

SOHEI

Moine
Niveau

BONUS DE CLASSE D'ARMURE

AC BONUS

+ CA

CMD BONUS

+ DMD

$$\left. \begin{array}{l} + CA \\ + DMD \end{array} \right\} = SAG + \left(\frac{\text{Moine Niveau}}{4} \right)$$

(arrondi à l'inférieur)

Bonus only applied when unarmoured, unencumbered and not helpless

DONS SUPPLEMENTAIRES

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

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

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

- ☐ Mounted Combat Avoid attacks on mount with Ride check
- ☐ Mounted Archery Halve the penalty for ranged attacks
- ☐ Ride-by Attack Move before and after a charge attack
- ☐ Spirited Charge Double damage
- ☐ Trample Overrun enemies
- ☐ Unseat Knock opponents from their mounts

MONASTIC MOUNT

DUREE
PER DAY

$$\text{trs} = 2 + \left(\frac{\text{Barde Niveau}}{2} \right) +$$

WEAPON TRAINING

Niveau Type d'arme

5 ☐ ☐ ☐ ☐

9 ☐ ☐ ☐

13 ☐ ☐

17 ☐

WHOLENESS OF BODY

HEALING
POINTS

Niveau de moine

$$7 \text{ } =$$

CORPS DE DIAMANT

RÉSISTANCE À LA MAGIE

Niveau de moine

$$13 \text{ } = 10 +$$

PERFECTION DE L'ÊTRE

Treated as an Outsider

Niveau Immune to Charm Person and other effects that target non-outsiders.

20 Damage reduction 10/chaotic

MOINE

Moine Niveau	Bonus Dons	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Déluge de coups Combat à mains nues Devoted Guardian	Use a full attack action for more attacks Traiter les mains, pieds, genoux et coudes comme des armes Always get to act in a surprise round Add ½ Monk level to initiative
2	■		Evasion	Annule tout dégât en cas de jet de Réflexes réussi
3			Maneuver Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4			Ki Pool (magic) Monastic Mount Ki Weapon	Treat unarmed attacks as magic weapons Gain temporary hp, grant bonuses to mount Enhance weapon - 1 ki point per enhancement
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	■			
7			Wholeness of Body	Heal your own wounds - 2 ki points
9			Improved Evasion	Avoid half damage on failed reflex save
10	■		Ki Pool (lawful)	Considère les attaques à mains nues comme des armes Loyales
11			Corps de diamant	Immunité à tous les poisons
12				
13			Diamond Soul	Spell resistance
14	■			
15			Quivering Palm	Delayed death
16			Ki Pool (adamantine)	Treat unarmed attacks as adamantite weapons
17			ÉTERNELLE JEUNESSE Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■			
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20			Perfect Self	Treated as outsider

Réserve de ki

KI POOL
CAPACITY

Niveau de moine

$$\text{ } = \left(\frac{\text{ } }{2} \right) + SAG$$

Réserve de ki

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

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

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