

ZEN ARCHER

Monk
Level

ARMOUR 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 unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY

Monk
Level

Non-Monk
Levels

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

(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	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 +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 Specialisation 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 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 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

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

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

	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					