

Student of the Stone

By following the path of the stone, students of stone give up much of monks' mobility in favor of sheer resilience.

The student of the stone is an archetype of the monk class, available only to dwarf monks.

Hard as Stone (Ex): At 2nd level, whenever an opponent rolls to confirm a critical hit against a student of stone, treat the student of stone's AC as +4 higher than normal.

This ability replaces evasion.

Strength of Stone (Ex): At 3rd level, a student of stone learns to draw strength from the earth. So long as both he and his opponent are touching the ground, the student of stone gains a +1 bonus on attack rolls, damage rolls, bull rush and trip combat maneuver rolls, and to his CMD when resisting a bull rush or trip attempt.

This ability replaces fast movement.

Bones of Stone (Su): At 5th level, as a swift action, a student of stone can spend 1 ki point to gain DR 2/magic until the beginning of his next turn.

At 10th level, he can spend 1 ki point to gain DR 5/magic until his next turn.

At 15th level, he can spend 1 ki point to gain DR 10/magic until his next turn.

This ability replaces purity of body.

Body of Stone (Ex): At 9th level, a student of stone gains the benefits of the light fortification armor property.

This ability replaces improved evasion.

Soul of Stone (Su): At 13th level, as a swift action, a student of stone can spend 1 ki point to gain tremorsense 15 feet until his next turn.

At 17th level, the range of this tremorsense increases to 30 feet.

This ability replaces defensive roll.

Entomb (Su): At 17th level, a student of stone can phase a foe into solid rock, killing it instantly. To use this ability, he expends 1 ki point as part of a bull rush or reposition combat maneuver against a creature adjacent to unworked earth or stone. If the attempt succeeds, the student of stone pushes his foe inside the rock. If the creature succeeds at a Reflex save (DC 10 + half of the monk's level + his Wisdom modifier), it is ejected in the nearest open space and takes 5d6 points of earth damage. If it fails, it dies instantly as its body merges with the surrounding stone. Entomb is usable once per day, but a failed bull rush or reposition attempt does not count as a use of the ability. Entomb has no effect on creatures that can earth glide, are incorporeal, or can otherwise survive merging with a solid object.

This ability replaces timeless body.

Stone Self (Ex): At 20th level, a student of stone becomes an outsider with the earth subtype. He gains DR 5/chaotic, burrow speed 20 feet, and tremorsense 20 feet.

This ability replaces perfect self.