

MONK OF THE SACRED MOUNTAIN

BONUS DE CLASSE D'ARMURE

AC BONUS

+ CA

CMD BONUS

+ DMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] + \left(\frac{\text{Non-Monk Levels}}{4} \right) \text{ (arrondi à l'inférieur)}$$

STUNNING FIST TODAY

DD DU JET DE DC

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Moine Niveau}}{2} \right) + SAG$$

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

DONS SUPPLEMENTAIRES

Niveau		
1	<input type="checkbox"/> Catch off-guard <input type="checkbox"/> Deflect Arrows <input type="checkbox"/> Improved Grapple <input type="checkbox"/> Throw Anything	<input type="checkbox"/> Combat Reflexes <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Esquive <input type="checkbox"/> Scorpion Style
6	<input type="checkbox"/> Gorgon's Fist <input type="checkbox"/> Improved Disarm <input type="checkbox"/> Improved Trip	<input type="checkbox"/> Improved Bull Rush <input type="checkbox"/> Improved Feint <input type="checkbox"/> Mobilité
10	<input type="checkbox"/> Improved Critical <input type="checkbox"/> Snatch Arrows	<input type="checkbox"/> Medusa's Wrath <input type="checkbox"/> Spring Attack

WHOLENESS OF BODY

HEALING POINTS

$$\text{Niveau de Moine } 7 \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \text{Niveau de Moine}$$

CORPS DE DIAMANT

RÉSISTANCE À LA MORT

$$\text{Niveau de Moine } 13 \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \text{Niveau de Moine}$$

PAUME VIBATOIRE

QUIVER DAYS

$$\text{Niveau de Moine } \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] \text{ jours} = \text{Niveau de Moine}$$

DD DU JET DE DC

$$\text{Niveau de Moine } 15 \left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = 10 + \left(\frac{\text{Moine Niveau}}{2} \right) + SAG$$

PERFECTION DE L'ÊTRE

	Treated as an Outsider
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	Armour Class Bonus	
1	■	d6 d4 / d8	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	■		Iron Monk	Toughness and +1 natural armour
3			Déplacement accéléré +3 m Manoeuvre Training Still Mind	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4		d8 d6 / 2d6	Ki Pool (magic) Bastion Stance	Treat unarmed attacks as magic weapons Cannot be knocked prone or moved while stationary
5			Iron Limb Defence Purity of Body	+2 shield bonus to AC and CMD while stationary Increase bonus to +4 - 1 ki point Immunité à toutes les maladies
6	■		Déplacement accéléré +6 m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8		
9			Adamantine Monk Déplacement accéléré +9 m	Damage reduction Double damage reduction - 1 ki point (which grants +12 to Acrobatics checks for jumping)
10	■		Ki Pool (lawful)	Considère les attaques à mains nues comme des armes Loyales
11			Corps de diamant	Immunité à tous les poisons
12		2d6 d10 / 3d6	Pas chassé Déplacement accéléré +12 m	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■			
15			Quivering Palm Déplacement accéléré +15 m	Delayed death (which grants +20 to Acrobatics checks for jumping)
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Bastion Stance 2	Treat unarmed attacks as adamantine weapons Cannot be moved, even by teleportation
17			ÉTERNELLE JEUNESSE Vow of Silence	No age penalties or artificial ageing +2 insight to AC and CMD +4 to Sense Motive, Stealth, Perception
18	■		Déplacement accéléré +18 m	(which grants +24 to Acrobatics checks for jumping)
19			Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider

Réserve de ki

KI POOL CAPACITY

$$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right] = \left(\frac{\text{Niveau de Moine}}{2} \right) + SAG$$

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

	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
LONG JUMP	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
SAUT EN HAUTEUR	DD	4	8	12	16	20	24	28	32	36	40	44

Compétence d'acrobaties +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