MANOEUVRE MASTER (MONK)

Уровень Монаха

БОНУС КЛАССА ЗАЩИТЫ

AC BONUS

+ КЗ

CMD BONUS

+ ЗБМ

= WIS + (Уровень Монаха ÷ 4)

(Округлять к меньшему)

Bonus only applied when unarmoured, unencumbered and not helpless

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**, **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**к КЗ; -2 КЗ

Бонусные черты

Уровень 1
- ☐ Catch off-guard
- ☐ Боевые Рефлексы
- ☐ Отражение стрел
- ☐ ☐ ☐ Уворот
- ☐ Improved Grapple
- ☐ Scorpion Style
- ☐ Throw Anything
- ☐ Improved _____
- ☐ Improved _____

Уровень 6
- ☐ Gorgon's Fist
- ☐ Improved Bull Rush
- ☐ Improved Disarm
- ☐ Improved Feint
- ☐ Improved Trip
- ☐ Мобильность
- ☐ Greater _____
- ☐ Greater _____

Уровень 10
- ☐ Improved Critical
- ☐ Medusa's Wrath
- ☐ Snatch Arrows
- ☐ Spring Attack
- ☐ _____ Strike

WHOLENESS OF BODY

Уровень 7 — HEALING POINTS = Уровень монаха

DIAMOND SOUL

Уровень 13 — SPELL RESISTANCE = 10 + Уровень монаха

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 Flurry of Manoeuvres Безоружная атака Stunning Fist	 Use a full attack action for more combat manoeuvres 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 Manoeuvre Defence	(which grants **+4** to Acrobatics checks for jumping) Use monk level in place of **BAB** for calculating **CMB** Attacks of opportunity against manoeuvres
4		d8 d6 / 2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for **CMB** - **1 ki point**
5			High Jump Meditative Manoeuvre	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** Add **WIS** to **CMB**, once a round
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		
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)	Безоружные атаки считаются оружием порядка
11			Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy
12		2d6 d10 / 3d6	Abundant step Fast Movement **+40 ft**	Slip magically between spaces - **2 ki points** (which grants **+16** to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■			
15			Whirlwind Manoeuvre Fast Movement **+50 ft**	Make one manoeuvre against all adjacent enemies (which grants **+20** to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	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	■		Fast Movement **+60 ft**	(which grants **+24** to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - **3 ki points**
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider

FLURRY OF MANOEUVRES

Уровень		ББМ
1	First combat manoeuvre	-2
8	Second combat manoeuvre	-3
15	Third combat manoeuvre	-7

As part of a full attack, make additional combat manoeuvres at a penalty to **CMB**.

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

Acrobatics skill +4 for every 10ft of your standard move above 30ft

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