

# FLOWING MONK

Moine  
Niveau

## BONUS DE CLASSE D'ARMURE

### AC BONUS

+ CA

### CMD BONUS

+ DMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

## REDIRECTION

### REDIRECTION PER DAY

Moine  
Niveau

Redirection  
Today

=

Once a round when attacked in melee, attempt a reposition or trip on the attacker, provided the enemy is within range. If combat manoeuvre is successful, target is sickened.

### SICKENED DURATION

Moine  
Niveau

trs

=

$\left( \frac{\text{Moine Niveau}}{4} \right)$

(arrondi au supérieur)

Target may halve the duration with a reflex save:

### REFLEX SAVE DC

Moine  
Niveau

=

10 +

$\left( \frac{\text{Moine Niveau}}{2} \right)$

+ SAG

If target charged, gain +2 on **CMB** and +2 to the save DC

If target used Power Attack, +2 on **CMB** and +2 to the save DC

Niveau 4 Use redirection on a target who melee attacks an ally

Niveau 8 Make both reposition and trip attacks

Niveau 12 Use redirection on any melee attacker

## DONS SUPPLEMENTAIRES

Niveau 1 ☐ Agile Manoeuvres ☐ Combat Reflexes  
☐ Deflect Arrows ☐ ☐ Esquive  
☐ Improved Reposition ☐ Improved Trip  
☐ Nimble Moves ☐ Weapon Finesse

Niveau 6 ☐ Acrobatic Steps ☐ Bodyguard  
☐ Improved Disarm ☐ Improved Feint  
☐ Ki Throw ☐ Mobilité  
☐ Second Chance ☐ Sidestep

Niveau 10 ☐ In Harm's Way ☐ Repositioning Strike  
☐ Snatch Arrows ☐ Spring Attack  
☐ Tripping Strike

## ELUSIVE TARGET

Niveau 5 When successfully attacked, attempt a reflex save against the attack roll to halve the damage. You suffer all the other effects of the attack.

Niveau 11 Take no damage on a successful reflex save, and only half damage on a failed save. If flanked, the attack is redirected to other attacker; if the attack is successful, they take half or full damage.

## WHOLENESS OF BODY

### HEALING POINTS

Niveau

Niveau de moine

7

=

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

## CORPS DE DIAMANT

### RÉSISTANCE À LA MANOEUVRE

Niveau

13

=

10 +

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

## 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 Strike Damage Sml / Lrg  
1 ■ d6 d4 / d8

Armour Class Bonus  
Déluge de coups  
Combat à mains nues  
Redirection

Use a full attack action for more attacks  
Traiter les mains, pieds, genoux et coudes comme des armes  
Reposition or trip when attacked

2

Evasion  
Unbalancing counter

Annule tout dégât en cas de jet de Réflexes réussi  
Attacks of opportunity leave enemy flat-footed

3

Flowing Dodge  
Manoeuvre Training  
Still Mind

+1 dodge bonus for each adjacent enemy  
Use monk level in place of **BAB** for calculating **CMB**  
+2 saving throws against enchantment

4

d8 d6 / 2d6

Ki Pool (magic)  
Chute ralentie 6 m

Treat unarmed attacks as magic weapons  
Reduce effective falling height using wall

5

High Jump  
Elusive Target

Add monk level to Acrobatics checks for jumping  
+20 to jump checks - 1 ki point  
Reflex save to avoid damage - 2 ki points

6

Chute ralentie 9 m

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10 d8 / 2d8

Chute ralentie 12 m

9

Improved Evasion

Avoid half damage on failed reflex save

10

■

Ki Pool (lawful)  
Chute ralentie 15 m

Considère les attaques à mains nues comme des armes Loyales

11

Elusive Target (2)

No damage on successful save, half on failure  
Redirect damage to flanking attacker

12

2d6 d10 / 3d6

Pas chassé  
Chute ralentie 18 m

Slip magically between spaces - 2 ki points

13

Diamond Soul

Spell resistance

14

■

Chute ralentie 21 m

15

Volley Spell

Reflect a spell onto the caster - half spell level

16

2d8 2d6 / 3d8

Ki Pool (adamantine)  
Chute ralentie 24 m

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

■

Chute ralentie 27 m

19

Empty Body

Assume ethereal state for 1 minute - 3 ki points

20

2d10 2d8 / 4d8

Perfect Self  
Chute ralentie Toute distances

Treated as outsider

## Réserve de ki

### KI POOL CAPACITY

Niveau de moine

=

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

+ 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 DD 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  
5 10 15 20 25 30 35 40 45 50 55

### SAUT EN HAUTEUR

Distance DD 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  
4 8 12 16 20 24 28 32 36 40 44

Compétence d'acrobates +1 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