

MONK OF THE LOTUS

Уровень
Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ K3

CMD BONUS

+ 35M

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

TOUCH OF SERENITY PER DAY

Уровень Монаха

Non-Monk Levels

$$\left\{ \begin{array}{l} \text{TOUCH OF SERENITY PER DAY} \\ \text{TOUCH OF SERENITY TODAY} \end{array} \right\} = \left(\frac{\text{Уровень Монаха}}{4} \right) + \left(\frac{\text{Non-Monk Levels}}{4} \right)$$

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TOUCH OF SERENITY TODAY

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

SERENITY DURATION

Уровень Монаха

$$\text{rds} = 1 + \left(\frac{\text{Уровень Монаха}}{6} \right)$$

WILL SAVE DC

Уровень Монаха

$$\text{WILL SAVE DC} = 10 + \left(\frac{\text{Уровень Монаха}}{2} \right) + \text{WIS}$$

Бонусные черты

- | | | |
|------------|--|---|
| Уровень 1 | <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 6 | <input type="checkbox"/> Gorgon's Fist | <input type="checkbox"/> Improved Bull Rush |
| | <input type="checkbox"/> Improved Disarm | <input type="checkbox"/> Improved Feint |
| | <input type="checkbox"/> Improved Trip | <input type="checkbox"/> Мобильность |
| Уровень 10 | <input type="checkbox"/> Improved Critical | <input type="checkbox"/> Medusa's Wrath |
| | <input type="checkbox"/> Snatch Arrows | <input type="checkbox"/> Spring Attack |

WHOLENESS OF BODY

HEALING POINTS

Уровень

Уровень монаха

$$\text{Уровень 7} \left\{ \begin{array}{l} \text{HEALING POINTS} \\ \text{TOUCH OF SURRENDER} \end{array} \right\} = \left(\frac{\text{Уровень монаха}}{2} \right) + \text{WIS}$$

TOUCH OF SURRENDER

When an attack would reduce a target to 0hp or below, opt to make the target surrender. Target is reduced to 0hp, is disabled and charmed. No saving throw.
Effect lasts until dismissed, used on another target or target is next reduced to 0hp.

DIAMOND SOUL

SPELL RESISTANCE

Уровень монаха

$$\text{Уровень 13} \left\{ \begin{array}{l} \text{SPELL RESISTANCE} \\ \text{TOUCH OF PEACE} \end{array} \right\} = 10 + \left(\frac{\text{Уровень монаха}}{2} \right)$$

TOUCH OF PEACE

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. No saving throw.

PERFECT SELF

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

Armour Class Bonus

1

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d6

d4 / d8

Flurry of Blows
Безоружная атака
Touch of Serenity

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 / 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

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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 / 2d8

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)

9

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Запас Ки (порядок)
Slow Fall 50 ft

Безоружные атаки считаются оружием порядка

10

■

Diamond Body

Immune to all poisons

11

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Touch of Surrender
Fast Movement +40 ft
Slow Fall 60 ft

Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)

12

2d6
d10 / 3d6

Diamond Soul

Spell resistance

13

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Slow Fall 70 ft

Touch of Peace
Fast Movement +50 ft
Delayed death (which grants +20 to Acrobatics checks for jumping)

14

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Запас Ки (адамантин)
Slow Fall 80 ft

Безоружные атаки считаются адамантиновым оружием

15

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Timeless Body
Learned Master

No age penalties or artificial ageing
Linguistics and Knowledge are class skills using WIS

16

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Fast Movement +60 ft
Slow Fall 90 ft

(which grants +24 to Acrobatics checks for jumping)

17

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Empty Body

Assume ethereal state for 1 minute - 3 ki points

18

■

Perfect Self
Slow Fall Any distance

Treated as outsider

19

■

Perfect Self
Slow Fall Any distance

Treated as outsider

20

■

Perfect Self
Slow Fall Any distance

Treated as outsider

KI POOL

KI POOL CAPACITY

Уровень монаха

$$\text{KI POOL CAPACITY} = \left(\frac{\text{Уровень монаха}}{2} \right) + \text{WIS}$$

KI POOL

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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