

MONK OF THE HEALING HAND

Уровень
Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ K3

CMD BONUS

+ 35M

$$\left\{ \begin{array}{l} \text{AC BONUS} \\ \text{CMD BONUS} \end{array} \right\} = \text{WIS} + \left(\frac{\text{Уровень Монаха}}{4} \right)$$

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Уровень Монаха Non-Monk Levels

$$\left\{ \begin{array}{l} \text{STUNNING FIST PER DAY} \\ \text{STUNNING FIST TODAY} \end{array} \right\} = \left(\frac{\text{Уровень Монаха}}{4} \right)$$

(Округлять к меньшему)

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КС спаса DC

Уровень Монаха

$$\left\{ \begin{array}{l} \text{КС спаса DC} \\ \text{Уровень Монаха} \end{array} \right\} = 10 + \left(\frac{\text{Уровень Монаха}}{2} \right) + \text{WIS}$$

Уровень		
1	Stunned	Нет действий в этом раунде Теряет бонус DEX DEX AC; -2 AC
4	Fatigued	Cannot run or charge -2 Strength and Dexterity
8	Sickened	-2 to attack rolls, damage rolls, saving throws, skill and ability checks
12	Staggered	May make a standard or move action, but not both
16	Blinded	Lose DEX bonus to AC; -2 AC -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	или	
	Deafened	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysed	Нет действий в этом раунде Теряет бонус DEX DEX AC; -2 AC

Бонусные черты

Уровень	<input type="checkbox"/> Catch off-guard	<input type="checkbox"/> Боевые Рефлексы
1	<input type="checkbox"/> Отражение стрел	<input type="checkbox"/> □ □ Уворот
	<input type="checkbox"/> Improved Grapple	<input type="checkbox"/> Scorpion Style
	<input type="checkbox"/> Throw Anything	
Уровень	<input type="checkbox"/> Gorgon's Fist	<input type="checkbox"/> Improved Bull Rush
6	<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Improved Feint
	<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Мобильность
Уровень	<input type="checkbox"/> Improved Critical	<input type="checkbox"/> Medusa's Wrath
10	<input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Spring Attack

WHOLENESS OF BODY

HEALING POINTS

Уровень Монаха

$$\left\{ \begin{array}{l} \text{Уровень Монаха} \\ \text{HEALING POINTS} \end{array} \right\} = \left(\frac{\text{Уровень Монаха}}{2} \right) + \text{WIS}$$

KI SACRIFICE

Уровень 11 Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast *Raise Dead* with a caster level equal to your Monk level.

Уровень 15 As above, but cast *Resurrection*.
This requires that your ki pool contain at least 8 ki points.

DIAMOND SOUL

SPELL RESISTANCE

$$\left\{ \begin{array}{l} \text{Уровень Монаха} \\ \text{SPELL RESISTANCE} \end{array} \right\} = 10 + \left(\frac{\text{Уровень Монаха}}{2} \right)$$

TRUE SACRIFICE

Уровень 20 All dead allies within 50ft are revived, as if the subject of a *True Resurrection*.

The monk is utterly destroyed, and can never be revived.
His name can never be spoken or written down again,
all all written mentions of his name become blank.

MOHAX

Уровень Монаха	Bonus Feats	Unarmed Strike Damage	Armour Class Bonus	
1	■	d6 d4 / d8	Flurry of Blows Безоружная атака Stunning Fist	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2	■		Уклонение	Avoid all damage on successful reflex save
3		Fast Movement +10 ft Manoeuvre Training Still Mind		(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4		d8 d6 / d6	Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5		High Jump Purity of Body		Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to all diseases
6	■	Fast Movement +20 ft Slow Fall 30 ft		(which grants +8 to Acrobatics checks for jumping)
7		Ancient Healing Hand		Heal somebody else's wounds - 2 ki points
8		d10 d8 / d8	Slow Fall 40 ft	
9		Улучшенное Уклонение Fast Movement +30 ft		Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)
10	■	Запас Ки (порядок) Slow Fall 50 ft		Безоружные атаки считаются оружием порядка
11		Ki Sacrifice		Bring a target back to life - all your ki points
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		Ki Sacrifice Fast Movement +50 ft		Resurrect a target - all your kit points (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Запас Ки (адамантин) Slow Fall 80 ft	Безоружные атаки считаются адамантиновым оружием
17		Timeless Body Tongue of the Sun and Moon		No age penalties or artificial ageing Speak with any living creature
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	True Sacrifice Slow Fall Any distance	Give your life to revive allies within 50ft

KI POOL

KI POOL CAPACITY

Уровень монаха

$$\left\{ \begin{array}{l} \text{Уровень монаха} \\ \text{KI POOL CAPACITY} \end{array} \right\} = \left(\frac{\text{Уровень монаха}}{2} \right) + \text{WIS}$$

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

	Дальность	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
LONG JUMP	KC	5	10	15	20	25	30	35	40	45	50	55
HIGH JUMP	Дальность	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
	KC	4	8	12	16	20	24	28	32	36	40	44
	Acrobatics skill +4											
CATCH LEDGE	KC	20	Reflex save									
FALL	KC	15	Acrobatics									

for every 10ft of your standard move above 30ft

if you fail a jump by 4 or less

to ignore 10ft of falling damage