

SAMNYASIN

"I have found Her, and desire Her as the only world. I will wander, leaving my home, my duties, and my desire." The first sacred oath of the Samnyasin

The samnyasin renounce the world completely, with no preoccupation for tomorrow, who do not worry about what they will eat or wear. It is necessary for them to be like a man who can climb the tallest of towers and then can abandon himself to a fall, without worrying about his limbs nor his life. Samnyasin is he whose only aspiration is to attain to a state of peace and perfect knowledge of the self, beyond birth and death. He gives up activities that are based on material desire and the results of all activities, dedicating himself fully to the service of Mnemosyne. His renunciation makes him a martyr to commitment, he who sacrifices himself.

Code of Conduct: The samnyasin follow the sacred *Samaya Scripture*, and loses all class features except proficiencies, Flurry of Blows, and AC Bonus if she ever willingly commits an act against his teachings. The *Samaya Scripture* functions as though the monk took the Vow of Poverty, Chastity, Fasting, and Silence. This replaces the Still Mind class feature.

Ki Pool (Su): A samnyasin gains this ability at first level instead of fourth. The number of points in a samnyasin's ki pool is equal to twice his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he receives a +1 insight bonus to all rolls. This bonus increases by +1 for every 5 levels of samnyasin (to a maximum of +5 at 20th level).

As an immediate action, a sanyasin may spend 1 point from his ki pool to double this insight bonus on one type of roll (e.g. attack, saving throws, damage, skill check, combat maneuver, etc.). This lasts for one round.

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

Wanderer's Path (Ex): At 4th level, a samnyasin 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 ignore difficult terrain as though as he had *woodland stride*. This ability replaces slow fall.

Deny Death (Ex): At 5th level, the samnyasin's conviction can keep him at the brink of death without crossing over. He gains Deny Death as a bonus feat (Ultimate Magic pg. 148). This replaces High Jump.

Staunch Ki (Ex): At 7th level, the samnyasin can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, the samnyasin may spend one ki point to avoid the effect entirely. This ability replaces wholeness of body.

Disappear Unnoticed (Ex): At 12th level, the samnyasin 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 abundant step.

Manasa-vrat (Ex): At 15th level, the samnyasin's vow of chastity has taught him to master his emotions. He is immune to fear, charm, and compulsion effects. This replaces Quivering Palm.

Samaya Scripture



Abandon love, but never kindness and compassion for sentient beings
Abandon speech, but never introspection and study
Abandon pleasure, but not happiness and beatitude.
Abandon the world, it is the only way to realize reality

Vachika-vrat (Ex): At 17th level, a samyasin's vow of silence has allowed him to better speak to the inner power within him. A samyasin gains a +4 insight bonus to AC and CMD. This ability replaces Tongue of Sun and Moon.

Kayika-vrat (Ex): At 19th level, a samyasin has truly transcended the world of the material. The samyasin may spend 3 points from his ki pool to gain the benefit of the *Greater Penetrating Strike* for all of his attacks made in that round. This replaces Empty Body.

Payovrata (Ex): At 20th level, a samyasin undertakes a ritual in attempts to show the goddess Mneosyne the extent of his devotion. Over a period of 30 days, the samyasin fasts, forsaking all food and drinking water once every 6 days, communing with his goddess internally. Should the samyasin survive the ritual, he no longer suffers age penalties. In addition, he gains a +2 bonus to Strength, Constitution, and Wisdom. This ability replaces perfect self.