

ZEN ARCHER

Monk
Level

ARMOR 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 unarmed, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY

Monk
Level

Non-Monk
Levels

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

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

Level 7

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \text{Monk Level}$$

DIAMOND SOUL

SPELL RESISTANCE

Level 13

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \text{Monk Level}$$

QUIVERING PALM

QUIVER DAYS

Level 15

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] \text{ days} = \text{Monk Level}$$

FORTITUDE SAVE DC

Level 15

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = 10 + \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

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

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

1

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d6

d4 / d8

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

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)

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)

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)

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)

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 aging
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)

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

Level 20

$$\left[\begin{array}{c} \square \\ \square \\ \square \end{array} \right] = \left(\frac{\text{Monk Level}}{2} \right) + WIS$$

KI POOL

$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$

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