

JANISSARY

(MONK)

Уровень
Монаха

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Уровень монаха

$$\boxed{} = - 2$$

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

□ d6 > □ d8 > □ d10 > □ 2d6 > □ 2d8 > □ 2d10

STUNNING FIST

STUNNING FIST PER DAY

Уровень
Монаха

Non-Monk
Level

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

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STUNNING FIST TODAY

(Округлять к меньшему)

КС спаса Стойкости

Уровень монаха

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

Уровень Effects
Монаха

- 1** Stunned No action this round
Lose DEX bonus to AC; -2 AC
- 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
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 No action this round
Lose DEX bonus to AC; -2 AC

MIND OVER MAGIC

INSIGHT

BONUS

Уровень

Уровень монаха

$$4 + \boxed{} = \div 2$$

COMMAND TRUCE

Уровень Intimidate check to impose a truce between warring parties.
The truce is broken if anyone in your group draws a weapon,
casts a spell or takes a threatening action.

WHOLENESS OF BODY

HEALING

POINTS

Уровень

Уровень монаха

$$7 \boxed{} = $$

DIAMOND SOUL

SPELL RESISTANCE

Уровень монаха

Уровень

$$11 \boxed{} = 10 + $$

QUIVERING PALM

QUIVER DAYS

Уровень монаха

$$\boxed{} = $$

Уровень

15 КС спаса Стойкости

Уровень
Монаха

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

PERFECT SELF

Treated as an Outsider

Уровень Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

МОНАХ

Уровень Bonus
Монаха Feats

1	Armor Class Bonus Flurry of Blows Безоружная атака Stunning Fist Psionic Aura	Use a full attack action for more attacks Treat hands as weapons Stun (or other effects) target for one round Unnerve non-sentient beings; Charm Person 1/day
2	■ Уклонение	Avoid all damage on successful reflex save
3	Fast Movement +10 ft Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4	Ki Pool (magic) Mind Over Magic	Treat unarmed attacks as magic weapons Gain a bonus to saving throws - 1 ki point
5	Command Truce Purity of Body	Impose a truce between fighting parties - 1 ki point / min Immune to all diseases
6	■ Fast Movement +20 ft Slow Fall 30 ft	
7	Wholeness of Body	Heal your own wounds - 2 ki points
8	Slow Fall 40 ft	
9	Улучшенное Уклонение Fast Movement +30 ft	Avoid half damage on failed reflex save
10	■ Запас Ки (порядок) Slow Fall 50 ft Psionic Aura	Безоружные атаки считаются оружием порядка Charm Person 2/day
11	Diamond Body	Immune to all poisons
12	Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points
13	Diamond Soul	Spell resistance
14	■ Slow Fall 70 ft	
15	Quivering Palm Fast Movement +50 ft Psionic Aura	Delayed death Charm Person 3/day
16	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 aging Speak with any living creature
18	■ Fast Movement +60 ft Slow Fall 90 ft	
19	Empty Body	Assume ethereal state for 1 minute - 3 ki points
20	Perfect Self Slow Fall Any distance Psionic Aura	Treated as outsider Charm Person 4/day

KI POOL

KI POOL
CAPACITY

Уровень монаха

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

Ki Pool