

MANOEUVRE MASTER (MONK)

Уровень
Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ K3

CMD BONUS

+ 35M

$$\left. \begin{array}{l} + K3 \\ + 35M \end{array} \right\} = WIS + \left(\frac{\text{Уровень Монаха}}{4} \right)$$

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Уровень
Монаха

Non-Monk
Levels

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

STUNNING FIST
TODAY (Округлять к меньшему)

КС спаса DC

Уровень
Монаха

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

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**, **DEX** skills, opposed Perception
или 50% miss chance when attacking
DC 10 Acrobatics to move more than half speed
- 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

- ☐ Catch off-guard ☐ Боевые Рефлексы
- ☐ Отражение стрел ☐ ☐ ☐ Уворот
- Уровень ☐ Improved Grapple ☐ Scorpion Style
- 1** ☐ Throw Anything
- ☐ Improved _____
- ☐ Improved _____
- ☐ Gorgon's Fist ☐ Improved Bull Rush
- ☐ Improved Disarm ☐ Improved Feint
- Уровень ☐ Improved Trip ☐ Мобильность
- 6** ☐ Greater _____
- ☐ Greater _____
- ☐ Improved Critical ☐ Medusa's Wrath
- Уровень ☐ Snatch Arrows ☐ Spring Attack
- 10** ☐ _____ Strike

WHOLENESS OF BODY

HEALING POINTS

Уровень

Уровень монаха

$$7 \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right]$$

DIAMOND SOUL

SPELL RESISTANCE

Уровень

Уровень монаха

$$13 \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Уровень монаха}}{4} \right)$$

PERFECT SELF

Treated as an Outsider

Уровень Immune to Charm Person and other effects that
20 target non-outsiders.

Damage reduction 10/chaotic

МОНАХ

Уровень Bonus
Монаха Feats

Unarmed
Strike
Damage

Мал / Больш

Armour Class Bonus
Flurry of Manoeuvres
Безоружная атака
Stunning Fist

Use a full attack action for more combat manoeuvres
Treat hands, feet, knees and elbows as weapons
Stun (or other effects) target for one round

1

■

d6
d4 / d8

2

■

Уклонение

Avoid all damage on successful reflex save

3

Fast Movement +10 ft
Manoeuvre Training
Manoeuvre Defence

(which grants +4 to Acrobatics checks for jumping)
Use monk level in place of **BAB** for calculating **CMB**
Attacks of opportunity against manoeuvres

4

d8
d6 / 2d6

Ki Pool (magic)
Reliable Manoeuvre

Treat unarmed attacks as magic weapons
Roll twice for **CMB** - 1 ki point

5

High Jump
Meditative Manoeuvre

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Add **WIS** to **CMB**, once a round

6

■

Fast Movement +20 ft

(which grants +8 to Acrobatics checks for jumping)

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10
d8 / 2d8

Улучшенное Уклонение
Fast Movement +30 ft

Avoid half damage on failed reflex save
(which grants +12 to Acrobatics checks for jumping)

9

■

Запас Ки (порядок)

Безоружные атаки считаются оружием порядка

10

■

Sweeping Manoeuvre

Make a manoeuvre against two enemies
OR two manoeuvres against the same enemy

11

■

Abundant step
Fast Movement +40 ft

Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics checks for jumping)

12

2d6
d10 / 3d6

Diamond Soul

Spell resistance

13

■

Whirlwind Manoeuvre
Fast Movement +50 ft

Make one manoeuvre against all adjacent enemies
(which grants +20 to Acrobatics checks for jumping)

14

■

Запас Ки (адамантин)

Безоружные атаки считаются адамантиновым оружием

15

2d8
2d6 / 3d8

Timeless Body
Tongue of the Sun and Moon

No age penalties or artificial ageing
Speak with any living creature

16

■

Fast Movement +60 ft

(which grants +24 to Acrobatics checks for jumping)

17

■

Empty Body

Assume ethereal state for 1 minute - 3 ki points

18

2d10
2d8 / 4d8

Perfect Self

Treated as outsider

FLURRY OF MANOEUVRES

Уровень

ББМ

As part of a full attack, make additional
combat manoeuvres at a penalty to **CMB**.

1

First combat manoeuvre

-2

8

Second combat manoeuvre

-3

15

Third combat manoeuvre

-7

KI POOL

KI POOL
CAPACITY

Уровень монаха

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

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

LONG JUMP

Дальность	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
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

for every 10ft of your standard move above 30ft

CATCH LEDGE

KC 20 Reflex save

if you fail a jump by 4 or less

FALL

KC 15 Acrobatics

to ignore 10ft of falling damage