

FLOWING MONK

Уровень
Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ K3

CMD BONUS

+ 35M

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

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

REDIRECTION

REDIRECTION PER DAY

Уровень Монаха

Redirection Today

=

Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. If combat manoeuvre is successful, target is sickened.

SICKENED DURATION

Уровень Монаха

rds

=

$\left(\frac{\text{Уровень Монаха}}{4} \right)$

(Округлять вверх)

Target may halve the duration with a reflex save:

REFLEX SAVE DC

Уровень Монаха

=

10 +

$\left(\frac{\text{Уровень Монаха}}{2} \right)$

+ WIS

If target charged, gain +2 on CMB and +2 to the save DC

If target used Power Attack, +2 on CMB and +2 to the save DC

Уровень 4 Use redirection on a target who melee attacks an ally

Уровень 8 Make both reposition and trip attacks

Уровень 12 Use redirection on any melee attacker

Бонусные черты

☐ Agile Manoeuvres ☐ Боевые Рефлексы

Уровень 1 ☐ Отражение стрел ☐ ☐ Уворот

☐ Improved Reposition ☐ Improved Trip
☐ Nimble Moves ☐ Weapon Finesse

☐ Acrobatic Steps ☐ Bodyguard

Уровень 6 ☐ Improved Disarm ☐ Improved Feint

☐ Ki Throw ☐ Мобильность
☐ Second Chance ☐ Sidestep

☐ In Harm's Way ☐ Repositioning Strike

Уровень 10 ☐ Snatch Arrows ☐ Spring Attack

☐ Tripping Strike

ELUSIVE TARGET

Уровень 5 When successfully attacked, attempt a reflex save against the attack roll to halve the damage. You suffer all the other effects of the attack.

Take no damage on a successful reflex save, and only half damage on a failed save.

Уровень 11 If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage.

WHOLENESS OF BODY

HEALING POINTS

Уровень монаха

Уровень 7

=

$\left(\frac{\text{Уровень монаха}}{2} \right)$

DIAMOND SOUL

SPELL RESISTANCE

Уровень монаха

Уровень 13

=

10 +

$\left(\frac{\text{Уровень монаха}}{2} \right)$

PERFECT SELF

Treated as an Outsider

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

Damage reduction 10/chaotic

МОНАХ

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
Redirection

Use a full attack action for more attacks
Treat hands, feet, knees and elbows as weapons
Reposition or trip when attacked

2

Уклонение
Unbalancing counter

Avoid all damage on successful reflex save
Attacks of opportunity leave enemy flat-footed

3

Flowing Dodge
Manoeuvre Training
Still Mind

+1 dodge bonus for each adjacent enemy
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

Add monk level to Acrobatics checks for jumping
+20 to jump checks - 1 ki point
Reflex save to avoid damage - 2 ki points

6

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Slow Fall 30 ft

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10

d8 / 2d8

Slow Fall 40 ft

9

Улучшенное Уклонение

Avoid half damage on failed reflex save

10

■

Запас Ки (порядок)
Slow Fall 50 ft

Безоружные атаки считаются оружием порядка

11

Elusive Target (2)

No damage on successful save, half on failure
Redirect damage to flanking attacker

12

2d6

d10 / 3d6

Abundant step
Slow Fall 60 ft

Slip magically between spaces - 2 ki points

13

Diamond Soul

Spell resistance

14

■

Slow Fall 70 ft

15

Volley Spell

Reflect a spell onto the caster - half spell level

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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Slow Fall 90 ft

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

KI POOL

KI POOL CAPACITY

Уровень монаха

=

$\left(\frac{\text{Уровень монаха}}{2} \right)$

+ 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
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