

# MONK OF THE FOUR WINDS

Уровень  
Монаха

## БОНУС КЛАССА ЗАЩИТЫ

### AC BONUS

+ K3

### CMD BONUS

+ 35M

$$\left. \begin{array}{l} + \\ + \end{array} \right\} = \text{WIS} + \left( \frac{\text{Уровень Монаха}}{4} \right)$$

Bonus only applied when unarmoured, unencumbered and not helpless

## ELEMENTAL FIST

### ELEMENTAL FIST PER DAY

Уровень Монаха Non-Monk Levels

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

### ELEMENTAL FIST TODAY

Declare an elemental damage type before making an attack: Acid, Cold, Electricity or Fire

### ELEMENTAL DAMAGE

Уровень Монаха

$$\left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 1 + \left( \frac{\text{Уровень Монаха}}{5} \right)$$

## Бонусные черты

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

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

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

## WHOLENESS OF BODY

### HEALING POINTS

Уровень Монаха

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

## DIAMOND SOUL

### SPELL RESISTANCE

Уровень Монаха

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

## QUIVERING PALM

### QUIVER DAYS

Уровень Монаха

$$\text{Уровень } 15 \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ days} = \left[ \begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right]$$

KC спас DC

Уровень Монаха

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

## ASPECT MASTER

Aspect

Special Abilities

Уровень **17**

## 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 Bonus  
Монаха Feats

Unarmed  
Strike  
Damage

Мал / Больш

Armour Class Bonus

1

■

d6

d4 / d8

Flurry of Blows  
Безоружная атака  
Elemental Fist

Use a full attack action for more attacks  
Treat hands, feet, knees and elbows as weapons  
Add elemental damage to an attack

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 / d6

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 / d8

Slow Fall 40 ft

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 / d6

Slow Time  
Fast Movement +40 ft  
Slow Fall 60 ft

Gain two extra standard actions - 6 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  
d6 / d8

Запас Ки (адамантин)  
Slow Fall 80 ft

Безоружные атаки считаются адамантиновым оружием

17

Aspect Master  
Tongue of the Sun and Moon

Choose an aspect of the natural world  
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  
d8 / d8

Immortality  
Slow Fall Any distance

Never age, spontaneously reincarnate

## KI POOL

### KI POOL CAPACITY

Уровень Монаха

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

### KI POOL

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

## 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

	Дальность	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
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