

HUNGRY GHOST MONK

Moine
Niveau

BONUS DE CLASSE D'ARMURE

AC BONUS

+ CA

CMD BONUS

+ DMD

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

PUNISHING KICK

PUNISHING KICK PER DAY

Moine Niveau

Non-Monk Levels

$$\left[\frac{\text{Moine Niveau}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right] + \left(\frac{\text{Moine Niveau}}{4} \right) \text{ (arrondi à l'inférieur)}$$

Moine Niveau

PUNISHING KICK TODAY

DISTANCE PUSHED

Moine Niveau

$$\left[\frac{\text{Moine Niveau}}{5} \right] \times 5 \text{ ft}$$

DD DU JET DE DC

Moine Niveau

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

Fortitude save to avoid being knocked prone

Niveau 15 Push a target back 5ft and knock them prone with the same attack

STEAL KI

Niveau 5 On a confirmed critical hit, or on reducing a target to 0hp, regain 1 ki point up to your maximum.

Niveau 11 For each point regained, gain an immediate saving throw against one disease.

DONS SUPPLEMENTAIRES

Niveau 1 ☐ Catch off-guard ☐ Combat Reflexes
☐ Deflect Arrows ☐ Esquive
☐ Improved Grapple ☐ Scorpion Style
☐ Throw Anything

Niveau 6 ☐ Gorgon's Fist ☐ Improved Bull Rush
☐ Improved Disarm ☐ Improved Feint
☐ Improved Trip ☐ Mobilité

Niveau 10 ☐ Improved Critical ☐ Medusa's Wrath
☐ Snatch Arrows ☐ Spring Attack

LIFE FUNNEL

On a confirmed critical hit, or on reducing a target to 0hp, regain health.

HEALING POINTS

Niveau de moine

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

SIPPING DEMON

Gain 1hp on a successful melee attack

Niveau 13 Gain WIS hp on a confirmed critical attack

You may gain up to your monk level in temporary hit points. They disappear after 1 hour

PAUME VIBATOIRE

QUIVER DAYS

Niveau de moine

$$\left[\frac{\text{Niveau de moine}}{15} \right] \text{ jours}$$

DD DU JET DE DC

Moine Niveau

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

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	Bonus Dons	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus	
1	■	d6 d4 / d8	Déluge de coups Combat à mains nues Punishing Kick	Use a full attack action for more attacks Traiter les mains, pieds, genoux et coudes comme des armes Push targets away from you
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 Steal Ki	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Take ki from other creatures
6	■		Déplacement accéléré +6 m Chute ralentie 9 m	(which grants +8 to Acrobatics checks for jumping)
7			Life Funnel	Take hp from other creatures
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
11			Life from a Stone	Take ki or hp from any creature at all
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			Sipping Demon	Gain temporary hp on melee attacks
14	■		Chute ralentie 21 m	
15			Quivering Palm Déplacement accéléré +15 m	Delayed death (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
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 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

Moine Niveau

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

DD 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

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