HUNGRY GHOST MONK

Уровень Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS + КЗ

CMD BONUS + ЗБМ

= WIS + (Уровень Монаха ÷ 4)

(Округлять к меньшему)

PUNISHING KICK

PUNISHING KICK PER DAY = Уровень Монаха + (Non-Monk Levels ÷ 4)

(Округлять к меньшему)

PUNISHING KICK TODAY

DISTANCE PUSHED ft = (Уровень Монаха ÷ 5) × 5ft

КС спаса **DC** = 10 + (Уровень Монаха ÷ 2) + WIS

Fortitude save to avoid being knocked prone

Уровень **15** Push a target back 5ft and knock them prone with the same attack

STEAL KI

Уровень **5** On a confirmed critical hit, or on reducing a target to 0hp, regain 1 ki point up to your maximum.

Уровень **11** For each point regained, gain an immediate saving throw against one disease.

Бонусные черты

Уровень **1**
- ☐ Catch off-guard
- ☐ Отражение стрел
- ☐ Improved Grapple
- ☐ Throw Anything
- ☐ Боевые Рефлексы
- ☐ ☐ ☐ Уворот
- ☐ Scorpion Style

Уровень **6**
- ☐ Gorgon's Fist
- ☐ Improved Disarm
- ☐ Improved Trip
- ☐ Improved Bull Rush
- ☐ Improved Feint
- ☐ Мобильность

Уровень **10**
- ☐ Improved Critical
- ☐ Snatch Arrows
- ☐ Medusa's Wrath
- ☐ Spring Attack

LIFE FUNNEL

On a confirmed critical hit, or on reducing a target to 0hp, regain health.

Уровень **7** **HEALING POINTS** = Уровень монаха

SIPPING DEMON

Gain 1hp on a successful melee attack

Уровень **13** Gain WIS hp on a confirmed critical attack

You may gain up to your monk level in temporary hit points. They disappear after 1 hour

QUIVERING PALM

QUIVER DAYS days = Уровень монаха

Уровень **15** КС спаса **DC** = 10 + (Уровень Монаха ÷ 2) + 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 Монаха	Bonus Feats	Unarmed Strike Damage Мал / Больш		
1	■	d6 d4 / d8	Armour Class Bonus Flurry of Blows Безоружная атака Punishing Kick	 Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Push targets away from you
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 / 2d6	Ki Pool (magic) Slow Fall **20 ft**	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5			High Jump Steal Ki	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** Take ki from other creatures
6	■		Fast Movement **+20 ft** Slow Fall **30 ft**	(which grants **+8** to Acrobatics checks for jumping)
7			Life Funnel	Take hp from other creatures
8		d10 d8 / 2d8	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			Life from a Stone	Take ki or hp from any creature at all
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			Sipping Demon	Gain temporary hp on melee attacks
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	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	Perfect Self Slow Fall **Any distance**	Treated as outsider

KI POOL

KI POOL CAPACITY = (Уровень монаха ÷ 2) + WIS

KI POOL

ACROBATICS

MOVE THROUGH THREATENED SQUARE — at half speed
Acrobatics DC = Opponent's **CMD** — +10 to move at full speed

MOVE THROUGH ENEMY'S OWN SQUARE — at half speed
Acrobatics DC = 5 + Opponent's **CMD** — +10 to move at full speed

LONG JUMP	Дальность	5ft	10ft	15ft	20ft	25ft	30ft	35ft	40ft	45ft	50ft	55ft
	КС	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
	КС	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 — КС 20 Reflex save — if you fail a jump by 4 or less

FALL — КС 15 Acrobatics — to ignore 10ft of falling damage