

# SENSEI (MONK)

Уровень  
Монаха

## STUNNING FIST

### STUNNING FIST PER DAY

Уровень  
Монаха

Non-Monk  
Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right)$$

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STUNNING FIST (Округлять к меньшему)  
TODAY

КС спаси DC

Уровень  
Монаха

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

Уровень

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

## BONUS FEAT

- ☐ Catch off-guard ☐ Боевые Рефлексы
- ☐ Отражение стрел ☐ □ □ Уворот
- ☐ Improved Grapple ☐ Scorpion Style
- ☐ Throw Anything

## ADVICE

### PERFORMANCE PER DAY

Уровень  
Монаха

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \text{WIS}$$

### INSPIRE COURAGE

Уровень

- 1** +  $\boxed{\phantom{000}}$  Bonus against charm and compulsion  
Bonus to attack and damage rolls

### INSPIRE COMPETENCE

Уровень

- 3** +  $\boxed{\phantom{000}}$

### INSPIRE GREATNESS MAX AFFECTED

Уровень

- 9**  $\boxed{\phantom{000}}$  2 Bonus hit dice  
+ 2d10 (including CON)

## WHOLENESS OF BODY

### HEALING POINTS

Уровень

Уровень монаха

$$\boxed{\phantom{000}} = \boxed{\phantom{000}}$$

## DIAMOND SOUL

### SPELL RESISTANCE

Уровень монаха

Уровень

$$\boxed{\phantom{000}} = 10 + \boxed{\phantom{000}}$$

## QUIVERING PALM

### QUIVER DAYS

Уровень монаха

$$\boxed{\phantom{000}} \text{ days} = \boxed{\phantom{000}}$$

Уровень

**15** КС спаси DC

Уровень  
Монаха

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

## PERFECT SELF

Treated as an Outsider

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

**20**

Damage reduction 10/chaotic

## MOHAX

Уровень Bonus  
Монаха Feats

Unarmed  
Strike  
Damage

Мал / Больш

Armour Class Bonus

**1**

■

**d6**

d4 / d8

Advice  
Безоружная атака  
Stunning Fist

Inspire Courage  
Treat hands, feet, knees and elbows as weapons  
Stun (or other effects) target for one round

**2**

Insightful Strike

Use **WIS** in place of **STR/DEX** for monk weapons

**3**

Advice 2  
Manoeuvre Training  
Still Mind

Inspire Competence  
Use monk level in place of **BAB** for calculating **CMB**  
+2 saving throws against enchantment

**4**

**d8**

d6 / 2d6

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**

Mystic Wisdom  
Slow Fall 30 ft

Grant bonus to an ally - **1 ki point**

**7**

Wholeness of Body

Heal your own wounds - **2 ki points**

**8**

**d10**

d8 / 2d8

Slow Fall 40 ft

Inspire Greatness

**9**

Advice 3

Inspire Greatness

**10**

Запас Ки (порядок)  
Slow Fall 50 ft

Безоружные атаки считаются оружием порядка

**11**

Diamond Body

Immune to all poisons

**12**

**2d6**

d10 / 3d6

Abundant step  
Mystic Wisdom 2  
Slow Fall 60 ft

Slip magically between spaces - **2 ki points**  
Grant bonus to allies in 30ft - **1 ki point**

**13**

Diamond Soul

Spell resistance

**14**

Slow Fall 70 ft

**15**

Quivering Palm

Delayed death

**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**

Mystic Wisdom 3  
Slow Fall 90 ft

Grant more abilities to allies - **2 ki points**

**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

## MYSTIC WISDOM

Уровень

**6**

Grant a single ally within 30ft:

**1 ki point**

Уровень

**12**

Grant all allies within 30ft:

Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

**1 ki point**

Уровень

**18**

Grant all allies within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

Grant a single ally within 30ft: Diamond Body, Diamond Soul, Improved Evasion

**2 ki points**

**2 ki points**

## KI POOL

### KI POOL CAPACITY

Уровень монаха

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{WIS}$$

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	KC	4	8	12	16	20	24	28	32	36	40	44
CATCH LEDGE	KC	20	Reflex save									
FALL	KC	15	Acrobatics									

if you fail a jump by 4 or less  
to ignore 10ft of falling damage