ZEN ARCHER

Monk Level

ARMOUR CLASS BONUS

AC BONUS



Monk Level WIS + (Round down)

> Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE PERFECT STRIKE Monk

Level

PER DAY

Non-Monk Levels

÷ 4 (Round down)

PERFECT STRIKE **TODAY**

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE BOW

Weapon

×	BONUS	FEATS		
Level	☐ Combat Reflexes	☐ Deflect Arrows		
	□ □ □ Dodge	☐ Far Shot		
	☐ Point-Blank Shot	☐ Precise Shot		
	☐ Rapid Shot			
Level 6	$\ \square$ Focused Shot	☐ Improved Precise Shot		
	☐ Manyshot	☐ Mobility		
	☐ Parting Shot			
Level	☐ Improved Critical	☐ Pinpoint Targeting		
10	$\hfill\Box$ Shot on the Run	☐ Snatch Arrows		
WHOLENESS OF BODY				
Level	HEALING POINTS Monk	k Level		
*	DIAMOND SOUL			
I evel	SPELL RESISTANCE	Monk Level		
13	= 10	+		
QUIVERING PALM				
Level 15	QUIVER DAYS Mon	ık Level		
	days =			
	FORTITUDE	Monk		
	SAVE DC	Level		
	=10	+(÷2)+WIS		

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

target non-outsiders. 20

Damage reduction 10/chaotic

MONK				
	Bonus Feats	Unarmed Strike Damage Sml / Lrg d6 d4/d8	Armour Class Bonus Flurry of Blows Unarmed Strike Perfect Strike	Use a full attack action for more attacks - bow only Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon
2			Way of the Bow	Weapon Focus with one type of bow
3			Fast Movement +10 ft Zen Archery Point Blank Master	(which grants +4 to Acrobatics checks for jumping) Use WIS instead of DEX for attacks with a bow Don't provoke attack of opportunity with chosen bow
4		d8 d6/2d6	Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Increase range of attack by 50ft - 1 ki point Reduce effective falling height using wall
5			High Jump Ki Arrows	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Use unarmed strike damage dice for 1 rd - 1 ki point
6	•		Fast Movement +20 ft Slow Fall 30 ft Way of the Bow 2	(which grants +8 to Acrobatics checks for jumping) Weapon Specialisation with the same bow
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8/2d8	Slow Fall 40 ft	
9			Reflexive Shot Fast Movement +30 ft	Make attacks of opportunity with a bow (which grants +12 to Acrobatics checks for jumping)
10			Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11			Trick Shot	Ignore concealment - 1 ki point Ignore total concealment or cover - 2 ki point Ignore total cover, fire around corners - 3 ki point
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
17			Timeless Body Ki Focus Bow	No age penalties or artificial ageing Use ki attacks with arrows as if they were melee
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	Perfect Self Slow Fall Any distance	Treated as outsider

KI POOL

KI POOL CAPACITY

FALL

Monk Level

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE

MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = Opponent's CMD

DC 15 Acrobatics

at half speed +10 to move at full speed

at half speed

to ignore 10ft of falling damage

+10 to move at full speed

Acrobatics DC = 5 + Opponent's **CMD** 30ft 35ft 40ft 50ft 55ft Distance 5ft 10ft 20ft 25ft 45ft 15ft LONG JUMP DC 5 10 40 45 50 55 4ft 5ft 6ft 7ft 9ft 10ft 11ft Distance 1ft 2ft 3ft 8ft **HIGH JUMP** DC 4 8 12 16 20 24 28 32 36 40 44 Acrobatics skill +4 for every 10ft of your standard move above 30ft **CATCH LEDGE** DC 20 Reflex save if you fail a jump by 4 or less