

## **Ironskin Monk**

*Through discipline and training, an ironskin monk hardens his body to withstand punishing blows. Though slow on his feet, his calloused hands and feet can shatter stone and stagger foes.*

The ironskin monk is an archetype of the monk class, available only to galka monks.

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

This ability replaces the monk's AC bonus ability and the ability to add his Wisdom bonus to his AC.

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

This ability replaces evasion.

**Ki Pool (Su):** At 2nd level, an ironskin monk can spend 1 point from his ki pool to gain a damage bonus equal to half his monk level against objects and constructs for 1 round.

This ability replaces the ability to gain an additional unarmed strike when making a flurry of blows attack.

**Staggering Blow (Ex):** At 6th level, an ironskin monk attacking with an unarmed strike can spend 1 point from his ki pool as a free action after a successful critical hit to stagger the creature struck for 1 round (Fort DC 10 + half of the monk's level + his Wisdom modifier negates).

This ability replaces a ki power gained at 6th level.

**Tough as Nails (Ex):** At 8th level, an ironskin monk gains DR 1/—. Subtract 1 point from the damage the ironskin monk takes each time he is dealt damage from a weapon or a natural attack. This damage reduction increases by 1 point at 9th level and every 3 levels thereafter. Damage Reduction can reduce damage to 0 but not below 0.

This ability replaces boost.

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

This ability replaces improved evasion.

**Surefooted (Ex):** At 17th level, an ironskin monk's speed is not reduced by difficult terrain.

This ability replaces timeless body.

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

This ability replaces perfect self.