## DRUNKEN Уровень Монаха **MASTER** (MONK) БОНУС КЛАССА ЗАЩИТЫ **AC** BONUS Уровень Монаха **CMD** BONUS (Округлять к меньшему) Bonus only applied when unarmoured, unencumbered and not helpless STUNNING FIST STUNNING FIST Non-Monk **Уровень** PER DAY Монаха Levels ÷ 4 STUNNING FIST (Округлять к меньшему) **TODAY** Уровень КС спаса Стойкости Монаха ÷ 2 Уровень Нет действий в этом раунде Теряет бонус **DEX**к K3; -2 K3 Stunned 1 Cannot run or charge Fatigued -2 Strength and Dexterity -2 to attack rolls, damage rolls, 8 Sickened saving throws, skill and ability checks Staggered May make a standard or move action, 12 but not both Lose DEX bonus to AC: -2 AC Blinded 16 -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking или DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound Paralysed Нет действий в этом раунде 20 Теряет бонус DEX bonus to AC; -2 K3 Бонусные черты $\hfill\Box$ Catch off-guard □ Боевые Рефлексы Уровень□ Отражение стрел □ □ □ Уворот ☐ Improved Grapple ☐ Scorpion Style □ Throw Anything ☐ Gorgon's Fist ☐ Improved Bull Rush Уровень ☐ Improved Disarm ☐ Improved Feint ☐ Improved Trip □ Мобильность Уровень □ Improved Critical ☐ Medusa's Wrath 10 ☐ Snatch Arrows ☐ Spring Attack WHOLENESS OF BODY HEALING у<sub>ровень</sub>**POINTS** Уровень монаха 7

QUIVERING PALM	
	1
QUIVER DAYS       Уровень монаха         days       =         Уровень КС спаса Стойкости       Уровень Монаха         15       Монаха         =10+(       ÷2)+ WI	S

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 Stunning Fist	Use a full attack action for more attacks 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 Drunken Ki	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking
4		d8 d6/2d6	Ki Pool (magic) Slow Fall <b>20 ft</b>	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
6			Drunken Strength 1d6  Fast Movement +20 ft Slow Fall 30 ft	Inflict extra damage - 1 ki point  (which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>
8		<b>d10</b> d8/2d8	Slow Fall <b>40 ft</b>	
9			Улучшенное Уклонение Fast Movement <b>+30 ft</b>	Avoid half damage on failed 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
			Drunken Strength <b>2d6</b>	2 ki points
11			Drunken Courage	Immune to fear
12		<b>2d6</b> d10/3d6	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - <b>2 ki points</b> (which grants <b>+16</b> to Acrobatics checks for jumping)
13			Drunken Resilience 1/-	Damage reduction
14			Slow Fall <b>70 ft</b>	
15			Quivering Palm Fast Movement <b>+50 ft</b> Drunken Strength <b>3d6</b>	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points
16		<b>2d8</b> 2d6 / 3d8	Запас Ки (адамантин) Slow Fall <b>80 ft</b> Drunken Resilience <b>2/</b> —	Безоружные атаки считаются адамантиновым оруж
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 Slow Fall 90 ft	(which grants +24 to Acrobatics checks for jumping)
19			Firewater Breath Drunken Resilience 3/—	30ft cone of fire, deals 2d6 damage - <b>4 ki points</b>
20		2d10	Perfect Self	Treated as outsider
20		2d8 / 4d8	Slow Fall <b>Any distance</b> Drunken Strength <b>4d6</b>	4 ki points

KI POOL CAPACITY	Уровень монаха	KI POOL	DRUNKEN KI
	= ( ÷ 2) + WIS	000 000 <b>+</b>	

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 at half speed Acrobatics DC = 5 + Opponent's CMD +10 to move at full speed												
Дально	ость	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
Дально	ОСТЬ	1ft	2ft	3ft	4ft	5ft	6ft	7ft	8ft	9ft	10ft	11ft
HIGH JUMP	KC	4	8	12	16	20	24	28	32	36	40	44
Acrobatics skill +4 for every					ery 10ft	Oft of your standard move above 30ft						
CATCH LEDGE KC		20 Reflex save		if you fail a jump by 4 or less								
FALL	15 Acrobatics to ignore 10ft			ft of falling damage								