

DRUNKEN MASTER (MONK)

Уровень Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ K3

CMD BONUS

+ 35M

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

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Уровень Монаха

Non-Monk Levels

$$\left[\frac{\text{Уровень Монаха}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right]$$

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STUNNING FIST TODAY (Округлять к меньшему)

КС спаса DC

Уровень Монаха

$$\left[\frac{\text{Уровень Монаха}}{2} \right] = 10 + \left(\frac{\text{Уровень Монаха}}{2} \right) + \text{WIS}$$

Уровень

- 1** Stunned Нет действий в этом раунде
Теряет бонус **DEX** к 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** к AC; -2 K3

Бонусные черты

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

WHOLENESS OF BODY

HEALING POINTS

Уровень 7

Уровень монаха

$$\left[\frac{\text{Уровень монаха}}{4} \right]$$

QUIVERING PALM

QUIVER DAYS

Уровень монаха

days

$$\left[\frac{\text{Уровень монаха}}{4} \right]$$

Уровень 15 КС спаса DC

Уровень Монаха

$$\left[\frac{\text{Уровень Монаха}}{2} \right] = 10 + \left(\frac{\text{Уровень Монаха}}{2} \right) + \text{WIS}$$

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

МОНАХ

Уровень Bonus Монаха Feats

Unarmed Strike Damage

Мал / Больш

Armour Class Bonus

1 ■ **d6** Flurry of Blows
Безоружная атака
d4 / d8 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
Drunken Ki (which grants +4 to Acrobatics checks for jumping)
Use monk level in place of **BAB** for calculating **CMB**
+1 temporary ki point (for 1 hour) on drinking

4 **d8** Ki Pool (magic)
d6 / 2d6 Slow Fall 20 ft Treat unarmed attacks as magic weapons
Reduce effective falling height using wall

5 High Jump Add monk level to Acrobatics checks for jumping
Drunken Strength 1d6 +20 to jump checks - 1 ki point
Inflict extra damage - 1 ki point

6 ■ Fast Movement +20 ft
Slow Fall 30 ft (which grants +8 to Acrobatics checks for jumping)

7 Wholeness of Body Heal your own wounds - 2 ki points

8 **d10** Slow Fall 40 ft
d8 / 2d8

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
Drunken Strength 2d6 Безоружные атаки считаются оружием порядка
2 ki points

11 Drunken Courage Immune to fear

12 **2d6** Abundant step Fast Movement +40 ft
d10 / 3d6 Slow Fall 60 ft Slip magically between spaces - 2 ki points
(which grants +16 to Acrobatics checks for jumping)

13 Drunken Resilience 1/— Damage reduction

14 ■ Slow Fall 70 ft

15 Quivering Palm Fast Movement +50 ft
Drunken Strength 3d6 Delayed death
(which grants +20 to Acrobatics checks for jumping)
3 ki points

16 **2d8** Запас Ки (адамантин) Slow Fall 80 ft
d6 / 3d6 Drunken Resilience 2/— 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 Firewater Breath 30ft cone of fire, deals 2d6 damage - 4 ki points
Drunken Resilience 3/—

20 **2d10** Perfect Self Slow Fall Any distance
d8 / 4d8 Drunken Strength 4d6 Treated as outsider
4 ki points

KI POOL

KI POOL CAPACITY

Уровень монаха

$$\left[\frac{\text{Уровень монаха}}{2} \right] + \text{WIS}$$

KI POOL

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DRUNKEN KI

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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