

MONK OF THE HEALING HAND

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

$$\left[\frac{\text{Уровень Монаха}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right]$$

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STUNNING FIST TODAY

КС спаса Стойкости

Уровень Монаха

$$\left[\frac{\text{Уровень Монаха}}{2} \right] + \text{WIS}$$

Уровень

- 1** Stunned Нет действий в этом раунде
Теряет бонус **DEX** K3; -2 K3
- 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** K3; -2 K3

Бонусные черты

- ☐ Catch off-guard ☐ Боевые Рефлексы
- Уровень ☐ Отражение стрел ☐ ☐ Уворот
- 1** ☐ Improved Grapple ☐ Scorpion Style
- ☐ Throw Anything
- ☐ Gorgon's Fist ☐ Improved Bull Rush
- Уровень **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 Уровень монаха

$$\left[\frac{\text{Уровень монаха}}{2} \right]$$

KI SACRIFICE

Уровень **11** Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast *Raise Dead* with a caster level equal to your Monk level.

Уровень **15** As above, but cast *Resurrection*.
This requires that your ki pool contain at least 8 ki points.

DIAMOND SOUL

SPELL RESISTANCE

Уровень Уровень монаха

$$\left[\frac{\text{Уровень монаха}}{2} \right] + 10$$

TRUE SACRIFICE

Уровень **20** All dead allies within 50ft are revived, as if the subject of a *True Resurrection*.

The monk is utterly destroyed, and can never be revived.
His name can never be spoken or written down again,
all all written mentions of his name become blank.

MOHAX

Уровень Bonus
Монаха Feats

Unarmed
Strike
Damage

Мал / Больш

Armour Class Bonus

1

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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

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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

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Fast Movement +20 ft
Slow Fall 30 ft

(which grants +8 to Acrobatics checks for jumping)

7

Ancient Healing Hand

Heal somebody else's wounds - 2 ki points

8

d10
d8 / 2d8

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

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Запас Ки (порядок)
Slow Fall 50 ft

Безоружные атаки считаются оружием порядка

11

Ki Sacrifice

Bring a target back to life - all your ki points

12

2d6
d10 / 3d6

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

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Slow Fall 70 ft

15

Ki Sacrifice
Fast Movement +50 ft

Resurrect a target - all your kit points
(which grants +20 to Acrobatics checks for jumping)

16

2d8
2d6 / 3d8

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

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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
2d8 / 4d8

True Sacrifice
Slow Fall Any distance

Give your life to revive allies within 50ft

KI POOL

KI POOL CAPACITY

Уровень монаха

$$\left[\frac{\text{Уровень монаха}}{2} \right] + \text{WIS}$$

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

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