

Unchained Monk Archetype: Z Warrior



This Archetype of Monk sheds the structured, ordered, semi-religious trappings of its originator to focus on the perfection of the physical body and mastery of life energy. These are the restless fighters who cannot keep themselves cooped up in far-flung monasteries, but favor wandering the world in search of challenge and training. Z Warriors can be found as roaming vigilantes, performance fighters, bandit kings or fearsome mercenaries. What sets these Monks apart is their access to Ki Blasts and Ki Powers beyond the normal range of Monks.

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Ki Blast

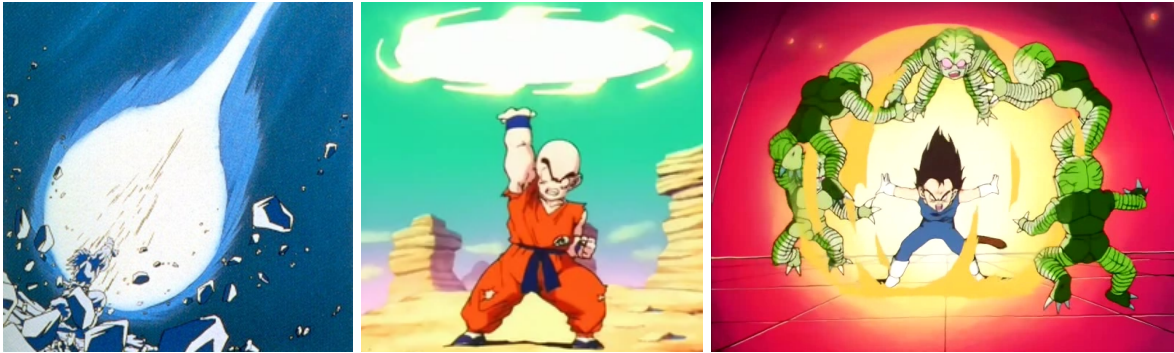
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New Ki Powers

Ki Blasts: At 3rd level, a Z Warrior gains the ability to wield his Ki as a weapon and learns his first ki blast.



Ki Blasts come in three varieties: Beams & Waves, Thrown, and Bursts.

- **Beams & Waves:** The Z Warrior focuses their energy into both open hands and projects a visible beam or wave of energy. This is a Ranged Touch attack with a 30 ft range increment to strike a single target.
- **Thrown:** The Z Warrior shapes focused energy in their hand. The shape changes depending on the desire and intent of the Z Warrior, common shapes are spheres, discs, and spears. This is a Ranged Attack with a 60 ft range increment to strike a single target.
- **Bursts:** The Z Warrior focuses their energy at their center of gravity (often at a point just behind the naval) and releases this energy in all directions. This is a burst attack with a radius of 10 feet centered on the Z Warrior. The Reflex save DC for the Burst ki blast is equal to $10 + \frac{1}{2}$ the Z Warrior's level + the Z Warrior's Strength modifier. If the Z Warrior possesses the Weapon Focus feat for ki blasts, then the Reflex save DC of the burst increases by 1 as if they had the feat Spell Focus.

Ki Blasts deal an amount of lethal or nonlethal damage equal to $2d6 +$ the Z Warrior's Strength modifier for thrown and burst ki blasts or $2d6 + \frac{1}{2}$ the Z Warrior's Strength modifier for beam / wave ki blasts. At 4th level and every 4th level after that until 16th, the damage increases by $1d6$ (for a max of $6d6$ at level 16). A Z Warrior must have at least one ki point in his pool in order to fire a ki blast.

Ki blasts are similar to the Kineticist's Kinetic Blasts. As a standard action, the Z Warrior can unleash a ki blast at a single target. He must have at least one hand free to aim the blast (or one prehensile appendage, if he doesn't have hands). Ki Blasts follow the same progression as Ki Strikes in determining what types of DR they overcome, excluding axiomatic enhancements. Ki blasts count as a type of weapon for the purpose of feats such as Weapon Focus. The Z Warrior is never considered to be wielding or gripping the ki blast (regardless of attack type or modifier), and he can't use Vital Strike feats with ki blasts.

This feature modifies the Monk's weapon proficiencies. A Z Warrior may only choose one Monk weapon to be proficient in; he loses all other weapon proficiencies.

Ki Blast Advancement: At every 5th level and every 2nd level after, the Z Warrior can either learn a new type of Ki Blast or augment a known Ki Blast with any of the following modifiers. These effects occur in addition to the damage dealt by the Ki Blast. Once a Ki Blast modifier is selected, it may not be changed. The Z Warrior is not required to use any modifier he learns for a Ki Blast every time he fires the blast; the modifier is a way for the Z Warrior to amplify his blasts using his Ki.

- **Combat Maneuver Effect (Bull-Rush)** - On a successful Beam/Wave or Thrown attack, the Z Warrior makes a free CMB check to Bull-Rush his target. Unless the Z Warrior is adjacent to the target and does not possess the Improved Bull Rush feat or similar ability, this maneuver does not trigger an attack of opportunity. In the case of Burst attacks, the Z Warrior makes one CMB check which applies to all available targets. On a Burst attack where the target fails their save, the target is knocked back to the edge of the radius of the Burst. On a Burst attack where the target makes their save, no effect occurs. Using this modifier consumes one Ki point.
- **Combat Maneuver Effect (Trip)** - On a successful Beam/Wave or Thrown attack, the Z Warrior makes a free CMB check to Trip his target. Unless the Z Warrior is adjacent to the target and does not possess the Improved Trip feat or similar ability, this maneuver does not trigger an attack of opportunity. In the case of Burst attacks, the Z Warrior makes one CMB check which applies to all available targets. On a Burst attack where the target fails their save, the target is knocked prone where they stand. On a Burst attack where the target makes their save, no effect occurs. Using this modifier consumes one Ki point.
- **Combat Maneuver Effect (Sunder)** - On a successful Beam/Wave or Thrown attack, the Z Warrior makes a free CMB check to Sunder one piece of his target's equipment. The damage to the equipment is the same as the damage rolled against the target. Unless the Z Warrior is adjacent to the target and does not possess the Improved Sunder feat or similar ability, this maneuver does not trigger an attack of opportunity. In the case of Burst attacks, the Z Warrior makes one CMB check which applies to all available targets. On a Burst attack where the target fails their save, the selected piece of the target's equipment is damaged. On a Burst attack where the target makes their save, no effect occurs. Using this modifier consumes one Ki point.
- **Combat Maneuver Effect (Disarm)** - On a successful Beam/Wave or Thrown attack, the Z Warrior makes a free CMB check to Disarm his target. Unless the Z Warrior is adjacent to the target and does not possess the Improved Disarm feat or similar ability, this maneuver does not trigger an attack of opportunity. In the case of Burst attacks, the Z Warrior makes one CMB check which applies to all available targets. On a Burst attack where the target fails their save, the target drops their held items. On a Burst attack where the target makes their save, no effect occurs. Using this modifier consumes one Ki point.
- **Energy Type** - The Z Warrior may add energy damage to any of his Ki Blasts, similar to elemental weapon enchantments. At 5th level, he may add 1d6 of Fire, Cold, Acid, or Electricity damage. At 9th level, he may add 2d6 of Fire, Cold, Acid, or Electricity or he

may add 1d6 of Sonic or Force damage. At 13th level, he may add 3d6 of Fire, Cold, Acid, or Electricity or he may add 2d6 of Sonic or Force damage. At 17th level, he may add 4d6 of Fire, Cold, Acid, or Electricity or he may add 3d6 of Sonic or Force damage. Any blast may only have one energy type added to it. The damage the energy type increases at the levels indicated; it is not required for the Z Warrior to retake this modifier to gain the additional damage. Using this modifier consumes one Ki point per d6 of damage added.

- **Explosive Impact** - On a Thrown attack, the Ki Blast deals splash damage in 5 foot radius increments per 2 Ki points spent on the Explosion. On a Burst attack, the radius of the burst expands by 5 feet per 2 ki points spent on the explosion. This modifier does not apply to Beam/Wave blasts.
- **Bending / Homing** - On a Beam/Wave attack, if the attack misses on the first roll the Z Warrior may spend 2 Ki points to reroll his attack. This emulates the Z Warrior adjusting his aim after the first miss and bending the beam/wave to make a second attempt. On a Thrown attack, the Z Warrior applies a +2 focus bonus to his attack. This costs one ki point. This modifier does not apply to Burst attacks.
- **Rapid-Fire** - The Z Warrior may choose to fire this selected Ki Blast as a Full-Round action allowing him to get off multiple blasts in one turn. He may fire this Ki Blast as if it were an unarmed strike in a flurry of blows; one at highest BAB, a second bonus at highest BAB, any successive attacks granted by effects like *haste*, and any successive attacks granted by a high BAB. This modifier does not apply to Burst Ki Blasts. Using this modifier consumes 2 Ki points.

Z Warrior Ki Powers

- **Sparkling Charge** - The Z Warrior focuses his energy to temporarily amplify his power. The visible effect of this charge is an aura which crackles with ki energy. The Z Warrior spends one full-round action to begin a sequence of deep meditation and internal focus in order to draw out more power. The charge is completed at the beginning of his next turn. The Z Warrior may spend up to three consecutive rounds of combat charging. The effect of charging is an increased damage die for both unarmed and Ki Blast attacks. Unarmed attacks increase in damage by one category (follow the progression listed for unarmed attack damage for the Unchained Monk). For example, a 6th level Monk's 1d8 would become 1d10; a 20th level Monk's 2d10 would become 3d6. Ki Blast attacks increase from d6 damage die to d10 damage die. These increases do not affect any elemental damage or other source of additional damage to the Ki Blast. The effect of multiple rounds of charging is an extended duration of the power increase. The first round of charge lasts for three rounds in combat; every subsequent consecutive round of charge adds another two rounds of effect for a max of seven rounds of power increase for three consecutive rounds spent charging. If the Z Warrior is attacked while charging, he must either release the charge or be attacked as if he were flat-footed. If he takes damage while charging, the charge is released.
- **Flight** - The Z Warrior has sufficient ki mastery to unlock flight. If he has at least five ki points in his pool, he may fly at 60 feet per round with good maneuverability.

- **Solar Flare** - The Z Warrior transforms Ki into bright light to hamper his enemies' vision. The Z Warrior focuses their energy around their head and releases a brilliant flash that blinds all creatures in a 30 foot radius. Affected creatures must make a Fortitude Save equal to $10 + \frac{1}{2} \text{ the Z Warrior's level} + \text{the Z Warrior's Wisdom modifier}$ or be blinded for 1 round. Creatures with light blindness, light sensitivity, or who are otherwise vulnerable to bright light, must save or be blinded for 1d4 rounds. The Z Warrior may choose to expend a ki point with this technique to double the duration of the blindness (2 rounds or $1d4 \times 2$ as the case may be).
- **Kaio Ken** - The Z Warrior temporarily magnifies their physical power to gain advantage over their opponent and strike with devastating power. When activated the Z Warrior expends 3 ki points and gains a +2 ki bonus to Strength and Dexterity. The Z Warrior can maintain this state for a number of rounds equal to 2 plus his Constitution modifier. The Z Warrior may also choose to maintain this state beyond that limit, but needs to succeed at a Fortitude Saving Throw every round or become exhausted until the Z Warrior rests for 8 hours. The DC of the save is equal to $10 + \text{the Z Warrior's Level} + 1 \text{ per additional round}$. Once the extended Kaio Ken is released, the Z Warrior is fatigued for $1d8 + 1$ rounds. The Z Warrior must be at least 6th level and already know the Sparking Charge to select this power.