

MONK OF THE LOTUS

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

TOUCH OF SERENITY PER DAY

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

(arrondi à l'inférieur)

TOUCH OF SERENITY TODAY

Declare before making an attack; if successful, the attack deals no damage, but target cannot attack or cast spells. Target may attempt a will save to end the effect.

SERENITY DURATION

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] \text{trs} = 1 + \left(\frac{\text{Moine Niveau}}{6} \right)$$

WILL SAVE DC

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

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

WHOLENESS OF BODY

HEALING POINTS

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

TOUCH OF SURRENDER

Niveau 12

When an attack would reduce a target to 0hp or below, opt to make the target surrender. Target is reduced to 0hp, is disabled and charmed. No saving throw. Effect lasts until dismissed, used on another target or target is next reduced to 0hp.

CORPS DE DIAMANT

RÉSISTANCE À LA MANIPULATION

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

TOUCH OF PEACE

Niveau 15

Once a day, announce before making a melee attack. On a hit, the attack deals no damage but target is charmed. No saving throw.

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 Touch of Serenity	Use a full attack action for more attacks 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	
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	Touch of Surrender Déplacement accéléré +12 m Chute ralentie 18 m	Target of an attack surrenders - 6 ki points (which grants +16 to Acrobatics checks for jumping)
13			Diamond Soul	Spell resistance
14	■		Chute ralentie 21 m	
15			Touch of Peace 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 Learned Master	No age penalties or artificial ageing Linguistics and Knowledge are class skills using WIS
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

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

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

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

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

Compétence d'acrobaties +4
à l'extérieur de votre zone de mouvement standard

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