

# ZEN ARCHER

Monk  
Level

## ARMOUR CLASS BONUS

### AC BONUS

+ AC

### CMD BONUS

+ CMD

$$\left. \begin{array}{l} + AC \\ + CMD \end{array} \right\} = WIS + \left( \frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmoured, unencumbered and not helpless

## PERFECT STRIKE

### PERFECT STRIKE PER DAY

$$\left[ \text{Box} \right] = \left[ \text{Box} \right] + \left( \frac{\text{Non-Monk Levels}}{4} \right)$$

(Round down)

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### 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 1
- ☐ Combat Reflexes
  - ☐ Dodge
  - ☐ Point-Blank Shot
  - ☐ Rapid Shot
  - ☐ Deflect Arrows
  - ☐ Far Shot
  - ☐ Precise Shot

- Level 6
- ☐ Focused Shot
  - ☐ Manyshot
  - ☐ Parting Shot
  - ☐ Improved Precise Shot
  - ☐ Mobility

- Level 10
- ☐ Improved Critical
  - ☐ Shot on the Run
  - ☐ Pinpoint Targeting
  - ☐ Snatch Arrows

## WHOLENESS OF BODY

### HEALING POINTS

$$\left[ \text{Box} \right] = \left[ \text{Box} \right] + \text{Monk Level}$$

## DIAMOND SOUL

### SPELL RESISTANCE

$$\left[ \text{Box} \right] = 10 + \left[ \text{Box} \right]$$

## QUIVERING PALM

### QUIVER DAYS

$$\left[ \text{Box} \right] \text{ days} = \left[ \text{Box} \right]$$

### FORTITUDE SAVE DC

$$\left[ \text{Box} \right] = 10 + \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

## PERFECT SELF

Treated as an Outsider

Level 20 Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

## MONK

Monk Level Bonus Feats Unarmed Strike Damage Sml / Lrg

1

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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

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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

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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

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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

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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 adamantite weapons

17

Timeless Body  
Ki Focus Bow

No age penalties or artificial ageing  
Use ki attacks with arrows as if they were melee

18

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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

$$\left[ \text{Box} \right] = \left( \frac{\text{Monk Level}}{2} \right) + WIS$$

### KI POOL

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## 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

Acrobatics DC = 5 + Opponent's CMD

at half speed  
+10 to move at full speed

|           | Distance | 5ft | 10ft | 15ft | 20ft | 25ft | 30ft | 35ft | 40ft | 45ft | 50ft | 55ft |
|-----------|----------|-----|------|------|------|------|------|------|------|------|------|------|
| LONG JUMP | DC       | 5   | 10   | 15   | 20   | 25   | 30   | 35   | 40   | 45   | 50   | 55   |
|           | Distance | 1ft | 2ft  | 3ft  | 4ft  | 5ft  | 6ft  | 7ft  | 8ft  | 9ft  | 10ft | 11ft |
| 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

FALL

DC 15 Acrobatics

to ignore 10ft of falling damage