ZEN ARCHER

Monk Level ☐

ARMOR CLASS BONUS

AC BONUS

+ ☐ AC

CMD BONUS

+ ☐ CMD

$$= WIS + \left(\frac{\text{Monk Level}}{} \div 4 \right)$$

(Round down)

Bonus only applied when unarmored, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY | Monk Level | Non-Monk Levels

$$\boxed{} = \frac{}{} + \left(\frac{}{} \div 4 \right)$$

(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

Level 7

HEALING POINTS

$$\boxed{} = \frac{\text{Monk Level}}{}$$

DIAMOND SOUL

Level 13

SPELL RESISTANCE

$$\boxed{} = 10 + \frac{\text{Monk Level}}{}$$

QUIVERING PALM

Level 15

QUIVER DAYS

$$\boxed{} \text{ days} = \frac{\text{Monk Level}}{}$$

FORTITUDE SAVE DC

$$\boxed{} = 10 + \left(\frac{\text{Monk Level}}{} \div 2 \right) + WIS$$

PERFECT SELF

Level 20

Treated as an Outsider

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

Damage reduction **10/chaotic**

MONK

Monk Level	Bonus Feats	Unarmed Strike Damage Sm / Lg		
1	■	d6 d4 / d8	Armor 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 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 +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 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

$$\boxed{} = \left(\frac{\text{Monk Level}}{} \div 2 \right) + WIS$$

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

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