

MASTER OF MANY STYLES (MOINE)

Moine Niveau

BONUS DE CLASSE D'ARMURE

AC BONUS

+ CA

CMD BONUS

+ DMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST

STUNNING FIST PER DAY

Moine Niveau

Non-Monk Levels

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

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	
2	
6	
10	
14	
18	

WHOLENESS OF BODY

HEALING POINTS

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

CORPS DE DIAMANT

RÉSISTANCE À LA MANIPULATION

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

PAUME VIBROTOIRE

QUIVER DAYS

Niveau de moine

Niveau		
15	$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right]$	=

DD DU JET DE DC

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

MOINE

Moine Niveau	Bonus Dons	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Fuse Style 2 Combat à mains nues Stunning Fist	Use two styles at once 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) Chute ralentie 6 m	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
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	■		Déplacement accéléré +6 m Chute ralentie 9 m	(which grants +8 to Acrobatics checks for jumping)
7			Wholeness of Body	Heal your own wounds - 2 ki points
8		d10 d8 / 2d8	Chute ralentie 12 m Fuse Style 3	Enter up to 3 stances as a swift action
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
11			Corps de diamant	Immunité à tous les poisons
12		2d6 d10 / 3d6	Pas chassé Déplacement accéléré +12 m Chute ralentie 18 m	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■		Chute ralentie 21 m	
15			Quivering Palm Déplacement accéléré +15 m Fuse Style 4	Delayed death (which grants +20 to Acrobatics checks for jumping) Enter up to 4 stances immediately - 1 ki point
16		2d8 2d6 / 3d8	Ki Pool (adamantine) Chute ralentie 24 m	Treat unarmed attacks as adamantine weapons
17			ÉTERNELLE JEUNESSE Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature
18	■		Déplacement accéléré +18 m Chute ralentie 27 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 Style Chute ralentie Toute distances	Use 5 styles at once, enter 5 stances as a free action

Réserve de ki

KI POOL CAPACITY

Niveau de moine

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

Réserve de ki

$\left[\begin{array}{c} \square\square\square\square \\ \square\square\square\square \\ \square\square\square\square \end{array} \right]$

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