

Cernan the Swift

Male garuda-blooded aasimar (plumekith) fighter
(archer) 2/monk (qinggong monk, zen archer) 13 - CL15
- CR 14

Neutral Good Outsider (Native); Deity: **Erastil**; Age: **34**;
Height: **6' 3"**; Weight: **175 lb.**; Eyes: **Dark**; Hair: **Black**;
Skin: **Brazen**

Ability	Score	Modifier	Temporary
STR STRENGTH	14/16	+2/+3	
DEX DEXTERITY	16/18	+3/+4	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	20/24	+5/+7	
CHA CHARISMA	14/18	+2/+4	

Angelic Blood: +2 to stabilize

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14	=	+11	+3			
	Angelic Blood: +2 vs. [evil]						
REFLEX (DEXTERITY)	+12	=	+8	+4			
	Angelic Blood: +2 vs. [evil]						
WILL (WISDOM)	+15	=	+8	+7			
	Angelic Blood: +2 vs. [evil]						

Energy Resistance, Acid (5)	Energy Resistance, Electricity (5)
Energy Resistance, Cold (5)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25	=		+4					+4

Touch AC 25	Flat-Footed AC 21
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Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

	BAB	Strength	Size	Misc
CM Bonus +14	=	+11	+3	-
Trick Shooter: +2 to ranged combat maneuvers				

	BAB	Strength	Dexterity	Size
CM Defense 39	=	10	+11	+3
Trick Shooter: +2 to ranged combat maneuvers				

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+11	HP	125
Initiative	+4	Damage / Current HP	
Speed	30 / 70 ft		

+1 adaptive distance endless ammunition shock

Ranged, both hands: **+22/+17/+12**,
1d8+7 plus 1d6 electricity

Ranged Flurry: **+24/+24/+19/+19/+14**,
1d8+7 plus 1d6 electricity

Crit: x3
Rng: 230'
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+19	DEX (4)	10	
Speed greater/less than 30 ft. : +16 to jump				
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (4)	-	
Climb	+3	STR (3)	-	
Craft (bows)	+16	INT (1)	10	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+12	DEX (4)	5	
Fly	+24	DEX (4)	15	
Heal	+7	WIS (7)	-	
Intimidate	+4	CHA (4)	-	
Knowledge (history)	+15	INT (1)	10	
Knowledge (religion)	+14	INT (1)	10	
Perception	+26	WIS (7)	15	
Ride	+4	DEX (4)	-	
Sense Motive	+19	WIS (7)	9	
Stealth	+4	DEX (4)	-	
Survival	+7	WIS (7)	-	
Swim	+3	STR (3)	-	

Feats

Angel Wings
Angelic Blood
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Clustered Shots
Deadly Aim -3/+6
Fleet (fly only)
Fleet (fly only)
Hover
Improved Precise Shot
Improved Unarmed Strike
Martial Weapon Proficiency - All
Mobility
Monk Weapon Proficiencies
Perfect Strike (3d20, 13/day)
Point Blank Master (Longbow)
Point-Blank Shot
Precise Shot
Ranged Disarm
Ranged Trip
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Trick Shooter
Weapon Focus (Longbow)
Weapon Specialization (Longbow)

Traits

Enlightened Warrior
Scholar of the Ancients

Unarmed strike

Main hand: **+14/+9/+4, 2d8+3**

Crit: x2
Light, B

Gear

Total Weight Carried: 39.5/230 lbs, Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 adaptive distance endless ammunition shock	1.5 lbs
Adamantine arrows x50 <i><In: Efficient quiver (50)></i>	0.15 lbs
Artisan's tools, masterwork (Craft [bows]) <i><In:</i>	5 lbs
Backpack (18 @ 29.5 lbs)	2 lbs
Bedroll <i><In: Backpack (18 @ 29.5 lbs)></i>	5 lbs
Belt of physical perfection +2	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Bracers of archery, greater	1 lb
Candle x10 <i><In: Backpack (18 @ 29.5 lbs)></i>	-
Efficient quiver (50 @ 7.5 lbs)	2 lbs
Explorer's outfit (Free)	-
Flint and steel <i><In: Backpack (18 @ 29.5 lbs)></i>	-
Headband of mental prowess +4 (Wis, Cha)	1 lb
Mess kit <i><In: Backpack (18 @ 29.5 lbs)></i>	1 lb
Money <i><In: Belt pouch (1 @ 0 lbs)></i>	-
Monk's robe	1 lb
Pot <i><In: Backpack (18 @ 29.5 lbs)></i>	4 lbs
Ring of sustenance	-
Rope <i><In: Backpack (18 @ 29.5 lbs)></i>	10 lbs
Soap <i><In: Backpack (18 @ 29.5 lbs)></i>	0.5 lbs
Waterskin <i><In: Backpack (18 @ 29.5 lbs)></i>	4 lbs

Special Abilities

Abundant Step (Su)
Darkvision (60 feet)
Endless Ammunition
Fast Movement (+40 ft.)
Flurry of Blows +13/+13/+8/+8/+3 (Ex)
Fly (40 feet, Average)
Ki Archery (Su)
Ki Arrows (Su)
Ki Defense +4 (Su)
Ki Flurry (Su)
Ki Pool (13/day) (Su)
Ki Speed (Su)
Ki Strike, Cold Iron/Silver (Su)
Ki Strike, Lawful (Su)
Ki Strike, Magic (Su)
Reflexive Shot (Ex)
Scion of Humanity
Trick Shot (Su)
Unarmed Strike (2d8)
Zen Archery (Su)

Spell-Like Abilities

Barkskin (self only, 1 Ki) (Sp)
Ki Leech (0 Ki) (Sp)
Restoration (self only, 2 Ki) (Sp)
True Strike (self only, 1 Ki) (Sp)

Experience & Wealth

Experience Points: **635000/890,000**

Current Cash: **5,250 gp, 16 sp, 17 cp**

Tracked Resources

Adamantine arrows	□□□□□ □□□□□
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Ki Pool (13/day) (Su)	□□□□□ □□□□□
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Perfect Strike (3d20, 13/day)	□□□□□ □□□□□
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Languages

Common Thassilonian
Draconic

Sourcebooks Used

- **Advanced Player's Guide** - Archer (archetype); Perfect Strike (feat); Point Blank Master (feat); Zen Archer (archetype)
- **Advanced Race Guide** - Angel Wings (feat); Angelic Blood (feat); Scion of Humanity (alternate racial trait)
- **Advanced Race Guide / Advanced Races Compendium / Bestiary / Blood of Angels / Inner Sea Races** - Aasimar (race)
- **Blood of Angels** - +2 WIS (race option); Enlightened Warrior (trait)
- **Blood of Angels / Inner Sea Races** - Garuda-Blooded Aasimar (Plumekith) (race option)
- **Inner Sea Races / Inner Sea World Guide** - Thassilonian (language)
- **Ranged Tactics Toolbox** - Ranged Disarm (feat); Ranged Trip (feat); Trick Shooter (feat)
- **Rise of the Runelords Anniversary Edition** - Scholar of the Ancients (trait)
- **Ultimate Combat** - Clustered Shots (feat)
- **Ultimate Equipment** - Adaptive (item power); Endless Ammunition (item power); Mess kit (equipment)
- **Ultimate Magic** - Barkskin (self only, 1 Ki) (special ability); Ki Leech (0 Ki) (special ability); Qinggong Monk (archetype); Restoration (self only, 2 Ki) (special ability); True Strike (self only, 1 Ki) (special ability)

Cernan the Swift – Abilities & Gear

Angel Wings

Feat

Feathered wings sprout from your back.

Prerequisites: Angelic Blood, aasimar, character level 10th.

Benefit: You gain a pair of gleaming feathered wings that grant a fly speed of 30 feet (average maneuverability) if wearing light armor or unencumbered, or 20 feet (poor maneuverability) with a medium or heavy load or medium or heavy armor. Fly is a class skill for you.

Appears In : Advanced Race Guide

Angelic Blood

Feat

Your blood is infused with holy power.

Prerequisites: Con 13, aasimar.

Benefit: You gain a +2 bonus on saving throws against effects with the evil descriptor and on Constitution checks to stabilize when you are reduced to negative hit points (but not dead). Furthermore, each time you take bleed or blood drain damage, each undead creature or creature with the evil subtype that is currently adjacent to you also takes 1 point of damage.

Appears In : Advanced Race Guide

Clustered Shots

Feat

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +6.

Benefit: When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

Special: If the massive damage optional rule is being used (**Core Rulebook** 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Appears In : Ultimate Combat

Deadly Aim -3/+6

Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Fleet (fly only)

Feat

You are faster than most.

Benefit: While you are wearing light or no armor, your fly speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

Fleet (fly only)

Feat

You are faster than most.

Benefit: While you are wearing light or no armor, your fly speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

Hover

Feat

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Improved Precise Shot

Feat

Your ranged attacks ignore anything but total concealment and cover.

Prerequisites: Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Normal: See the normal rules on the effects of cover and concealment in Combat.

Appears In : Not New Paths Option: Use Scaling Feats

Improved Unarmed Strike

Feat

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

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Mobility Feat

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Perfect Strike (3d20, 13/day) Feat

When wielding a monk weapon, your attacks can be extremely precise.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack once per day for every four levels you have attained (but see Special), and no more than once per round.

Special: A weapon master monk or zen archer monk receives Perfect Strike as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a perfect strike attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Addition from Zen Archer : A zen archer can use Perfect Strike with any bow.

Appears In : Advanced Player's Guide

Point Blank Master (Longbow) Feat

You are adept at firing ranged weapons in close quarters.

Prerequisites: Weapon Specialization with selected ranged weapon.

Benefit: Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

Normal: Using a ranged weapon while you are threatened provokes attacks of opportunity.

Special: Starting at 6th level, a ranger with the archery combat style may select Point Blank Master as a combat style feat, but he must have Weapon Focus instead of Weapon Specialization in the selected weapon.

Appears In : Advanced Player's Guide

Point-Blank Shot Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot Feat

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Appears In : Not New Paths Option: Use Scaling Feats

Ranged Disarm Feat

A well-placed shot disarms your foe.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: As a full-round action, you can attempt to perform a disarm combat maneuver with any ranged weapon at a -2 penalty. Add your Dexterity modifier to your CMB in place of your Strength modifier and apply range penalties to your combat maneuver check, doubling the penalties from range increments. If your target is more than 30 feet away, you take an additional -2 penalty. If the disarm attempt is successful, the target also takes damage as if you had made a successful attack with that weapon. You cannot be disarmed by failing this disarm attempt.

Appears In : Ranged Tactics Toolbox

Ranged Trip Feat

A shot to the leg causes your foe to fall prone.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: As a full-round action, you can attempt to perform a trip combat maneuver with any ranged weapon at a -2 penalty. Add your Dexterity modifier to your CMB in place of your Strength modifier and apply range penalties to your combat maneuver check, doubling the penalties from range increments. If your target is more than 30 feet away, you take an additional -2 penalty. If the trip attempt is successful, the target also takes damage as if you had made a successful attack with that weapon. You can't be knocked prone by failing the trip attempt.

Appears In : Ranged Tactics Toolbox

Trick Shooter Feat

Your uncanny aim allows you to disable your opponents without harming them.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: You gain a +2 bonus on ranged combat maneuvers. When you attempt to perform a ranged combat maneuver, you can refrain from damaging the target at no penalty.

Appears In : Ranged Tactics Toolbox

Weapon Focus (Longbow) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

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Weapon Specialization (Longbow) Feat

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

Enlightened Warrior Trait

You have always found it easy to maintain inner peace and enlightenment that translate well to the battlefield. You may take levels in monk even while maintaining a neutral or neutral good alignment.

Appears In : Blood of Angels

Scholar of the Ancients Trait

Growing up with your nose in books, you've had a great interest in past cultures and ancient history. Furthermore, having grown up in Varisia, you know the monuments dotting the landscape belong to an ancient civilization known as Thassilon. From your life of study and dogged research, you've pieced together the language and partial history of this once-great empire. You gain a +1 trait bonus on Knowledge (arcana) and Knowledge (history) checks, and begin play able to speak and read Thassilonian.

Appears In : Rise of the Runelords Anniversary Edition

Darkvision (60 feet) Racial Ability,Senses (Outside)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energy Resistance, Acid (5) Unknown

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (5) Unknown

You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (5) Unknown

You have the specified Energy Resistance against Electricity attacks.

Fly (40 feet, Average) Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Scion of Humanity Unknown

Some aasimars' heavenly ancestry is extremely distant. An aasimar with this racial trait counts as an outsider (native) and a humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humanoids. She can pass for human without using the Disguise skill. This racial trait replaces the Celestial language and alters the native subtype.

Appears In : Advanced Race Guide

Unarmed Strike (2d8) Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

Abundant Step (Su) Class Ability (Monk)

At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*. Using this ability is a move action that consumes 2 points from his ki pool. His caster level for this effect is equal to his monk level. He cannot take other creatures with him when he uses this ability.

Barkskin (self only, 1 Ki) (Sp) Class Ability (Qinggong Monk)

Self Only. Costs 1 ki point to activate.

Appears In : Ultimate Magic

Fast Movement (+40 ft.) Class Ability (Monk)

At 3rd level, a monk gains an enhancement bonus to his land speed. A monk in armor or carrying a medium or heavy load loses this extra speed. By spending 1 point from his ki pool, he can increase his speed by 20 feet for 1 round.

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Flurry of Blows +13/+13/+8/+8/+3 (Ex) Class Ability (Monk)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

Addition from Zen Archer : 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 Manyshot when making a flurry of blows with his bow.

Ki Archery (Su) Class Ability (Monk)

At 4th level, in addition to the normal abilities of his ki pool, 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.

Ki Arrows (Su) Class Ability (Monk)

At 5th level, 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 ability replaces purity of body.

Ki Defense +4 (Su) Class Ability (Monk)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Flurry (Su) Class Ability (Monk)

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Ki Leech (0 Ki) (Sp) Class Ability (Qinggong Monk)

Costs 0 *ki* points to activate.

Appears In : Ultimate Magic

Ki Pool (13/day) (Su) Class Ability (Monk)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

A monk gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

For a Ninja, the Ki Pool is based on Charisma, rather than Wisdom.

Note: Unchained monks gain this ability at 3rd level.

Ki Speed (Su) Class Ability (Monk)

By spending 1 point from his ki pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su) Class Ability (Monk)

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Ki Strike, Lawful (Su) Class Ability (Monk)

At 10th level, a monk's unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.

Ki Strike, Magic (Su) Class Ability (Monk)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Note: Unchained monks gain this ability at 3rd level, when they gain a ki pool.

Reflexive Shot (Ex) Class Ability (Monk)

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.

Restoration (self only, 2 Ki) (Sp) Class Ability (Qinggong Monk)

Self only. Costs 2 *ki* points to activate.

Appears In : Ultimate Magic

Trick Shot (Su) Class Ability (Monk)

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.

True Strike (self only, 1 Ki) (Sp) Class Ability (Qinggong Monk)

Costs 1 *ki* point to activate.

Appears In : Ultimate Magic

Zen Archery (Su) Class Ability (Monk)

At 3rd level, a zen archer may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a bow. This ability replaces maneuver training.

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Endless Ammunition (+1 adaptive distance endle: **Weapon Power**

Only bows and crossbows can be made into *endless ammunition* weapons—firearms and other projectile weapons cannot. Each time an *endless ammunition* weapon is nocked, a single nonmagical arrow or bolt is spontaneously created by the magic, so the weapon's wielder never needs to load the weapon with ammunition.

If the wielder attempts to load the weapon with other ammunition, the created arrow or bolt immediately vanishes and the wielder can load the weapon as normal. This ability does not reduce the amount of time required to load or fire the weapon. The created arrow or bolt vanishes if removed from the weapon; it persists only if fired. Unlike normal bow and crossbow ammunition, these arrows and bolts are always destroyed when fired.

Construction

Requirements Craft Magic Arms and Armor, *minor creation*; **Cost** +2 Bonus

Appears In : Ultimate Equipment

Ring of sustenance

Ring

This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind; its wearer only needs to sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 2 hours, but does not allow a spellcaster to prepare spells more than once per day. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Construction

Requirements Forge Ring, *create food and water*; **Cost** 1,250 gp

Belt of physical perfection +2 **Wondrous Item** (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 8,000 gp

Bracers of archery, greater **Wondrous Item** (Wrist)

These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Construction

Requirements Craft Wondrous Item, Craft Magic Arms and Armor, crafter must be proficient with a longbow or shortbow; **Cost** 12,500 gp

Efficient quiver (50 @ 7.5 lbs)

Wondrous Item

This appears to be a typical arrow container capable of holding about 20 arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as 6 objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can quickly produce any item she wishes that is within the quiver, as if from a regular quiver or scabbard. The efficient quiver weighs the same no matter what's placed inside it.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 900 gp

Headband of mental prowess +4 (Wis, Cha) **Wondrous Item** (Headband)

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Wisdom and Charisma of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; **Cost** 20,000 gp

Monk's robe

Wondrous Item (Body)

This simple brown robe, when worn, confers great ability in unarmed combat. If the wearer has levels in monk, her AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the robe lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk (although she does not add her Wisdom bonus to her AC). This AC bonus functions just like the monk's AC bonus.

Construction

Requirements Craft Wondrous Item, *righteous might* or *transformation*; **Cost** 6,500 gp

Title - Cernan the Swift (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2020/04/10

XP Reward : 320000 XP; **Net Cash** : 5000 gp

- no notes -