

Wanderer

Some monks wander the world in humility to learn and to share wisdom and philosophy from their teachers with those they meet, often aiding those who are in need.

The wanderer is an archetype of the monk class, available only to hume monks.

Class Skills: The wanderer adds Diplomacy, Knowledge (geography), Knowledge (local), Linguistics, and Survival to his list of class skills.

Far Traveler (Ex): At 1st level, the wanderer gains either one additional language known or proficiency in one exotic or martial weapon. At 4th level and every four levels thereafter, the wanderer 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 stunning fist.

Long Walk (Ex): At 3rd level, the wanderer gains Endurance as a bonus feat, and the feat bonus doubles when he makes Constitution checks because of a forced march. In addition, a wanderer gains a +2 bonus on saving throws against spells and effects that cause exhaustion and fatigue. If the wanderer already has this feat, he may pick another Non-Combat feat for which he must meet the prerequisites for.

This ability replaces combo finisher gained at 3rd level.

Light Step (Su): At 3rd level, a wanderer 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 *chocobo haul*, *choco feather*, *pass without trace*, *quick step*, or *wind runner* as a spell-like ability (with a caster level equal to his monk level).

This ability replaces fast movement.

Inscrutable (Su): At 6th level, the wanderer gains a supernatural air of mystery. The DC to gain information or insight into the wanderer with Diplomacy, Knowledge skills, or Sense Motive increases by 5.

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

Wanderer's Wisdom (Ex): At 8th level, the wanderer can dispense excellent advice in the form of philosophical proverbs and parables. As a swift action, the wanderer 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 wanderer's Wisdom modifier (minimum 1 round). This ability is language-dependent.

This ability replaces boost.

Disappear Unnoticed (Ex): At 11th level, the wanderer 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 wanderer's next turn and may be continued in consecutive rounds by spending 1 ki point each round.

This ability replaces counterattack.

Free Step (Su): At 13th level, the wanderer gains continuous *freedom of movement* as a continuous spell-like ability.

This ability replaces defensive roll.