

# МОНАХ

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

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

(Округлять к меньшему)

### STUNNING FIST TODAY

KC спас DC

Уровень Монаха

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

Уровень

- |            |           |   |
|------------|-----------|---|
| <b>1</b>   | Stunned   | Нет действий в этом раунде<br>Теряет бонус <b>DEX DEX</b> AC; -2 AC   |
| <b>4</b>   | Fatigued  | Cannot run or charge<br>-2 Strength and Dexterity   |
| <b>8</b>   | Sickened  | -2 to attack rolls, damage rolls, saving throws, skill and ability checks   |
| <b>12</b>  | Staggered | May make a standard or move action, but not both  |
| <b>16</b>  | Blinded   | Lose <b>DEX</b> bonus to AC; -2 AC<br>-4 on <b>STR</b> and <b>DEX</b> skills, opposed Perception<br>50% miss chance when attacking<br>DC 10 Acrobatics to move more than half speed |
| <b>или</b> |           |   |
|            | Deafened  | -4 initiative; 20% miss chance when attacking<br>-4 on opposed Perception<br>automatically fail Perception checks for sound   |
| <b>20</b>  | Paralysed | Нет действий в этом раунде<br>Теряет бонус <b>DEX DEX</b> AC; -2 AC   |

### Бонусные черты

- |   |  |
|---|--|
| <input type="checkbox"/> Catch off-guard  | <input type="checkbox"/> Боевые Рефлексы |
| <input type="checkbox"/> Отражение стрел  | <input type="checkbox"/> Уворот          |
| <input type="checkbox"/> Improved Grapple | <input type="checkbox"/> Scorpion Style  |
| <input type="checkbox"/> Throw Anything   |  |

Уровень

- |          |  |
|----------|--|
| <b>1</b> |  |
|----------|--|

Уровень

- |          |  |
|----------|--|
| <b>6</b> |  |
|----------|--|

Уровень

- |           |  |
|-----------|--|
| <b>10</b> |  |
|-----------|--|

## WHOLENESS OF BODY

### HEALING POINTS

Уровень

Уровень монаха

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

## DIAMOND SOUL

### SPELL RESISTANCE

Уровень

Уровень монаха

$$13 \left[ \begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 10 + \left[ \begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$$

## QUIVERING PALM

### QUIVER DAYS

Уровень монаха

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

Уровень

$$15 \left[ \begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] \text{ KC спас DC} = 10 + \left( \frac{\text{Уровень Монаха}}{2} \right) + \text{WIS}$$

## PERFECT SELF

Treated as an Outsider

Уровень 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

d4 / d8

Flurry of Blows  
Manoeuvre Training  
Безоружная атака  
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  
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 / d2d6

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

(which grants +8 to Acrobatics checks for jumping)

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10

d8 / d2d8

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

Diamond Body

Immune to all poisons

12

2d6

d10 / d3d6

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

d2d6 / d3d8

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

d2d8 / d4d8

Perfect Self  
Slow Fall Any distance

Treated as outsider

## KI POOL

### KI POOL CAPACITY

Уровень монаха

Уровень монаха

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

### KI POOL

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

## 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