throughout the day, but usually cannot go higher than his Charisma bonus (minimum 1). A wrestler gains the swashbuckler's derring-do and dodging panache deeds. A



wrestler can use an unarmed strike or monk special weapon in place of a light or one-handed piercing melee weapon for granted swashbuckler class features and deeds.

This ability replaces stunning fist.

Graceful Grappler (Ex)

A wrestler uses his monk level in place of his base attack bonus to determine CMB and CMD for grappling. At 4th level, he suffers no penalties on attack rolls, can make attacks of opportunity while grappling, and retains his Dexterity bonus to AC when pinning an opponent or when grappled. At 8th level, a wrestler gains the grab special attack when using unarmed strikes, and can use this ability against creatures his own size or smaller by spending 1 point from his ki pool, or against larger creatures by spending 2 points from his ki pool. At 15th level, a wrestler gains the constrict special attack, inflicting his unarmed strike damage on any successful grapple check.

This ability replaces flurry of blows.

Menacing Swordplay (Ex)

At 3rd level, a wrestler gains the swashbuckler's menacing swordplay deed.

This ability replaces still mind.

Ki Pool (Su)

At 4th level, a wrestler can treat ki points as panache points for any swashbuckler deed gained through this archetype. This ability modifies ki pool.

Counter-Grapple (Ex)

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

This ability replaces slow fall.

Break Free (Ex)

At 5th level, a wrestler adds his monk level on combat maneuver or Escape Artist checks made to escape a grapple. If a wrestler fails a save against an effect that causes him to become entangled, paralyzed, slowed, or staggered, he may spend 1 point from his ki pool as an immediate action to attempt a new save.

This ability replaces high jump.

Targeted Strike (Ex)

At 7th level, a wrestler gains the swashbuckler's targeted strike deed.

This ability replaces wholeness of body.

Inescapable Grasp (Su)

At 9th level, a wrestler can spend 1 point from his ki pool to suppress his opponents' freedom of

movement and magical bonuses to Escape Artist or on checks to escape a grapple. At 13th level, this ability also duplicates the effect of dimensional anchor. At 17th level, the wrestler's unarmed strike gains the ghost touch special ability, and an incorporeal creature that he strikes gains the grappled condition (Reflex negates, DC 10 + 1/2 the wrestler's level + his Wisdom modifier). Inescapable grasp is a swift action and lasts until the beginning of the wrestler's next turn.

This ability replaces abundant step, improved evasion, timeless body, and tongue of the sun and moon.

Form Lock (Su)

At 13th level, a wrestler can negate a polymorph effect by touch with a Wisdom check, adding a bonus equal to his monk level, against a DC of 11 + the caster level of the effect (or HD of the creature, for supernatural polymorph effects). This is a standard action requiring 2 points from the wrestler's ki pool, or an immediate action if a creature the wrestler is grappling attempts to use a polymorph effect.

This ability replaces diamond soul.

Dizzying Defense (Ex)

At 15th level, a wrestler gains the dizzying defense swashbuckler deed.

This ability replaces quivering palm.

Iron Body (Su)

At 19th level, as a move action, a wrestler can make his tissues ultra-dense for 1 minute as the iron body spell by spending 3 points from his ki pool.

This ability replaces empty body.

Style Suggestions

The Kraken, Grabbing, and Snapping Turtle Styles are all conducive to the Wrestler.

Qingong Substitutions

The following Qingong substitutions complement the Wrestler:

Diamond Body: Restoration

Quivering Palm: Ki Shout

Perfect Self. No substitution recommended

Weapon Master

(Maneuver Master / Weapon Adept) :

The Weapon Master takes her connection to her weapons to the next level, switching between devastating strikes and complex maneuvers to confound and defeat her opponents. Those foolish enough to face a Weapon Master armed with a kama, nunchaku, or sai often find themselves weaponless, fallen, or both before being pummelled into unconsciousness.



Bonus Feat

In addition to normal monk bonus feats, a weapon master may select any Improved combat maneuver feat (such as Improved Overrun) as a bonus feat.

At 6th level and above, he may select any Greater combat maneuver feat (such as Greater Grapple) as a bonus feat.

At 10th level and above, he may select any maneuver Strike feat (such as Tripping Strike) as a bonus feat.

Perfect Strike (Ex)

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

This ability replaces stunning fist.

Flurry of Maneuvers (Ex)

At 1st level, as part of a full-attack action, a weapon master can make one additional combat maneuver, regardless of whether the maneuver normally replaces a melee attack or requires a standard action. The weapon master uses his monk level in place of his base attack bonus to determine his CMB for the bonus maneuvers, though all combat maneuver checks suffer a –2 penalty when using a flurry.

At 8th level, a weapon master may attempt a second additional combat maneuver, with an additional –3 penalty on combat maneuver checks.

At 15th level, a weapon master may attempt a third additional combat maneuver, with an additional –7 penalty on combat maneuver checks.

A weapon master loses this ability when wearing armor, using a shield, or carrying a medium or heavy load.

This ability replaces flurry of blows.

Way of the Weapon Master (Ex)

At 2nd level, a weapon master gains Weapon Focus as a bonus feat with one of his monk weapons. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites.

This ability replaces evasion.

Maneuver Defense (Ex)

At 3rd level, if a weapon master has an Improved combat maneuver feat, any creature attempting that maneuver against the weapon master provokes an attack of opportunity, even if it would not normally do so.

This ability replaces still mind.

Reliable Maneuver (Ex)

At 4th level, as a swift action, a weapon master may spend 1 point from his ki pool before attempting a combat maneuver. He can roll his combat maneuver check for that maneuver twice and use the better result.

This ability replaces slow fall.

Meditative Maneuver (Ex)

At 5th level, as a swift action, a weapon master can add his Wisdom modifier on any combat maneuver check he makes before the beginning of his next turn. He must choose which combat maneuver check to grant the bonus to before making the combat maneuver check.

This ability replaces purity of body.

Evasion (Ex)

At 9th level, the monk gains evasion.

This ability replaces improved evasion.

Sweeping Maneuver (Ex)

At 11th level, a weapon master can make two combat maneuvers as a standard action, as long as neither maneuver requires the weapon master to move. He may perform two identical maneuvers against two adjacent enemies, or he may perform two different combat maneuvers against the same target.

This ability replaces diamond body.

Whirlwind Maneuver (Ex)

At 15th level, once per day as a full-round action, a weapon master can attempt a single combat maneuver against every opponent he threatens, as long as the combat maneuver does not require movement. He makes a single combat maneuver check, and it applies to all targets.

This ability replaces quivering palm.

Uncanny Initiative (Ex)

At 17th level, a weapon master does not need to roll for initiative. He always treats his initiative roll as if it resulted in any number of his choosing (from 1 to 20).

This ability replaces timeless body.

Pure Power

At 20th level, a weapon master forsakes the ideals of the perfect self to become a bastion of the physical and mental virtues monks hold dear. The monk gains a +2 bonus to Strength, Dexterity, and Wisdom.

This ability replaces perfect self.

Style Suggestions

The Cudgeler, Janni, and Wolf Styles are all conducive to the weapon master.

Qingong Substitutions

The following Qingong substitutions complement the weapon master:

High Jump: Barkskin

Wholeness of Body: Heroic Recovery
Abundant Step: No substitution recommended
Diamond Soul: Discordant Blast
Tongue of the Sun and Moon: Blood Crow Strike
Empty Body: No substitution recommended

Power Katas: Modular Themed “Add-ons”

In the course of creating this guide I have made a lot of monks. Along the way, there are a number of options that offer a large amount of flexibility that I’ve uncovered, along with some “hidden gems” that only appear when one has spent far too much time on d20pfsrd or archivesofnethys. While these synergies were often discovered with the Peaceful Sensei Blended Archetype in mind, they are boons to any monk.

The Monk Doctor

Investments:

- [Signature Skill \(Heal\)](#) feat (required for healing)
- [Battlefield Surgeon](#) trait (functionally required)
- [Psychic Sensitivity](#) feat (required for condition removal)
- [Psychic Healing](#) feat (optional)
- A single-level dip in a class that provides a domain (Cleric, Inquisitor, Reliquarian Occultist) (optional)

While not unique to the Monk, the [expanded use of Healing](#) to restore hp synergizes nicely with the Monk as a Wisdom-based character. This also covers every scene in every movie where the monk-like character heals someone close to the brink of death at the last moment, typically by first clapping and then rubbing her hands together.

The above link shows how to use Signature Skill (Heal) to restore hit points at an accelerated rate. The Monk does not have Heal as a class skill, but Battlefield Surgeon both covers this and lets you heal people twice a day.

You can also remove ability damage, curses, diseases, and poisons by taking Psychic Sensitivity. The Faith Healing skill unlock is the one in question. You gain the ability to delay ability damage, curses, diseases, and poisons by meeting their DC with a heal check, and remove any of the latter by doubling the DC. Heal is very easy to increase via comparatively inexpensive items (Healer’s kits and [boline](#), [Vest of Surgery](#), [Healer’s Gloves](#), [Portable Sweat Lodge](#), and, if one is a follower of Saranae, a [Saliharon](#));

properly equipped, you can easily compete with a caster using a 3rd or 4th level spell for the same effect. Finally, by taking Psychic Healing, you can now give yourself or others temporary hit points that last an hour equal to the amount healed; 40+WIS temporary hp at 10th level isn't anything to sneeze at.

The time constraint needed for everything is your biggest problem. At an hour minimum, all of these effects are strictly out of combat options. This can be significantly sped up, however, if you obtain a domain, the [Blessed Surgery domain power](#) lets you reduce the time of Heal checks of up to an hour to a minute.

The Psychic Monk

Investments:

- [Psychic Sensitivity](#) feat (required)
- [Empath](#) feat (optional)
- [Truth In Wine](#) feat (optional)
- [Spectrum Sight](#) feat (optional)
- Any [trait that gives Appraise](#) as a class skill (optional)

As touched on above, [Psychic Sensitivity](#) allows you to use [Occult Skill Unlocks](#) as though you were a psychic spellcaster. I consider it a hidden gem in the Occult Adventures book. Monks are not psychic spellcasters, so the additional detection abilities come in very handy. For the cost of a feat, a monk gains access to a small suite of divination abilities, surprisingly useful ability and condition removal healing skills, and short range flight. If you like the abilities, an additional feat or two can trick them out; however, the key is Psychic Sensitivity.

As a quick note, half-elves have a couple of alternate racial traits to easily gain Psychic Sensitivity: Starchild (replacing Adaptability) and Psychic Sensitivity (replacing Keen Senses and Elven Immunities). Your abilities include:

- Faith Healing (Heal): See above for all of the Faith Healing goodness.
- Prognostication (Sense Motive): On-command alignment detection, as well as a rare method of immediately knowing the class/level of NPCs at mid-tiers. Note that this also synergizes with Snake Style, as does the Truth in Wine and Empath feats.
- Psychometry (Appraise): Though not a class skill and not WIS-based, this gets special mention for a comparatively low DC (15) for object reading. That is worth a trait for Appraise as a class

skill. Truth In Wine allows you a second reading and a bump in Perception and Sense Motive when drinking high quality alcohol.

- Read Aura (Perception): A suite of divination abilities, from detecting the magic aura of an object to determining someone's alignment. The Empath feat lets you use Sense Motive to read emotion auras, and to do so multiple times a day. In addition, the Spectrum Sight feat takes this a step further, allowing you to use ki to read any aura multiple times a day.
- [Chakras](#): Though they are often rightfully maligned, you are here for one thing: Sacral chakra. Two ki points and two DC 13 saves (Fort and Will) gives a 30' fly speed for a round, provided you begin and end on the same surface. Think of this as "Advanced High Jump"; a double move on a 30' fly speed is hard to beat with High Jump, and shows its worth the first time you say "I'm going to fly up to the top of the roof". Any other chakra is gravy if it becomes useful.

The Ever-Prepared Monk

Investments:

- One level dip in a class that provides Martial Flexibility (Brawler, Warsighted Oracle, Eldritch Scrapper Sorcerer, Free Style Fighter, Reliquarian Occultist)

As with any feat-based martial, the Monk benefits from martial flexibility. Most of this was written to support my desire to get a solid idea of what the immediate options are from the "perspective of a monk". As there is some level of planning, I decided to make a list of what could be created using "minimal resources". I won't pretend that this covers the best situations; [the Wombo Combo](#) is the place to look for a more comprehensive and handy guide to Martial Flexibility. Instead, I'm look at either (1) what you need no resources for, or only a Wisdom of 15 as a requirement, (2) What you can build off of the 1st level monk bonus feat, or (3) what combat styles only requires a skill point investment. I will note that Combat Expertise and Improved Disarm also unlock a lot of feats, but neither is available as a level one Monk bonus feat.

There were a number of [equipment trick options](#), so due to time constraints those are not summarized. All Equipment Tricks require the piece of equipment mentioned.

Finally, numbers in parentheses represent the number of ranks needed for the ability.

Immediate Uses Available when Martial Flexibility Is Taken:

Combat Styles

Linnorm Style: -2 to hit, WIS to damage instead of STR or DEX

Perfect Style: Resistance 5 to fire, acid, or cold

Snapping Turtle Style: +1 to AC with one hand free

Tiger Style: +2 to CMD on bullrush, trip, or overrun; slashing damage; 1d4 bleed for two rounds on critical

Non-Style Feats

Blind Fight: Reroll miss due to concealment; invisible people get no advantage

Catch Off Guard: No penalties for improvised weapons; enemies are flat-footed against you

Combat Stamina: Provides a variety of options based on your Feats (Requires GM Approval)

Death From Above: +5 to attack from above instead of charging bonus

Equipment Trick (Boot - Cleat Stomp)

Equipment Trick (Lantern - Lesser Light)

Equipment Trick (Rope - Quick Release)

Flyby Attack: Attack in the middle of a move action

Divine Fighting Technique (Way of the Perfected Fist): -2 to hit, but unarmed strike damage is always average (Must be Lawful Neutral)

Monastic Legacy: Classes besides monk count for purpose of unarmed strike

Quick Draw: Draw weapon as free action

Step Up: 5 foot step forward if opponent takes five foot step away

Telekinetic Item Mastery: Use telekinesis 1/day (with another at level 10 and 14, if using this build). Requires 7th level (6th with a two level Brawler dip) and an item with a 4th level conjuration spell requirement, such as Traveler's Tools.

Weapon Trick (Freehand Maneuver): dirty trick, disarm, drag, reposition, or steal combat maneuver with free hand and no two weapon fighting penalties (BAB 6 and Manufactured Weapon required)

Styles/Feats Based on Dodge:

Crane Style: fight defensively at -2/+3 (+4 with Acrobatics of 3)

Mobility: +4 to AC (DEX 13 required)

Styles/Feats Based on Combat Reflexes:

Panther Style: Swift action retaliatory Strike if someone makes an AoO due to movement on you.

Weapon Trick (Stylish Riposte): Gives an AoO on any opponent that misses by more than five
(Manufactured Weapon Required)

Equipment Trick (Mirror - Reflect Gaze)

Styles/Feats Based on Improved Grapple:

Grabbing Style: No penalties to grappling with one hand or to AC to pin opponent (Two level Brawler dip required)

Kraken Style: Opponent takes WIS additional damage with any successful grapple check; +2 to maintain a grapple

Tatzlwurm Claw Style: Slashing damage with Unarmed Strikes; Striking someone grappling another can force them to release the hold

Equipment Trick (Net - Grappling Net)

Equipment Trick (Rope - Hogtie)

Skill Points Requirements Only:**Acrobatics:**

Janni Style (3): Charging penalty reduced to -1; flanking only provides a +1 bonus against you (also requires Perform (Dance) 3)

Monkey Style (5): Wisdom to Acrobatics; no penalty to attack or AC when prone; crawl and stand up w/o AoO, Swift Action Stand (DC 20 Acrobatics) (also requires Climb 5)

Snake Style (1) : Immediate action to use a Sense Motive check as AC against one attack you know (also requires Sense Motive 3)

Equipment Trick (Cloak: Parachute Cloak) (5)

Equipment Trick (Ladder: Vaulting Ladder) (3)

Climb:

Monkey Style (5): Wisdom to Acrobatics; no penalty to attack or AC when prone; crawl and stand up w/o AoO, Swift Action Stand (DC 20 Acrobatics) (also requires Acrobatics 5)

Equipment Trick (Anvil: Counterweight) (5)

Equipment Trick (Ladder: Vaulting Ladder) (3)

Equipment Trick (Rope - Lifeline) (5)

Craft (Alchemy)

Equipment Trick (Lantern : Intensified Oil) (3)

Equipment Trick (Sunrod : Flare) (3)

Equipment Trick (Sunrod : Twice As brightly) (3)

Escape Artist

Equipment Trick (Rope : Slip Away) (3)

Handle Animal

Equipment Trick (Sunrod : Lure) (5)

Intimidate

Boar Style (3): Slashing damage with unarmed strikes; 2d6 bonus damage if you hit an opponent twice with unarmed strikes

Knowledge (Arcana)

Kirin Style (6): Swift Action to take a Knowledge check to identify creature; +2 to saving throws and AC vs AoO once identified. (also requires Knowledge (Dungeoneering, Local, Nature, Planes, or Religion) 1)

Knowledge (Nature):

Wolf Style (3): Lower speed by 5 feet for 10 points of AoO damage; 5 more feet for every 5 damage beyond 10; free trip attempt if this negates all of their movement left

Knowledge (Religion):

Equipment Trick (Mirror - Bold Presentation) (5)

Sleight of Hand:

Equipment Trick (Mirror - Blinding Light) (3)

Equipment Trick (Rope - Coil) (5)

Spellcraft:

Equipment Trick (Mirror - Telltale Reflection) (3)

Equipment Trick (Wondrous Item - Counter Dispelling) (3)

Stealth:

Equipment Trick (Cloak - Distracting Cloak) (3)

Use Magic Item:

Equipment Trick (Wondrous Item - Aura Mastery) (1)

The Monk of Faith

Investments:

- One level dip into [Reliquarian Occultist](#) (required)
- [Magical Knack](#) trait (optional for magic item creation)
- [Craft Wondrous Items](#) (optional for magic item creation)

I stumbled upon the Reliquarian Occultist while trying to find a reasonable path to get a monk a domain for the Blessed Surgery Medicine domain power. What I found was a way to make a Holy monk that becomes both more adept in battle and considerably more versatile. The Reliquarian archetype of the Occultist represents someone that researches and gets power from holy items of their deity; for a class steeped in tradition and history, this is a great theme for a monk. Plus, your pool of Mental Focus is based off of Wisdom, which limits increasing your MADness. Here are the negatives:

- You delay your BAB by one. This will be addressed.

That is it. Here are the positives:

- Your skill list grows considerably. It is easier to list the class skills you do NOT have: Bluff, Handle Animal, Survival, Knowledge (dungeoneering), Knowledge (Geography), Knowledge (Local), Knowledge (Nature). If you happened to take Sensei or Perfect Scholar, cut that list down to only the first three.

- You now gain all martial weapons. Disarm, blocking, and trip options are now available with the tonfa, sansetsukon, double chicken saber, etc..
- You gain a domain (see The Monk Doctor, above, for the application of Blessed Surgery).
- You are now a spellcaster. This is fun by itself; add Magical Knack and Craft Wondrous Item and you can begin making your own magic items!
- Transmutation is your implement. This isn't a question:
 - Legacy Weapon gives you the ability to add any +1 bonus assuming you already have a +1 bonus to your unarmed strike or weapon. This is huge. Here are a few examples of use.
 - On command Bane of whatever you want. This is where the +2 to hit outweighs losing one of your BAB, along with a +2 to damage.
 - On command Training, giving you any one combat feat as long as you meet the prerequisites. See The Ever-Prepared Monk, above.
 - On command Ghost Touch, just for those incorporeal foes
 - On command Growing or Breaking when you need more damage
 - On command Mimetic, just for those Fire Shields getting in your way
 - You can cast two Transmutation spells a day. Enlarge Person, Reduce Person, Expeditious Retreat, Keen Senses, Magic Weapon (when you want to Legacy Weapon but you haven't quite got that Amulet of Mighty Fists yet...)... there are loads of options. Note this does require an 11 Intelligence, as your casting stat is still Intelligence.
 - Spending 3 Mental Focus to give yourself +2 to a Physical stat is simply icing on the cake.

The Well-Dressed Monk

Here is a short list of ki-based equipment.

Name	Cost	Summary
Tea of Transference	40	One-time conversion of ki to other ability
Bronze Gong	100	Channel foci to regain ki
Meditation Crystal	100	Channel foci to regain ki
Ki Crystal	2000	One time use of a ki point
Traveling Master's Turban	4000	Spend ki to animate rope; gains endure elements; 1/day rope trick
Headband of Ki	5400	When using ki for extra attack, +1 to attack

Focus		
Singing Bell of Striking	6000	Can make ki strikes cold iron or silver rather than lawful
Hurricane Quarterstaff	7840	Can spend ki to cast Gust of Wind, +1/+1 quarterstaff
Amulet of Hidden Strength	9000	Once/day regain 2 ki or extra attack
Ring of Ki Mastery	10000	Reduce ki costs by 1; +2 to CMDs
Gloves of Unfolding Wind	10000	Spend ki for Gust of Wind; additional bonuses to throw in wind
Handwraps of Blinding Ki	10000	Spend ki for additional Stun Fist or equivalent if spending ki for extra attacks
Ki Mat	10000	Allows up to a ki point an hour regained
Prayer Wheel of Ethical Strength	10000	Can make ki strikes good or evil rather than lawful
Ring of Adept Manuevers	15000	Reduce penalty for FoB and manuevers
Necklace of Ki Serenity	16000	Adds 4 to effective level for ki pool and ki strike abilities
Husk Dart	19301	Gains temp hp, ki point, and casts feast of ashes on successful crit
Monastic Warden	23530	Spend ki to negate shield bonus, 3/day force damage distance attack; +1 ki focus temple sword
Efreeti Horns	24000	Spend ki to Enlarge/Reduce Person; also +4 to Wisdom
Mountainshaper's Girdle	25000	Spend ki to stone shape; +4 to Strength
The Master's Name	25000	Meditate to regain 1/2 ki points,
Asura Meditation Mat	32000	Fills LE Ki-users w/ wrath, +4 to save vs mind affecting but must always, can spend ki to increase attack/damage/StunFist DC
Quarterstaff of Contemplation	34800	Irori followers w/ WoB can cast for 1 ki and is +2 ki intensifying; simple +2 otherwise
Necklace of Spectral Strikes	35500	Spend ki to use incorpeal touch attack; +1 to hit and dam unarmed and ghost touch
Orgone Accumulator	48000	Serves as a ki mat plus other restorative abilities
Blade of the Sword Saint	75350	Treat as unarmed; +3 ki intensfying

Unchained Monk Archetype Compatibilities:

Black Asp

Disciple of Wholeness
Invested Regent
Monk of the Mantis
Sage Counselor
Sin Monk

Brazen Disciple

Disciple of Wholeness
Wasteland Militant
Windstep Master

Disciple of Wholeness

Black Asp
Brazen Disciple
Invested Regent
Perfect Scholar
Scaled Fist
Wasteland Militant
Water Dancer

Elemental Monk

Perfect Scholar

Invested Regent

Black Asp
Disciple of Wholeness
Nimble Guardian
Perfect Scholar
Sin Monk
Wasteland Militant
Windstep Master

Menhir Guardian

Brazen Disciple
Invested Regent
Perfect Scholar
Nimble Guardian

Monk of the Mantis

Black Asp
Perfect Scholar
Windstep Master

Nimble Guardian ([Submitted by zer0darkfire](#))

Invested Regent
Nornkith
Sage Counselor
Windstep Master

Nornkith ([Submitted by zer0darkfire](#))

Nimble Guardian

Perfect Scholar

Disciple of Wholeness
Invested Regent
Monk of the Mantis

Sage Counselor

Black Asp
Nimble Guardian
Wasteland Militant

Scaled Fist

Disciple of Wholeness
Sin Monk

Serpent-Fire Adept

None

Sin Monk ([Submitted by zer0darkfire](#))

Black Asp
Invested Regent
Scaled Fist

Wasteland Militant

Brazen Disciple
Disciple of Wholeness
Invested Regent
Sage Counselor

Water Dancer

Disciple of Wholeness

Windstep Master

Brazen Disciple
Invested Regent
Monk of the Mantis
Nimble Guardian

Changelog:

2018/03/25: Renamed Monk Synergies “Power Katas”; Completed The Monk Doctor, The Psychic Monk, The Ever-Prepared Monk, The Monk of Faith, and The Well-Dressed monk sections.

2018/03/17: Added Monk Synergies section; Added Psychic Sensitivity synergy

2018/03/12: Added Wasteland Militant and Water Dancer; Separated Peaceful Sensei Blend

2018/03/08: Updated Sin Monk with Errata; Added Elemental Monk; Added note that Hellcat and Zen Archer do not stack with anything else; updated Unchained Compatibilities for Nimble Guardian, Nornkith, and Sin Monk; Added Reliquarian Occultist as a multiclass dip and updated multiclass times to after 6th and 10th.

2018/03/02: Added suggested changes for [Nimble Guardian](#), [Nornkith](#), and [Sin Monk](#) by zer0Darkfire from Paizo’s message boards

2018/02/01: Added description of Blessed Surgery variation to the Sensei Monk Build

2017/10/07: Added Black Asp, Brazen Disciple, Disciple of Wholeness, Invested Regent, Perfect Scholar, Sage counselor, Scaled Fist, and Windstep Master. Updated other archetypes to reflect these additions. Added separate compatibility list for Unchained Monk Archetypes

2017/10/05: Added Sensei Monk Build

2016/02/08: Added Terra-Cotta Monk compatibilities; The Vagabond blended archetype

2016/02/07: Added Grey Disciple, Karmic Monk, Spirit Master, Underfoot Adept, and Wanderer compatibilities

2016/02/06: Numerous typeface/aesthetic shifts

2016/02/04: Renamed “Hybrid Archetype” to “Blended Archetype”

2016/02/03: Added Table of Contents; implemented alphabetical order

2016/02/02: Added Blended Archetyping Rules; edited mistake with far Strike Monk

2016/02/01: Version 1.0