

## PERFECT SELF

Treated as an Outsider

Уровеныmmune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

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Уровень Монаха	Feats	Unarmed Strike Damage	Armour Class Bonus	
1		<b>d6</b> d4/d8	Flurry of Blows Безоружная атака Perfect Strike	Use a full attack action for more attacks Treat hands, feet, knees and elbows as weapons Roll attack twice when using a monk weapon
2			Way of the Weapon Master	Weapon Focus for one monk weapon
3			Fast Movement +10 ft Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> +2 saving throws against enchantment
4		d8 d6/2d6	Ki Pool (magic) Slow Fall <b>20</b> ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
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			Fast Movement +20 ft	(which grants +8 to Acrobatics checks for jumping)
			Slow Fall <b>30 ft</b> Way of the Weapon Master <b>2</b>	Weapon Specialisation for the same monk weapon
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		<b>d10</b> d8/2d8	Slow Fall <b>40 ft</b>	
9			Уклонение Fast Movement <b>+30 ft</b>	Avoid all damage on successful reflex save (which grants +12 to Acrobatics checks for jumping)
10			Запас Ки (порядок) Slow Fall <b>50 ft</b>	Безоружные атаки считаются оружием порядка
11			Diamond Body	Immune to all poisons
12		<b>2d6</b> d10 / 3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14			Slow Fall 70 ft	
15			Quivering Palm Fast Movement <b>+50 ft</b>	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		<b>2d8</b> 2d6/3d8	Запас Ки (адамантин) Slow Fall <b>80 ft</b>	Безоружные атаки считаются адамантиновым оружи
17			Uncanny Initiative Tongue of the Sun and Moon	Choose your own initiative roll Speak with any living creature
18			Fast Movement +60 ft Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>
20	:	<b>2d10</b> 2d8 / 4d8	Pure Power Slow Fall <b>Any distance</b>	+2 to Strength, Dexterity and Wisdom score

## KI POOL

KI POOL KI POOL CAPACITY Уровень монаха ÷2

## **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

10ft 20ft 30ft 50ft 55ft LONG JUMP KC 5 10 15 20 25 30 35 40 45 50 55 Дальность 1ft 7ft 8ft 9ft 10ft 11ft **HIGH JUMP** 8 12 32 KC 4 16 20 24 28 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 KC 15 Acrobatics to ignore 10ft of falling damage **FALL**