

# SOHEI

Уровень  
Монаха

## БОНУС КЛАССА ЗАЩИТЫ

### AC BONUS

+ K3

### CMD BONUS

+ 35M

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

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

### Бонусные черты

- Уровень **1**
- ☐ Catch off-guard
  - ☐ Отражение стрел
  - ☐ Improved Grapple
  - ☐ Throw Anything
- Уровень **6**
- ☐ Gorgon's Fist
  - ☐ Improved Disarm
  - ☐ Improved Trip
  - ☐ Improved Bull Rush
  - ☐ Improved Feint
  - ☐ Мобильность
- Уровень **10**
- ☐ Improved Critical
  - ☐ Snatch Arrows
  - ☐ Medusa's Wrath
  - ☐ Spring Attack
- ☐ Mounted Combat Avoid attacks on mount with Ride check
  - ☐ Mounted Archery Halve the penalty for ranged attacks
  - ☐ Ride-by Attack Move before and after a charge attack
  - ☐ Spirited Charge Double damage
  - ☐ Trample Overrun enemies
  - ☐ Unseat Knock opponents from their mounts

## MONASTIC MOUNT

ДЛИТЕЛЬНОСТЬ  
В ДЕНЬ

Уровень  
Барда

$$\text{rds} = 2 + \left( \frac{\text{Уровень Барда}}{2} \right) +$$

## WEAPON TRAINING

Уровень Weapon type

5 ☐ ☐ ☐ ☐

9 ☐ ☐ ☐

13 ☐ ☐

17 ☐

## WHOLENESS OF BODY

HEALING  
POINTS

Уровень монаха

$$7 \text{ } \boxed{\phantom{000}} =$$

## DIAMOND SOUL

SPELL RESISTANCE Уровень монаха

$$\text{Уровень } 13 \text{ } \boxed{\phantom{000}} = 10 +$$

## PERFECT SELF

Treated as an Outsider

Уровень **20** Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/chaotic

## MOHAX

Уровень Bonus  
Монаха Feats

Unarmed  
Strike  
Damage

Мал / Больш

Armour Class Bonus

1

■

d6

d4 / d8

Flurry of Blows  
Безоружная атака  
Devoted Guardian

Use a full attack action for more attacks  
Treat hands, feet, knees and elbows as weapons  
Always get to act in a surprise round  
Add ½ Monk level to initiative

2

■

Уклонение

Avoid all damage on successful reflex save

3

Maneuvre Training  
Still Mind

Use monk level in place of BAB for calculating CMB  
+2 saving throws against enchantment

4

Ki Pool (magic)  
Monastic Mount  
Ki Weapon

Treat unarmed attacks as magic weapons  
Gain temporary hp, grant bonuses to mount  
Enhance weapon - **1 ki point** per enhancement

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

■

7

Wholeness of Body

Heal your own wounds - **2 ki points**

9

Улучшенное Уклонение

Avoid half damage on failed reflex save

10

■

Запас Ки (порядок)

Безоружные атаки считаются оружием порядка

11

Diamond Body

Immune to all poisons

12

13

Diamond Soul

Spell resistance

14

■

15

Quivering Palm

Delayed death

16

Запас Ки (адамантин)

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

■

19

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

20

Perfect Self

Treated as outsider

## KI POOL

KI POOL  
CAPACITY

Уровень монаха

$$\boxed{\phantom{000}} = \left( \frac{\text{Уровень монаха}}{2} \right) + \text{WIS}$$

KI POOL

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## 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