Zen Warriors are those who have realized the underlying, non-dual nature of reality. They meditate to clear their minds of worries and indecision, and live their lives attuned to the world around them. In combat, Zen Warriors move suddenly and surprisingly, acting with an almost supernatural unpredictability.

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Becoming a Zen Warrior requires the utmost discipline. Most Zen Warriors are trained in monasteries or tutored by masters of the art. Thus, access to the Zen Warrior track requires the Guild Initiation feat.

The Zen Warrior track changes your KOM to Wisdom, unless Wisdom is already your KDM.

**The Zen Warrior**

All abilities of the Zen Warrior are Extraordinary unless otherwise noted.

**1st Circle – Spontaneity:** At the end of any turn in which you do not take any of the same actions you took, or use any of the same active abilities you used, in the previous round, you may add your circles in this track as an untyped bonus to damage and a deflection bonus to AC until the beginning of your next turn.

For example, a character with this track might spend his first turn moving (as a move action), initiating a trip (as a standard action), and doing nothing with his swift action. In the next round, the same character might spend his second turn making a full attack (as a standard action), using the Shadow Blink feat to apply the [Teleport] descriptor to his movement as a swift action, and teleporting as a move action. This sequence of actions would grant the character access to his Spontaneity bonuses.

Doing nothing with an action twice in a row (such as when a character has no abilities useable as swift actions) still activates your Spontaneity bonuses.

**2nd Circle – Action Before Thought:** You become even more unpredictable. Opponents seem to never see your next move coming, and your wide variety of options leaves them shocked. All Spontaneity bonuses you gain extends to the end of your next turn.

**Reverse-reversal:** Additionally, just when your enemies are convinced they will never see you do the same thing twice, you surprise them by doing the expected. Once per [Encounter] per four levels (minimum one), you may take an action that you took last [Round] and still benefit from your Spontaneity bonuses.

**3rd Circle – Empty Mind, Whole Body:** By clearing your head of thoughts, you become surprisingly resilient. Once per [Encounter] per four levels (minimum one), as an immediate action, if you are successfully attacked while affected by your Spontaneity ability, you may reduce the damage you take from that attack by your character level.

**4th Circle – There Is No Spoon:** You know the truth that is the void behind reality. Whenever your Spontaneity ability activates, you additionally gain temporary hit points equal to twice your character level for as long as your Spontaneity ability is active.

**5th Circle – Nothing Binds Me:** With five minutes of meditation, you may switch one of your feats between [Encounters]. You must still meet all the prerequisites for the feat you are selecting, and you may not switch out a feat that you are using as a prerequisite for another feat or ability. Switched feats are not permanent changes, and once you have switched a different feat, your previous switched feat reverts to the original feat.

**6th Circle – Brink of Liberation:** You have almost reached a state of ultimate peace. Empty Mind, Whole Body is now active whenever your Spontaneity ability is, taking no action to activate.

**7th Circle – Enlightenment:** You have attained perfect clarity of mind. Your Nothing Binds Me ability does not require meditation (but must still be done between [Encounters]). Additionally, you may use Foresight once per [Scene] as a Spell-Like Ability, on yourself only.