MANOEUVRE Moine							NE ,			
	IV	IASTER	Niveau /	Moine	Bonus	Unarmed Strike				
		(MOINE)		Niveau	Dons	Damage	Armour Class Bonus			
AC B	BONU	S DE CLASS	SE D'ARMURE Moine	1	•	d6 d4/d8	Flurry of Manoeuvres Combat à mains nues Stunning Fist	Use a full attack action for more combat manoeuvres Traiter les mains, pieds, genoux et coudes comme des Stun (or other effects) target for one round	armes	
+	CA	} = SAG	Niveau ÷ (2			Evasion	Annule tout dégât en cas de jet de Réflexes réussi		
+	DMD	J	(arrondi à l'inférieur) only applied when unarmoured,	3			Déplacement accéléré +3 m Manoeuvre Training Manoeuvre Defence	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB Attacks of opportunity against manoeuvres		
unencumbered and not helpless STUNNING FIST				4		d8 d6/2d6	Ki Pool (magic) Reliable Manoeuvre	Treat unarmed attacks as magic weapons Roll twice for CMB - 1 ki point		
STUNNING FIST Moine Non-Monk Levels + (* 4				5		,	High Jump Meditative Manoeuvre	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Add WIS to CMB, once a round		
		STUNNING F	FIST (arrondi à l'inférieur)	6	-		Déplacement accéléré +6 m	(which grants +8 to Acrobatics checks for jumping)		
DD DU JET Moine			7			Wholeness of Body	Heal your own wounds - 2 ki points			
DE D		= 10 + (veau ÷₂) + SAG	8		d10 d8/2d8				
Niveau 1		Pas d'action ce t		9		40 / 240	Improved Evasion Déplacement accéléré +9 m	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)		
	Entiqué	Per le bonus de l Cannot run or ch	DEX DEXà la AC; -2 CA	10			Ki Pool (lawful)	Considère les attaques à mains nues comme des arme	s Loyales	
8	Fatigué Sickened	-2 Strength and -2 to attack rolls	Dexterity s, damage rolls,	11			Sweeping Manoeuvre	Make a manoeuvre against two enemies OR two manoeuvres against the same enemy		
12	Staggered		skill and ability checks ndard or move action,	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)		
16	Aveuglé		is to AC ; -2 AC X skills, opposed Perception e when attacking	13			Diamond Soul	Spell resistance		
	ou	DC 10 Acrobatic	s to move more than half speed	14						
	Assourdi	-4 on opposed P	% miss chance when attacking Perception il Perception checks for sound	15			Whirlwind Manoeuvre Déplacement accéléré +15 m	Make one manoeuvre against all adjacent enemies (which grants +20 to Acrobatics checks for jumping)		
20	Paralysé	Pas d'action ce t Per le bonus de l	tour-ci DEX DEX à la AC ; -2 CA	16		2d8	Ki Pool (adamantine)	Treat unarmed attacks as adamantine weapons		
*			MENTAIRES .			2d6 / 3d8	ÉTERNELLE JEUNESSE	No age penalties or artificial ageing		
	☐ Catch (☐ Deflect		□ Combat Reflexes □ □ □ Esquive	17			Tongue of the Sun and Moon	Speak with any living creature		
Niveau			☐ Scorpion Style	18			Déplacement accéléré +18 m	(which grants +24 to Acrobatics checks for jumping)		
1	□ Throw	, ,		19			Empty Body	Assume ethereal state for 1 minute - 3 ki points		
	☐ Improv			20		2d10 2d8 / 4d8	Perfect Self	Treated as outsider		
	☐ Gorgor	n's Fist	☐ Improved Bull Rush				FLURRY OF M	ANOEUVRES		
Niveau 6		ed Trip	□ Improved Feint □ Mobilité	Niveau 1 8 15	Secor	combat man nd combat n combat ma	nanoeuvre -2 col	part of a full attack, make additional mbat manoeuvres at a penalty to CMB .		
	□ Greate							e de ki	(
Niveau 10			□ Medusa's Wrath □ Spring Attack Strike	KI POC			eau de moine	Réserve de ki		
		HOLENESS				_] = (÷ 2) + SAG			
	HEALING	;					ACROBA	ATICS		
Niveau POINTS Niveau de moine 7 =					E THR		HREATENED SQUARE robatics DC = Opponent's CMD	à la moitié de la vitesse +10 pour se déplacer à pleine vitesse		
CORPS DE DIAMANT					E THR		IEMY'S OWN SQUARE robatics DC = 5 + Opponent's CI	à la moitié de la vitesse +10 pour se déplacer à pleine vitesse		
Niveau RÉSISTANCE À LA MANIVE au de moine 13 = 10 +					JUM		ce 1,5 m 3 m 4,50 m 6,00 n	n 7,50 m 9,00 m 10,50 m12,00 m13,50 m15,00 m16,50 m 25 30 35 40 45 50 55	n	
PERFECTION DE L'ÊTRE					ENH	Distan		n 1,5 m 1,80 m 2,10 m 2,40 m 2,70 m 3 m 3,30 m 20 24 28 32 36 40 44		
		Charm Person and	d other effects that				Compétence d'acrobaties &	ery 10ft of your standard move above 30ft		
20 target non-outsiders. Damage reduction 10/chaotic					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					