

Peacekeeper

Monks are warriors who hone their bodies into deadly weapons, but some garif monks eschew violence in favor of a more peaceful philosophy. While a peacekeeper realizes that combat cannot always be avoided—and is more than capable in a fight—he understands that all creatures are connected, and to harm another is to harm the self. Instead, he strives to find peaceful resolutions to conflicts, and in doing so, hopes to achieve inner peace.

The peacekeeper is an archetype of the monk class, available only to garif monks.

Touch of Serenity (Su): At 1st level, a peacekeeper 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.

Touch of Surrender (Su): At 12th level, a peacekeeper 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 peacekeeper 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 peacekeeper had cast *charm* 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 peacekeeper 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 peacekeeper can only have one creature charmed with touch of surrender at a time. This is a mind-affecting charm effect.

This ability replaces a ki power gained at 12th level.

Touch of Peace (Su): At 15th level, a peacekeeper can set up vibrations within the body of another creature to win over the creature's mind. The peacekeeper 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 peacekeeper had cast *charm* 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 peacekeeper or his allies attack the charmed creature, or if the peacekeeper asks or commands the charmed creature to take hostile actions, the effect ends. This is a mind-affecting charm effect.

This ability replaces a combo finisher gained at 15th level.

Learned Master (Ex): At 17th level, a peacekeeper gains all Knowledge skills and the Linguistics skill as class skills. The peacekeeper uses Wisdom instead of Intelligence as the key ability for these skills.

This ability replaces timeless body.