

Sohei changes

class abilities turned into quigong powers

Monastic Mount (4th level, 1 ki): abilities returned...none, instead those abilities are replaced by the mount cavalier class feature (seriously, a mounted class that doesn't receive a mount. pet peeve fixed)

Ki weapon (4th level, 1 ki): abilities returned...slow fall and abundant step.

(bonus Quigong powers)

Armored Flurry(4th level, 0 ki): A sohei may use his flurry of blows while wearing light armor.

Added to sohei

Diehard: replaces 1st level bonus feat

Deathless Initiate: Replaces 6th level bonus feat

Deathless Master: Replaces 10th level bonus feat.

Zen Archer

Some monks seek to become one with another weapon entirely—the bow. The zen archer takes a weapon most other monks eschew and seeks perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.

Weapon and armor Proficiency

Zen archers are proficient with longbows, shortbows, composite longbows, and composite shortbows in addition to their normal weapon proficiencies.

Flurry of Blows (Ex)

Starting at 1st level, a zen archer can make a [flurry of blows](#) as a full-attack action, but only when using a bow (even though it is a ranged weapon). He may not make a flurry of blows with his unarmed attacks or any other weapons. A zen archer does not apply his [Strength](#) bonus on damage rolls made with [flurry of blows](#) unless he is using a composite bow with a [Strength](#) rating.

A zen archer's [flurry of blows](#) otherwise functions as normal for a monk of his level.

A zen archer cannot use [Rapid Shot](#) or [Manyslot](#) when making a [flurry of blows](#) with his bow.

Bonus Feats

A zen archer's bonus feats must be taken from the following list:

[Combat Reflexes](#), [Deflect Arrows](#), [Dodge](#), [Far Shot](#), [Point-Blank Shot](#), [Precise Shot](#), and [Rapid Shot](#).

At 6th level, the following feats are added to the list:

[Focused Shot*](#), [Improved Precise Shot](#), [Manyslot](#), [Mobility](#), and [Parting Shot*](#).

At 10th level, the following feats are added to the list:

[Improved Critical](#), [Pinpoint Targeting](#), [Shot on the Run](#), and [Snatch Arrows](#).

A monk need not have any of the prerequisites normally required for these feats to select them.

These feats replace the monk's normal [bonus feats](#).

Perfect Strike (Ex)

At 1st level, a zen archer gains [Perfect Strike](#) as a bonus feat, even if he does not meet the prerequisites. A zen archer can use [Perfect Strike](#) with any bow. At 10th level, the monk can roll his [attack roll](#) three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll.

This ability replaces [stunning fist](#).

Way of the Bow (Ex)

At 2nd level, a zen archer gains [Weapon Focus](#) as a bonus feat with one type of bow.

At 6th level, the monk gains [Weapon Specialization](#) with the same weapon as a bonus feat, even if he does not meet the prerequisites.

This ability replaces [evasion](#).

Ki Powers (Su)

A zen archer replaces some of his ki powers with the following.

At 4th level he may select the following,

Zen Archery(1 ki): a zen archer may use his [Wisdom](#) modifier instead of his [Dexterity](#) modifier on ranged attack rolls when using a bow. This ability lasts for a number of hours equal to his zen archer level. This replaces the true strike ki power.

Ki Range(1 ki): a zen archer may spend 1 point from his ki pool to increase the range increment for his bow by 50 feet for 1 round. This replaces the scorching ray ki power.

Point Blank Master(0ki): as the feat. This replaces the power attack ki power.

At 6th level they gain they can choose the following

Ki Arrows: a zen archer may spend 1 point from his ki pool as a [swift action](#) to change the damage dice of arrows he shoots to that of his unarmed strikes. This lasts until the start of his next turn. For example, a Medium zen archer's short

bow normally deals 1d6 damage; using this ability, his arrows deal 1d8 damage until the start of his next turn. This replaces the cloak of winds Ki power.

Reflexive Shot (Ex)

At 9th level, a zen archer can make [attacks of opportunity](#) with arrows from his bow. The monk still threatens squares he could reach with unarmed strikes, and can still only make one [attack of opportunity](#) per round (unless he has [Combat Reflexes](#)).

This ability replaces [improved evasion](#).

Trick Shot (Su)

At 11th level, a zen archer may hit targets that he might otherwise miss. By spending 1 point from his ki pool as a [swift action](#), the zen archer can ignore [concealment](#). By spending 2 points, he can ignore total [concealment](#) or [cover](#). By spending 3 points, he can ignore total [cover](#), even firing arrows around corners. The arrow must still be able to reach the target; a target inside a closed building with no open doors or windows cannot be attacked. These effects last for 1 round.

This ability replaces [diamond body](#).

Ki Focus Bow (Su)

At 17th level, as long as he has at least 1 point of ki in his ki pool, a zen archer may treat arrows fired from his bow as if they were [ki focus](#) weapons, allowing him to use his special ki attacks as if his arrows were unarmed attacks.

This ability replaces [tongue of the sun and moon](#).