

PERFECT SELF

Treated as an Outsider

Уровеныmmune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

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Уровень Монаха 1	Feats	Unarmed Strike Damage Лал / Больш d6 d4 / d8	Armour Class Bonus Flurry of Blows Безоружная атака Perfect Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon
2			Way of the Weapon Master	Weapon Focus for one monk weapon
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 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 Way of the Weapon Master 2	(which grants +8 to Acrobatics checks for jumping) Weapon Specialisation for the same monk weapon
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8/2d8	Slow Fall 40 ft	
9			Уклонение Fast Movement +30 ft	Avoid all damage on successful reflex save (which grants +12 to Acrobatics checks for jumping)
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 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			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 оруж
17			Uncanny Initiative Tongue of the Sun and Moon	Choose your own initiative roll 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	Pure Power Slow Fall Any distance	+2 to Strength, Dexterity and Wisdom score

KI POOL



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

Дал	тьность	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	
Дал	тьность	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft	
HIGH JUMP	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								