

## Warrior Monk

*Warriors of the Faith, who act as guardians, and fight those who defy the faith. Some venture out as ronin taking their own path. These warriors wield sharp katanas that devastates foes and hinders them unable to fight.*

The warrior monk is an archetype of the samurai class.

**Class Skills:** The warrior monk loses Handle Animal but gains Knowledge (Religion) as a class skill.

**Limit Breaks (Su):** At 1st level, the warrior monk receives the Limit Breaks (Entrust and Full Break).

*Entrust (Su):* This Limit Break allows the warrior monk to grant allies within 30-feet that can see and hear the warrior monk, the ability to use a Limit Break without needing to be at 50% HP or below for a duration of 1 round + 1 round for every four samurai levels after 1st. Once an ally uses their limit break, the effect ends for that person. This limit break requires only a swift action.

*Full Break (Su):* This Limit Break allows the warrior monk's melee attacks to be replaced with an Iai Break and does not count to the warrior monk's daily uses of Iai Breaks. Each attack made can have a different Iai Break or the same one if the warrior monk chooses at the time of making his attacks. This lasts for a duration of 1 round + 1 round per four samurai levels after 1st. This limit break requires only a swift action.

These abilities replace the samurai's standard Limit Breaks.

**Kenki Pool (Su):** Additionally, the warrior monk gains 1 kenki point when successfully striking with iai break.

This ability modifies kenki pool.

**Iai Break (Ex):** A warrior monk can utilize the use of any melee eastern weapon, not by quick drawing strikes, but with heavy blows that shatter a foe's ability to fight. At 1st level, the warrior monk gains the use of an Iai break. At 4th level and every three samurai levels thereafter, he gains another Iai Break. He may use these break attacks a number of times per day equal to 3 + his Charisma modifier. The DC for his Iai breaks is equal to 10 + half of the samurai's level + his Charisma modifier. Ability damage done by these attacks does not stack with themselves or any other form of ability damage instead, taking the higher damage. All Iai breaks are standard actions unless otherwise noted.

*Agility Break (Ex):* The warrior monk makes a single attack and, if successful, deals normal weapon damage. In addition, it also deals 1d4 + his Charisma modifier in Dexterity damage. A successful Fortitude save negates this ability damage.

*Bravery Break (Ex):* The warrior monk makes a single attack and, if successful, he deals normal weapon damage and inflicts *Shaken* on the enemy for rounds equal to the samurai's Charisma modifier. A successful Will save negates the shaken effect. If the save is failed by 5 or more, the enemy is instead *Frightened*, and if the enemy rolls a natural 1 on the save, he is *Panicked* instead. This is a mind-affecting effect. **Prerequisite:** Face Break

*Face Break (Ex):* The warrior monk makes a single attack and, if successful, deals normal weapon damage. In addition, it also deals 1d4 + his Charisma modifier in Charisma damage. A successful Will save negates this ability damage.

*Faith Break (Ex):* The warrior monk makes a single attack and, if successful, he deals normal weapon damage and the target's healing spells and abilities heal only for the lowest amount possible for a number of

rounds equal to the samurai's Charisma modifier. This includes abilities that grant temporary Hit Points. A successful Will save negates this effect. **Prerequisite:** Mental Break

*Fortitude Break (Ex):* The warrior monk makes a single attack and, if successful, deals normal weapon damage. In addition, it also deals 1d4 + his Charisma modifier in Constitution damage. A successful Fortitude save negates this ability damage.

*Magic Break (Ex):* The warrior monk makes a single attack and, if successful, deals normal weapon damage. In addition, it also deals 1d4 + his Charisma modifier in Intelligence damage. A successful Will save negates this ability damage.

*Mana Break (Ex):* The warrior monk makes a single attack and, if successful, he deals normal weapon damage and the target is unable to cast spells unless a Concentration check is made equal to the damage dealt by this attack for a number of rounds equal to the samurai's Charisma modifier. In addition, the target loses 1d8 MP. A successful Will save negates the effect and MP loss. **Prerequisite:** Magic Break

*Mental Break (Ex):* The warrior monk makes a single attack and, if successful, deals normal weapon damage. In addition, it also deals 1d4 + Charisma modifier in Wisdom damage. A successful Will save negates this ability damage.

*Might Break (Ex):* The warrior monk makes a single attack and, if successful, he deals normal weapon damage, and the target's melee damage rolls deal only for the lowest amount possible, and is unable to make critical hits for a number of rounds equal to the samurai's Charisma modifier. A successful Fortitude save negates the effect. **Prerequisite:** Power Break

*Power Break (Ex):* The warrior monk makes a single attack and, if successful, deals normal weapon damage. In addition, it also deals 1d4 + Charisma modifier in Strength damage. A successful Fortitude save negates this ability damage.

*Speed Break (Ex):* The warrior monk makes a single attack and, if successful, he deals normal weapon damage and inflicts *Slow* status on the enemy for a number of rounds equal to the samurai's Charisma modifier. A successful Fortitude save negates the slow effect. **Prerequisite:** Agility Break

*Stamina Break (Ex):* The warrior monk makes a single attack and, if successful, he deals normal weapon damage and the target is fatigued for a number of rounds equal to the samurai's Charisma modifier. In addition, the target loses 1d8 stamina points. A successful Fortitude save negates the fatigued effect and stamina loss. **Prerequisite:** Fortitude Break

This ability replaces weaponskills.

**Brutal Break (Ex):** At 7th level, a warrior monk's Iai Breaks becomes even more deadly. If a warrior monk confirms a critical hit with his Iai Break, he can increase the critical multiplier by 1 as a free action. He can do this once per day plus an additional time per day for every three levels after 8th.

This ability replaces kenki charge.

**Divider (Ex):** At 11th level, a warrior monk's blade strikes with such strength that it can rend armor both physical and magic into nothing. The warrior monk can expend a use of Iai break to make a melee attack as a standard action against a target within reach, and if successful, he deals normal damage and lowers either the target's Damage Reduction, Spell Resistance or a single elemental resistance to 0 for 1 round.

This ability replaces third eye.

**Terrifying Iai Break (Ex):** At 13th level, a warrior monk's Iai Break devastates the morale of foes that witness it. When a warrior monk successfully hits with an Iai Break, all foes within 30 feet must succeed at a Will save (DC 10 + half of the samurai's level + his Charisma modifier) or become shaken for 1d4+1 rounds.

This ability replaces deliverance.

**Roaring Iai Break (Ex):** At 15th level, a warrior monk's Iai break deafens foes upon impact. When a warrior monk successfully hits with an Iai Break, all foes within 30 feet must succeed at a Fortitude save (DC 10 + half of the samurai's level + his Strength modifier) or be deafened for 1d4 minutes.

This ability replaces true kenki charge.

**Perfect Iai Break (Ex):** At 17th level, when a warrior monk confirms a critical hit when performing an Iai Break, he breaks down his opponent, allowing no saving throw on the attack.

This ability replaces merciful eyes.