

ZEN ARCHER

Mönch-
stufe

ARMOUR CLASS BONUS

AC BONUS

+ RK

CMD BONUS

+ KMV

$$\left. \begin{array}{l} + RK \\ + KMV \end{array} \right\} = WE + \left(\frac{\text{Mönch-stufe}}{4} \right) \text{ (abunden)}$$

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE
PER DAY

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

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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

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

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

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

WHOLENESS OF BODY

HEALING
POINTS

$$\text{Stufe 7} \left[\frac{\text{Mönchstufe}}{4} \right] = \text{no penalty for riding bareback}$$

DIAMOND SOUL

SPELL RESISTANCE Mönchstufe

$$\text{Stufe 13} \left[\frac{\text{Mönchstufe}}{4} \right] = 10 + \left(\frac{\text{Mönchstufe}}{4} \right)$$

QUIVERING PALM

QUIVER DAYS Mönchstufe

$$\text{Stufe} \left[\frac{\text{Mönchstufe}}{4} \right] \text{ Tage} = \left(\frac{\text{Mönchstufe}}{4} \right)$$

FORTITUDE
SAVE DC

$$\left[\frac{\text{Mönchstufe}}{4} \right] = 10 + \left(\frac{\text{Mönchstufe}}{4} \right) + WE$$

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

Mönch

Mönch- Bonus
stufe FeatsUnarmed
Strike
Damage

Sml / Lrg

1

■

W6

W4 / W8

Armour Class Bonus
Flurry of Blows
Waffenloser Schlag
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)
Use WIS instead of DEX for attacks with a bow
Don't provoke attack of opportunity with chosen bow

4

■

W8

W6 / 2W6

Ki-Vorrat (Magisch)
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)
Weapon Specialisation with the same bow

7

■

Wholeness of Body

Heal your own wounds - 2 ki points

8

■

W10

W8 / 2W8

Slow Fall 40 ft

9

■

Reflexive Shot
Fast Movement +30 ft

Make attacks of opportunity with a bow
(which grants +12 to Acrobatics)

10

■

Ki-Vorrat (Rechtschaffen)
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

■

2W6

W10 3W6

Abundant step
Fast Movement +40 ft
Slow Fall 60 ft

Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics)

13

■

Diamond Soul

Spell resistance

14

■

Slow Fall 70 ft

15

■

Quivering Palm
Fast Movement +50 ft

Delayed death
(which grants +20 to Acrobatics)

16

■

2W8

2W6 / 3W8

Ki-Vorrat (Adamant)
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

■

Fast Movement +60 ft
Slow Fall 90 ft

(which grants +24 to Acrobatics)

19

■

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

■

2W10

2W8 / 4W8

Perfect Self
Slow Fall Any distance

Treated as outsider

Ki-Vorrat

KI POOL
CAPACITY

Mönchstufe

$$\left[\frac{\text{Mönchstufe}}{4} \right] = \left(\frac{\text{Mönchstufe}}{2} \right) + WE$$

Ki-Vorrat

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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

Entfernung	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
SG	5	10	no penalty for riding bareback	20	25	30	35	40	45	50	55

HIGH JUMP

Entfernung	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
SG	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

SG 20 Reflex save

if you fail a jump by 4 or less

FALL

SG 15 Acrobatics

to ignore 10ft of falling damage