

TETORI (MOINE)

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

STUNNING FIST

STUNNING FIST PER DAY

Moine
Niveau

Non-Monk
Levels

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

(arrondi à l'inférieur)

STUNNING FIST
TODAY

DD DU JET DE DC

Moine
Niveau

$$\left[\frac{\text{Moine Niveau}}{2} \right] = 10 + \left[\frac{\text{Moine Niveau}}{2} \right] + SAG$$

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
ou 50% miss chance when attacking
DC 10 Acrobatics to move more than half speed
- 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** ☐ Improved Grapple
- 2** ☐ Crushing Embrace
- 6** ☐ Greater Grapple
- 10** ☐ Twin Lock
- 14** ☐ Choke Hold
- 18** ☐ Backbreaker

WHOLENESS OF BODY

HEALING POINTS

Niveau

$$7 \left[\frac{\text{Niveau de moine}}{4} \right] = \left[\frac{\text{Niveau de moine}}{4} \right]$$

FORM LOCK

Niveau

Niveau de moine

Caster Level

$$13 + SAG \geq 11 +$$

PAUME VIBRATOIRE

QUIVER DAYS

Niveau de moine

$$\left[\frac{\text{Niveau de moine}}{4} \right] \text{ jours} = \left[\frac{\text{Niveau de moine}}{4} \right]$$

Niveau

DD DU JET DE DC

Moine
Niveau

$$\left[\frac{\text{Moine Niveau}}{2} \right] = 10 + \left[\frac{\text{Moine Niveau}}{2} \right] + SAG$$

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

Unarmed
Strike
Damage
Sml / Lrg

1

d6

d4 / d8

Armour Class Bonus
Graceful Grappler
Combat à mains nues
Stunning Fist

Use monk level in place of **BAB** when grappling
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)
Counter-grapple
Graceful Grappler

Treat unarmed attacks as magic weapons
Make attack of opportunity when grapple attempted
No attack penalty, may attack of opportunity when grappling
Keep **DEX** bonus when pinning or grappled

5

Break Free
Purity of Body

Add monk level to checks for escaping a grapple
Retry failed saves against entanglement - **1 ki point**
Immunité à toutes les maladies

6

Déplacement accéléré +6 m
Counter-grapple

(which grants +8 to Acrobatics checks for jumping)
Make attack of opportunity even through total concealment

7

Wholeness of Body

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

8

d10

d8 / 2d8

Graceful Grappler
Counter-grapple

Heal your own wounds - **2 ki points**
Make attack of opportunity even when flat-footed

9

Inescapable Grasp
Déplacement accéléré +9 m

Suppress foe's magical bonus to escape - **1 ki point**
(which grants +12 to Acrobatics checks for jumping)

10

Ki Pool (lawful)
Counter-grapple

Considère les attaques à mains nues comme des armes Loyales
Make attack of opportunity when foe has exceptional reach

11

Corps de diamant

Immunité à tous les poisons

12

2d6

d10 / 3d6

Déplacement accéléré +12 m

(which grants +16 to Acrobatics checks for jumping)

13

Form Lock
Inescapable Grasp

Negate a polymorph attempt by touch - **2 ki points**
Dimensional anchor when using inescapable grasp

15

Quivering Palm
Déplacement accéléré +15 m
Graceful Grappler

Delayed death
(which grants +20 to Acrobatics checks for jumping)
Deals unarmed strike damage on a successful grapple

16

2d8

2d6 / 3d8

Ki Pool (adamantine)

Treat unarmed attacks as adamantite weapons

17

Inescapable Grasp

Ghost touch when using inescapable grasp
Incorporeal creatures grappled on touch

18

Déplacement accéléré +18 m

(which grants +24 to Acrobatics checks for jumping)

19

Iron Body

Gain effect of *Iron Body* spell for 1 min - **3 ki points**

20

2d10

2d8 / 4d8

Perfect Self

Treated as outsider

Réserve de ki

KI POOL CAPACITY

$$\left[\frac{\text{Niveau de moine}}{2} \right] = \left[\frac{\text{Niveau de moine}}{2} \right] + SAG$$

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

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

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

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