

MOHAX

UNCHAINED

Уровень
Монаха

STUNNING FIST

STUNNING FIST PER DAY

Уровень
Монаха

Non-Monk
Levels

$$\boxed{} = \boxed{} + \left(\boxed{} \div 4 \right)$$

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STUNNING FIST
TODAY (Округлять к меньшему)

КС спаса Стойкости

Уровень
Монаха

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{WIS}$$

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
или 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 No action for 1d6 rounds
Lose **DEX** bonus to **AC**; -2 **AC**

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

KI POOL

KI POOL
CAPACITY

Уровень
Монаха

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{WIS}$$

Уровень **KI STRIKE**

KI POOL □□□ □□□
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- 3** As long as you have at least 1 ki point left,
treat unarmed attacks as magic weapons
- 7** Treat unarmed attacks as cold iron and silver weapons
- 10** Безоружные атаки считаются оружием порядка
- 16** Безоружные атаки считаются алмазным оружием

STYLE STRIKE

Уровень **5**

Уровень **9**

Уровень **13**

Уровень **15** Apply two unarmed style strikes each round

Уровень **17**

MOHAX

Уровень Bonus
Монаха Feats

Unarmed
Strike
Damage
Мал / Больш

Armour Class Bonus
Flurry of Blows
Безоружная атака
Stunning Fist

Use a full attack action for an extra attack
Treat hands, feet, knees and elbows as weapons
Stun (or other effects) target for one round

1

■

d6
d4 / d8

2

■

Уклонение

Avoid all damage on successful reflex save

3

Fast Movement **+10 ft**

(which grants **+4** to Acrobatics checks for jumping)

4

■

d8
d6 / 2d6

Still Mind

+2 to saves against enchantment

5

Purity of Body

Immune to all diseases

6

■

Fast Movement **+20 ft**

(which grants **+8** to Acrobatics checks for jumping)

7

Wholeness of Body

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

8

■

d10
d8 / 2d8

Улучшенное Уклонение
Fast Movement **+30 ft**

Avoid half damage on failed reflex save
(which grants **+12** to Acrobatics checks for jumping)

9

■

Flurry of blows (second)

Additional attack

10

■

2d6
d10 / 3d6

Fast Movement **+40 ft**

(which grants **+16** to Acrobatics checks for jumping)

11

Tongue of the Sun and Moon

Speak with any living creature

12

■

Fast Movement **+50 ft**

(which grants **+20** to Acrobatics checks for jumping)

13

■

2d8
2d6 / 3d8

Timeless Body

No age penalties or artificial ageing

14

■

Fast Movement **+60 ft**

(which grants **+24** to Acrobatics checks for jumping)

15

■

Flawless Mind

Take the better of 2 will saves

16

■

2d10
2d8 / 4d8

Perfect Self

Treated as outsider

KI POWERS

Уровень

4

Уровень

6

Уровень

8

Уровень

10

Уровень

12

Уровень

14

Уровень

16

Уровень

18

Уровень

20