MARTIAL ARTIST
(MOINE)

Moine Niveau

BONUS DE CLASSE D'ARMURE

AC BONUS + CA

CMD BONUS + DMD

= SAG + (Moine Niveau ÷ 4) (arrondi à l'inférieur)

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY = Moine Niveau + (Non-Monk Levels ÷ 4) (arrondi à l'inférieur)

STUNNING FIST TODAY

DD DU JET DE DC = 10 + (Moine Niveau ÷ 2) + SAG (+1 from level 3)

Niveau		
1	Etourdi	Pas d'action ce tour-ci Per le bonus de **DEX DEX**à la **AC**; -2 **CA**
4	Fatigué	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	Aveuglé ou	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
	Assourdi	-4 initiative; 20% miss chance when attacking -4 on opposed Perception automatically fail Perception checks for sound
20	Paralysé	Pas d'action ce tour-ci Per le bonus de **DEX DEX**à la **AC**; -2 **CA**

DONS SUPPLEMENTAIRES

Niveau 1
- ☐ Catch off-guard
- ☐ Deflect Arrows
- ☐ Improved Grapple
- ☐ Throw Anything
- ☐ Combat Reflexes
- ☐ ☐ ☐ Esquive
- ☐ Scorpion Style

Niveau 6
- ☐ Gorgon's Fist
- ☐ Improved Disarm
- ☐ Improved Trip
- ☐ Improved Bull Rush
- ☐ Improved Feint
- ☐ Mobilité

Niveau 10
- ☐ Improved Critical
- ☐ Snatch Arrows
- ☐ Medusa's Wrath
- ☐ Spring Attack

WHOLENESS OF BODY

Niveau 7 — HEALING POINTS = Niveau de moine

CORPS DE DIAMANT

Niveau 13 — RÉSISTANCE À LA MAGIE = 10 + Niveau de moine

PAUME VIBRATOIRE

QUIVER DAYS jours = Niveau de moine

Niveau 15 — DD DU JET DE DC = 11 + (Moine Niveau ÷ 2) + SAG

PERFECTION DE L'ÊTRE

Niveau 20 — **Treated as an Outsider**
Immune to Charm Person and other effects that target non-outsiders.
Damage reduction **10/chaotic**

MOINE

Moine Niveau	Bonus Dons	Unarmed Strike Damage Sml / Lrg		
1	■	d6 d4 / d8	Armour Class Bonus Déluge de coups Combat à mains nues Stunning Fist	 Use a full attack action for more attacks Traiter les mains, pieds, genoux et coudes comme des armes Stun (or other effects) target for one round
2	■		Evasion	Annule tout dégât en cas de jet de Réflexes réussi
3			Déplacement accéléré **+3 m** Manoeuvre Training Pain Points	(which grants **+4** to Acrobatics checks for jumping) Use monk level in place of **BAB** for calculating **CMB** **+1** to confirm critical hits
4		d8 d6 / 2d6	Exploit Weakness Martial Arts Master	Gain +2 to attack, bypass DR, other bonuses Use monk level to take Fighter feats
5			High Jump Extreme Endurance	Add monk level to Acrobatics checks for jumping **+20** to jump checks - **1 ki point** † Immune to fatigue
6	■		Déplacement accéléré **+6 m** Chute ralentie **9 m**	(which grants **+8** to Acrobatics checks for jumping)
7			Wholeness of Body Physical Resistance **-1**	Heal your own wounds - **2 ki points** † Reduced ability damage
8		d10 d8 / 2d8	Chute ralentie **12 m**	
9			Improved Evasion Déplacement accéléré **+9 m**	Avoid half damage on failed reflex save (which grants **+12** to Acrobatics checks for jumping)
10	■		Ki Pool (lawful) Chute ralentie **15 m** Extreme Endurance **2** Physical Resistance **-2**	Considère les attaques à mains nues comme des armes Loyales Immune to exhaustion
12		2d6 d10 / 3d6	Pas chassé Déplacement accéléré **+12 m** Chute ralentie **18 m**	Slip magically between spaces - **2 ki points** † (which grants **+16** to Acrobatics checks for jumping)
13			Defensive Roll Physical Resistance **-3**	Reflex for half damage to avoid hitting 0hp
14	■		Chute ralentie **21 m**	
15			Quivering Palm Déplacement accéléré **+15 m**	Delayed death (which grants **+20** to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Chute ralentie **24 m** Physical Resistance **-4**	Treat unarmed attacks as adamantine weapons
17			ÉTERNELLE JEUNESSE	No age penalties or artificial ageing
18	■		Déplacement accéléré **+18 m** Chute ralentie **27 m**	(which grants **+24** to Acrobatics checks for jumping)
19			Greater Defensive Roll Physical Resistance **-5**	Reduced damage on Defensive Roll
20		2d10 2d8 / 4d8	Extreme Endurance **4** Chute ralentie **Toute distances**	Immune to death effects

† Martial Artist cannot use ki abilities without gaining a *ki pool* from another class

EXPLOIT WEAKNESS

WISDOM CHECK BONUS + = Moine Niveau + SAG

WISDOM CHECK DC = 10 + Challenge Rating or object's hardness

As a swift action, make a wisdom check (above). If successful, gain **+2** to attack until the end of your turn, and ignore damage reduction and hardness.
Alternatively, add half your level to Sense Motive, Reflex saves and a dodge bonus to **AC** until your next turn.

ACROBATICS

MOVE THROUGH THREATENED SQUARE — à la moitié de la vitesse
Acrobatics DC = Opponent's **CMD** — +10 pour se déplacer à pleine vitesse

MOVE THROUGH ENEMY'S OWN SQUARE — à la moitié de la vitesse
Acrobatics DC = 5 + Opponent's **CMD** — +10 pour se déplacer à pleine vitesse

LONG JUMP	Distance	1,5 m	3 m	4,50 m	6,00 m	7,50 m	9,00 m	10,50 m	12,00 m	13,50 m	15,00 m	16,50 m
	DD	5	10	15	20	25	30	35	40	45	50	55
SAUT EN HAUTEUR	Distance	0,30 m	0,60 m	0,90 m	1,20 m	1,5 m	1,80 m	2,10 m	2,40 m	2,70 m	3 m	3,30 m
	DD	4	8	12	16	20	24	28	32	36	40	44

Compétence d'acrobaties +4 — +4 every 10ft of your standard move above 30ft

CATCH LEDGE — DD 20 Reflex save — if you fail a jump by 4 or less

CHUTE — DD 15 Acrobatics — to ignore 10ft of falling damage