# **ZEN ARCHER**

Monk Level

### ARMOR CLASS BONUS

AC BONUS



Bonus only applied when unarmored, unencumbered and not helpless

÷ 4

(Round down)

# PERFECT STRIKE

PERFECT STRIKE PER DAY			E Monk Level		Non-Moni Levels		
		=		+ (			
			PERFECT TODAY	STR	IKE		

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						
	☐ Combat Reflexes	☐ Deflect Arrows					
Level	□ □ □ Dodge	☐ Far Shot					
1	☐ Point-Blank Shot	☐ Precise Shot					
	☐ Rapid Shot						
	☐ Focused Shot	☐ Improved Precise Shot					
Level	☐ Manyshot	□ Mobility					
U	□ Parting Shot						
Level	☐ Improved Critical	☐ Pinpoint Targeting					
10	$\hfill\Box$ Shot on the Run	☐ Snatch Arrows					
*	WHOLENESS OF BODY						
Level	HEALING POINTS Monk	Level					
<b>X</b>	DIAMOND SOUL						
l evel	SPELL RESISTANCE	Monk Level					
<b>13</b>	= 10	+					
*	QUIVERI	NG PALM					
	QUIVER DAYS Mon	k Level					
	days =						
Level	FORTITUDE						
15	SAVE DC	Monk Level					
	=10	·( ÷2)+WIS					

#### 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	•	<b>d6</b> 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 <b>+10 ft</b> Zen Archery Point Blank Master	(which grants +4 to Acrobatics) Use <b>WIS</b> instead of <b>DEX</b> for attacks with a bow Don't provoke attack of opportunity with chosen bow
4		<b>d8</b> d6/2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	Treat unarmed attacks as magic weapons Increase range of attack by 50ft - <b>1 ki point</b> 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	(which grants +8 to Acrobatics)
			Way of the Bow 2	Weapon Specialisation with the same bow
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		<b>d10</b> d8/2d8	Slow Fall 40 ft	
9			Reflexive Shot Fast Movement <b>+30 ft</b>	Make attacks of opportunity with a bow (which grants +12 to Acrobatics)
10			Ki Pool (lawful) Slow Fall <b>50 ft</b>	Treat unarmed attacks as lawful weapons
11			Trick Shot	Ignore concealment - <b>1 ki point</b> Ignore total concealment or cover - <b>2 ki point</b> Ignore total cover, fire around corners - <b>3 ki point</b>
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - <b>2 ki points</b> (which grants <b>+16</b> to Acrobatics)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement <b>+50 ft</b>	Delayed death (which grants <b>+20</b> to Acrobatics)
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall <b>80 ft</b>	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 <b>+24</b> to Acrobatics)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		<b>2d10</b> 2d8 / 4d8	Perfect Self Slow Fall <b>Any distance</b>	Treated as outsider

## KI POOL

KI POOL

 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

Acrobatics DC = 5 + Opponent's **CMD** 

at half speed +10 to move at full speed

20ft 30ft 35ft 40ft 50ft 55ft Distance 5ft 10ft 15ft 25ft 45ft LONG JUMP DC 5 10 40 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

FALL DC 15 Acrobatics to ignore 10ft of falling damage