

# SENSEI (MOINE)

Moine  
Niveau

## STUNNING FIST

### STUNNING FIST PER DAY

Moine  
Niveau

Non-Monk  
Levels

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \left( \boxed{\phantom{000}} \div 4 \right)$$

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### STUNNING FIST TODAY

(arrondi à l'inférieur)

### DD DU JET DE DC

Moine  
Niveau

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{SAG}$$

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 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
- ou**
- 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**

## DON SUPPLEMENTAIRE

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

## ADVICE

### PERFORMANCE PER DAY

Moine  
Niveau

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} + \text{SAG}$$

### INSPIRE COURAGE

Niveau

- 1** ☐ Bonus against charm and compulsion  
Bonus à l'attaque et aux dommages

### INSPIRE COMPETENCE

Niveau

- 3** ☐

### INSPIRE GREATNESS MAX AFFECTED

Niveau

- 9** ☐ 2 Bonus hit dice  
+ 2d10 (including CON)

## WHOLENESS OF BODY

### HEALING

#### POINTS

Niveau

Niveau de moine

$$\boxed{\phantom{000}} = \boxed{\phantom{000}}$$

## CORPS DE DIAMANT

### RÉSISTANCE À LA MAÏE

Niveau

$$\boxed{\phantom{000}} = 10 + \boxed{\phantom{000}}$$

## PAUME VIBATOIRE

### QUIVER DAYS

Niveau de moine

$$\boxed{\phantom{000}} \text{ jours} = \boxed{\phantom{000}}$$

Niveau

### DD DU JET DE DC

Moine  
Niveau

$$\boxed{\phantom{000}} = 10 + \left( \boxed{\phantom{000}} \div 2 \right) + \text{SAG}$$

## PERFECTION DE L'ÊTRE

### Treated as an Outsider

Niveau

- 20** 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  
Advice  
Combat à mains nues  
Stunning Fist

Inspire Courage  
Traiter les mains, pieds, genoux et coudes comme des armes  
Stun (or other effects) target for one round

**2**

Insightful Strike

Use **WIS** in place of **STR/DEX** for monk weapons

**3**

Advice 2  
Manoeuvre Training  
Still Mind

Inspire Competence  
Use monk level in place of **BAB** for calculating **CMB**  
+2 saving throws against enchantment

**4**

**d8**  
**d6 / d6**

Ki Pool (magic)  
Chute ralentie 6 m

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**  
Immunité à toutes les maladies

**6**

Mystic Wisdom  
Chute ralentie 9 m

Grant bonus to an ally - **1 ki point**

**7**

Wholeness of Body

Heal your own wounds - **2 ki points**

**8**

**d10**  
**d8 / d8**

Chute ralentie 12 m

**9**

Advice 3

Inspire Greatness

**10**

Ki Pool (lawful)  
Chute ralentie 15 m

Considère les attaques à mains nues comme des armes Loyales

**11**

Corps de diamant

Immunité à tous les poisons

**12**

**2d6**  
**d10 / d6**

Pas chassé  
Mystic Wisdom 2  
Chute ralentie 18 m

Slip magically between spaces - **2 ki points**  
Grant bonus to allies in 30ft - **1 ki point**

**13**

Diamond Soul

Spell resistance

**14**

Chute ralentie 21 m

**15**

Quivering Palm

Delayed death

**16**

**2d8**  
**2d6 / d8**

Ki Pool (adamantine)  
Chute ralentie 24 m

Treat unarmed attacks as adamantine weapons

**17**

ÉTERNELLE JEUNESSE  
Tongue of the Sun and Moon

No age penalties or artificial ageing  
Speak with any living creature

**18**

Mystic Wisdom 3  
Chute ralentie 27 m

Grant more abilities to allies - **2 ki points**

**19**

Empty Body

Assume ethereal state for 1 minute - **3 ki points**

**20**

**2d10**  
**2d8 / d8**

Perfect Self  
Chute ralentie Toute distances

Treated as outsider

## MYSTIC WISDOM

Niveau

**6**

Grant a single ally within 30ft:

**1 ki point**

Niveau

**12**

Grant all allies within 30ft:

**1 ki point**

Niveau

**18**

Grant a single ally within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

**1 ki point**

Niveau

**18**

Grant all allies within 30ft: Evasion, Fast Movement, High Jump, Purity of Body, Slow Fall

**2 ki points**

Niveau

**18**

Grant a single ally within 30ft: Diamond Body, Diamond Soul, Improved Evasion

**2 ki points**

## Réserve de ki

### KI POOL

#### CAPACITY

Niveau de moine

$$\boxed{\phantom{000}} = \left( \boxed{\phantom{000}} \div 2 \right) + \text{SAG}$$

Réserve de ki

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## ACROBATICS

### MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's **CMD**

à la moitié de la vitesse

+10 pour se déplacer à pleine vitesse

### MOVE THROUGH ENEMY'S OWN SQUARE

Acrobatics DC = 5 + Opponent's **CMD**

à la moitié de la vitesse

+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

### 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