

MARTIAL ARTIST (MONK)

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ K3

CMD BONUS

+ 35M

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

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

$$\left\{ \begin{array}{l} \text{Уровень} \\ \text{Монаха} \end{array} \right\} = \left\{ \begin{array}{l} \text{Non-Monk} \\ \text{Levels} \end{array} \right\} + \left(\frac{\text{Уровень} \text{ Монаха}}{4} \right)$$

(Округлять к меньшему)

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STUNNING FIST TODAY

КС спаса Стойкости

$$\left\{ \begin{array}{l} \text{Уровень} \\ \text{Монаха} \end{array} \right\} = 10 + \left(\frac{\text{Уровень} \text{ Монаха}}{2} \right) + \text{WIS} (+1)$$

from level 3

Уровень	1	Stunned	Нет действий в этом раунде Теряет бонус DEX К3; -2 К3
	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 К3; -2 К3

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

QUIVERING PALM

QUIVER DAYS

$$\left\{ \begin{array}{l} \text{Уровень} \\ \text{Монаха} \end{array} \right\} \text{ days} = \left\{ \begin{array}{l} \text{Уровень} \\ \text{Монаха} \end{array} \right\}$$

Уровень КС спаса Стойкости

$$15 = 11 + \left(\frac{\text{Уровень} \text{ Монаха}}{2} \right) + \text{WIS}$$

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	■		Уклонение	Avoid all damage on successful reflex save
3			Fast Movement +10 ft Manoeuvre Training Pain Points	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 to confirm critical hits
4		d8 d6 / 2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats
5			High Jump Extreme Endurance	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Immune to fatigue
6	■		Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
7			Physical Resistance -1	Reduced ability damage
8		d10 d8 / 2d8		
9			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) Extreme Endurance 2 Physical Resistance -2	Безоружные атаки считаются оружием порядка Immune to exhaustion
12	■	2d6 d10 / 3d6	Fast Movement +40 ft	(which grants +16 to Acrobatics checks for jumping)
13			Defensive Roll Physical Resistance -3	Reflex for half damage to avoid hitting Ohp
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) Physical Resistance -4	Безоружные атаки считаются адамантиновым оружием
18	■		Fast Movement +60 ft	(which grants +24 to Acrobatics checks for jumping)
19			Greater Defensive Roll Physical Resistance -5	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance 4	Immune to death effects

† Martial Artist cannot use ki abilities without gaining a ki pool from another class

EXPLOIT WEAKNESS

WISDOM CHECK BONUS

$$+ \left\{ \begin{array}{l} \text{Уровень} \\ \text{Монаха} \end{array} \right\} = \text{WIS}$$

WISDOM CHECK DC

$$\left\{ \begin{array}{l} \text{Уровень} \\ \text{Монаха} \end{array} \right\} = 10 + \text{CR}$$

As a swift action, make a wisdom check (above). If successful, gain +2 to attack until the end of your turn, and ignore damage reduction and hardness.

Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to AC until your next turn.

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
	Дальность	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	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					