ZEN ARCHER

Monk Level

ARMOR CLASS BONUS

AC BONUS



Bonus only applied when unarmored, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE Monk PER DAY Level

Non-Monk Levels

÷ 4 PERFECT STRIKE

(Round down)

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.

TODAY

WAY OF THE BOW

Weapon

×	BONUS FEATS					
Level	□ Combat Reflexes □ Deflect Arrows □ □ □ Dodge □ Far Shot □ Point-Blank Shot □ Precise Shot □ Rapid Shot					
Level 6	□ Focused Shot □ Improved Precise Shot □ Manyshot □ Mobility □ Parting Shot					
Level 10	□ Improved Critical□ Pinpoint Targeting□ Shot on the Run□ Snatch Arrows					
WHOLENESS OF BODY						
Level	HEALING POINTS Monk Level =					
DIAMOND SOUL						
Level	SPELL RESISTANCE Monk Level = 10 +					
QUIVERING PALM						
Level 15	QUIVER DAYS days = FORTITUDE SAVE DC Monk Level ### Honk Level					

PERFECT SELF

Treated as an Outsider

Level Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

``			MON	JK -
	Bonus Feats	Strike	Armor Class Bonus	
1		d6 d4 / d8	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 +4to Acrobatics checks for jumping) Use WISinstead of DEXfor 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 +20to 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	(which grants +8to Acrobatics checks for jumping)
			Way of the Bow 2	Weapon Specialization 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 +12to 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 +16to 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 +20to 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 aging 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

Acrobatics DC = Opponent's CMD

at half speed +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

DC 15 Acrobatics

at half speed

Acrobatics DC = 5 + Opponent's **CMD** +10 to move at full speed

to ignore 10ft of falling damage

30ft 35ft 40ft 50ft 55ft Distance 5ft 10ft 20ft 25ft 45ft 15ft LONG JUMP DC 5 10 40 45 50 55 4ft 5ft 7ft 9ft 10ft 11ft Distance 1ft 2ft 3ft 6ft 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