

MONK OF THE SACRED MOUNTAIN

Уровень Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+

K3

CMD BONUS

+

35M

Уровень Монаха

=

WIS

+

(

÷ 4)

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Уровень Монаха

Non-Monk Levels

=

+

(

÷ 4)

□□

□□

□□

□□

□□

□□

□□

□□

STUNNING FIST TODAY

(Округлять к меньшему)

KC спас DC

Уровень Монаха

=

10

+

(

÷ 2)

+

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**

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

WHOLENESS OF BODY

HEALING POINTS

Уровень

7

Уровень монаха

=

DIAMOND SOUL

SPELL RESISTANCE

Уровень

13

Уровень монаха

=

10

+

QUIVERING PALM

QUIVER DAYS

Уровень монаха

days

=

Уровень

15

KC спас DC

Уровень Монаха

=

10

+

(

÷ 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	Armour Class Bonus	
1	■	d6 d4 / d8	Flurry of Blows 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	■		Iron Monk	Toughness and +1 natural armour
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) Bastion Stance	Treat unarmed attacks as magic weapons Cannot be knocked prone or moved while stationary
5			Iron Limb Defence Purity of Body	+2 shield bonus to AC and CMD while stationary Increase bonus to +4 - 1 ki point Immune to all diseases
6	■		Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8		
9			Adamantine Monk Fast Movement +30 ft	Damage reduction Double damage reduction - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10	■		Запас Ки (порядок)	Безоружные атаки считаются оружием порядка
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Fast Movement +40 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■			
15			Quivering Palm Fast Movement +50 ft	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Запас Ки (адамантин) Bastion Stance 2	Безоружные атаки считаются адамантиновым оружием Cannot be moved, even by teleportation
17			Timeless Body Vow of Silence	No age penalties or artificial ageing +2 insight to AC and CMD +4 to Sense Motive, Stealth, Perception
18	■		Fast Movement +60 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	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
	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