SENSEI
(MONK)

Уровень Монаха

STUNNING FIST

STUNNING FIST PER DAY = Уровень Монаха + (Non-Monk Levels ÷ 4)

(Округлять к меньшему)

STUNNING FIST TODAY

КС спаса Стойкости = 10 + (Уровень Монаха ÷ 2) + WIS

Уровень		
1	Stunned	Нет действий в этом раунде Теряет бонус **DEX**к КЗ; -2 КЗ
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
	или	50% miss chance when attacking DC 10 Acrobatics to move more than half speed
	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**к КЗ; -2 КЗ

BONUS FEAT

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

ADVICE

PERFORMANCE PER DAY = Уровень Монаха + WIS

INSPIRE COURAGE

Уровень 1 +

Bonus against charm and compulsion
Bonus to attack and damage rolls

INSPIRE COMPETENCE

Уровень 3 +

INSPIRE GREATNESS MAX AFFECTED

Уровень 9

2 Bonus hit dice
+ 2d10 (including CON)

WHOLENESS OF BODY

HEALING POINTS

Уровень 7 = Уровень монаха

DIAMOND SOUL

SPELL RESISTANCE

Уровень 13 = 10 + Уровень монаха

QUIVERING PALM

QUIVER DAYS = Уровень монаха

days

Уровень 15

КС спаса Стойкости = 10 + (Уровень Монаха ÷ 2) + WIS

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 Advice Безоружная атака Stunning Fist	 Inspire Courage Treat hands, feet, knees and elbows as weapons Stun (or other effects) target for one round
2			Insightful Strike	Use **WIS** in place of **STR/DEX** for monk weapons
3			Advice **2** Manoeuvre Training Still Mind	Inspire Competence 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			Mystic Wisdom Slow Fall **30 ft**	Grant bonus to an ally - **1 ki point**
7			Wholeness of Body	Heal your own wounds - **2 ki points**
8		d10 d8 / 2d8	Slow Fall **40 ft**	
9			Advice **3**	Inspire Greatness
10			Запас Ки (порядок) Slow Fall **50 ft**	Безоружные атаки считаются оружием порядка
11			Diamond Body	Immune to all poisons
12		2d6 d10 / 3d6	Abundant step Mystic Wisdom **2** Slow Fall **60 ft**	Slip magically between spaces - **2 ki points** Grant bonus to allies in 30ft - **1 ki point**
13			Diamond Soul	Spell resistance
14			Slow Fall **70 ft**	
15			Quivering Palm	Delayed death
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			Mystic Wisdom **3** Slow Fall **90 ft**	Grant more abilities to allies - **2 ki points**
19			Empty Body	Assume ethereal state for 1 minute - **3 ki points**
20		2d10 2d8 / 4d8	Perfect Self Slow Fall **Any distance**	Treated as outsider

MYSTIC WISDOM

Уровень		
6	Grant a single ally within 30ft:	**1 ki point**
12	Grant all allies within 30ft: Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall	**1 ki point**
18	Grant all allies within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall Grant a single ally within 30ft: Diamond Body, Diamond Soul, Improved Evasion	**2 ki points** **2 ki points**

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
	КС	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
	КС	4	8	12	16	20	24	28	32	36	40	44

CATCH LEDGE — КС 20 Reflex save — if you fail a jump by 4 or less

FALL — КС 15 Acrobatics — to ignore 10ft of falling damage