ZEN ARCHER

Monk Level

ARMOUR CLASS BONUS

CA BONUS



Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE Monk Non-Monk PER DAY Levels Level ÷ 4 (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	☐ Combat Reflexes	☐ Deflect Arrows							
	□ □ □ Dodge	☐ Far Shot							
	☐ Point-Blank Shot	☐ Precise Shot							
	☐ Rapid Shot								
Level 6	$\ \square$ Focused Shot	☐ Improved Precise Shot							
	☐ Manyshot	☐ Mobility							
	☐ Parting Shot								
Level	☐ Improved Critical	☐ Pinpoint Targeting							
10	$\hfill\Box$ Shot on the Run	☐ Snatch Arrows							
WHOLENESS OF BODY									
Level	HEALING POINTS Monl	k Level							
*	DIAMON	ID SOUL							
l evel	SPELL RESISTANCE	Monk Level							
13	= 10	+							
•	QUIVERI	NG PALM							
	QUIVER DAYS Mor	nk Level							
Level 15	days =								
	Fortitude Resistência CD	Monk Level							
	=10	. /							

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	Armour Class Bonus	
1	•	d6 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 +3m 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 6m	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 +6m Slow Fall 9m	(which grants +8 to Acrobatics checks for jumping)
			Way of the Bow 2	Weapon Specialisation with the same bow
7		d10	Wholeness of Body	Heal your own wounds - 2 ki points
8		d8 / 2d8	Slow Fall 12m	
9			Reflexive Shot Fast Movement +9m	Make attacks of opportunity with a bow (which grants +12 to Acrobatics checks for jumping)
10			Ki Pool (lawful) Slow Fall 15m	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 +12m Slow Fall 18m	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 21m	
15			Quivering Palm Fast Movement +15m	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6/3d8	Ki Pool (adamantine) Slow Fall 24m	Treat unarmed attacks as adamantine 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 +18m Slow Fall 27m	(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

PISCINA DE KI

FALL

CAPACIDADE Monk Level

KI POOL

ACROBATICS

KI POOL

MOVE THROUGH THREATENED SQUARE

CD de Acrobacia = do Oponente MCD

at half speed +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE

DC 15 Acrobatics

at half speed CD de Acrobacia = 5 + do Oponente MCD +10 to move at full speed

to ignore 10ft of falling damage

LONG JUMP	Distance DC	0	10ft 10	15ft 15	20ft 20	25ft 25	30ft 30	35ft 35	40ft 40	45ft 45	50ft 50	55ft 55	
HIGH JUMP	Distance DC		2ft 8	3ft 12	4ft 16	5ft 20	6ft 24	7ft 28	8ft 32	9ft 36	10ft 40	11ft 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							