

QINGGONG MONK

Moine
Niveau

BONUS DE CLASSE D'ARMURE

AC BONUS

+ CA

CMD BONUS

+ DMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Moine Niveau

Non-Monk Levels

$$\left[\frac{\text{Moine Niveau}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right]$$

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STUNNING FIST TODAY

(arrondi à l'inférieur)

DD DU JET DE DC

$$= 10 + \left(\frac{\text{Moine Niveau}}{2} \right) + SAG$$

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

- Catch off-guard □ Combat Reflexes
- Niveau □ Deflect Arrows □ □ □ Esquive
- 1** □ Improved Grapple □ Scorpion Style
- Throw Anything
- Gorgon's Fist □ Improved Bull Rush
- Niveau □ Improved Disarm □ Improved Feint
- 6** □ Improved Trip □ Mobilité
- Improved Critical □ Medusa's Wrath
- Niveau □ Snatch Arrows □ Spring Attack
- 10**

Réserve de ki

KI POOL CAPACITY

Niveau de moine

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

Réserve de ki

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KI POWERS

KI POWER SAVE DC

Moine Niveau

$$= 10 + \left(\frac{\text{Moine Niveau}}{2} \right) + SAG$$

MOINE

| Moine Niveau | Bonus Dons | Unarmed Strike 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 | ■ | | Evasion | Annule tout dégât en cas de jet de Réflexes réussi |
| 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) | Treat unarmed attacks as magic weapons |
| 5 | | | Purity of Body | Immunité à toutes les maladies |
| 6 | ■ | | Déplacement accéléré +6 m Chute ralentie 9 m | (which grants +8 to Acrobatics checks for jumping) |
| 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 | Considère les attaques à mains nues comme des armes Loyales |
| 12 | | 2d6 d10 / 3d6 | Déplacement accéléré +12 m Chute ralentie 18 m | (which grants +16 to Acrobatics checks for jumping) |
| 14 | ■ | | Chute ralentie 21 m | |
| 15 | | | Déplacement accéléré +15 m | (which grants +20 to Acrobatics checks for jumping) |
| 16 | | 2d8 2d6 / 3d8 | Ki Pool (adamantine) Chute ralentie 24 m | Treat unarmed attacks as adamantite weapons |
| 18 | ■ | | Déplacement accéléré +18 m Chute ralentie 27 m | (which grants +24 to Acrobatics checks for jumping) |
| 20 | | 2d10 2d8 / 4d8 | Chute ralentie Toute distances | |

KI POWERS

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| Niveau 4 | | |
| Niveau 5 | | |
| Niveau 7 | | |
| Niveau 11 | | |
| Niveau 12 | | |
| Niveau 13 | | |
| Niveau 15 | | |
| Niveau 17 | | |
| Niveau 17 | | |
| Niveau 19 | | |
| Niveau 20 | | |