SOHEI

Уровень Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ КЗ

CMD BONUS

+ ЗБМ

= WIS + (Уровень Монаха ÷ 4)

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

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

- ☐ Mounted Combat Avoid attacks on mount with Ride check
  - ☐ Mounted Archery Halve the penalty for ranged attacks
  - ☐ Ride-by Attack Move before and after a charge attack
    - ☐ Spirited Charge Double damage
  - ☐ Trample Overrun enemies
  - ☐ Unseat Knock opponents from their mounts

MONASTIC MOUNT

ДЛИТЕЛЬНОСТЬ В ДЕНЬ

rds = 2 + (Уровень Барда × 2) +

WEAPON TRAINING

Уровень	Weapon type	
5		☐–☐–☐–
9		☐–☐–☐
13		☐–☐
17		☐

WHOLENESS OF BODY

Уровень 7 — HEALING POINTS = Уровень монаха

DIAMOND SOUL

Уровень 13 — SPELL RESISTANCE = 10 + Уровень монаха

PERFECT SELF

Уровень 20

Treated as an Outsider

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 Devoted Guardian	 Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Always get to act in a surprise round Add ½ Monk level to initiative
2	■		Уклонение	Avoid all damage on successful reflex save
3			Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4			Ki Pool (magic) Monastic Mount Ki Weapon	Treat unarmed attacks as magic weapons Gain temporary hp, grant bonuses to mount Enhance weapon - **1 ki point** per enhancement
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	■			
7			Wholeness of Body	Heal your own wounds - **2 ki points**
9			Улучшенное Уклонение	Avoid half damage on failed reflex save
10	■		Запас Ки (порядок)	Безоружные атаки считаются оружием порядка
11			Diamond Body	Immune to all poisons
12				
13			Diamond Soul	Spell resistance
14	■			
15			Quivering Palm	Delayed death
16			Запас Ки (адамантин)	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	■			
19			Empty Body	Assume ethereal state for 1 minute - **3 ki points**
20			Perfect Self	Treated as outsider

KI POOL

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

KI POOL

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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
	Дальность	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft