

JANISSARY

(MOINE)

Moine
Niveau

FLURRY OF BLOWS

FLURRY ATTACK BONUS Niveau de moine

$$\boxed{} = - 2$$

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

□ d6 > □ d8 > □ d10 > □ 2d6 > □ 2d8 > □ 2d10

STUNNING FIST

STUNNING FIST PER DAY Moine Niveau Non-Monk Level

$$\boxed{} = + \left(\div 4 \right)$$

(arrondi à l'inférieur)

STUNNING FIST TODAY

DD DU JET DE DC

Niveau de moine

$$\boxed{} = 10 + \left(\div 2 \right) + \text{SAG}$$

Moine Effects
Niveau

- | | | |
|----|-----------|--|
| 1 | Etourdi | No action this round
Lose DEX bonus to AC; -2 AC |
| 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 | No action this round
Lose DEX bonus to AC; -2 AC |

MIND OVER MAGIC

INSIGHT BONUS

Niveau Niveau de moine

$$4 + \boxed{} = \div 2$$

COMMAND TRUCE

Niveau Intimidate check to impose a truce between warring parties.
5 The truce is broken if anyone in your group draws a weapon, casts a spell or takes a threatening action.

WHOLENESS OF BODY

HEALING POINTS

Niveau Niveau de moine

$$7 \boxed{} = $$

CORPS DE DIAMANT

RÉSISTANCE À LA MAGIE Niveau de moine

$$11 \boxed{} = 10 + $$

PAUME VIBATOIRE

QUIVER DAYS Niveau de moine

$$\boxed{} = $$

DD DU JET DE DC

Moine
Niveau

$$\boxed{} = 10 + \left(\div 2 \right) + \text{SAG}$$

PERFECTION DE L'ÊTRE

Treated as an Outsider

Niveau Immune to Charm Person and other effects that target non-outsiders.
20

Damage reduction 10/chaotic

MOINE

Moine Bonus
Niveau Dons

1		Armor Class Bonus Défuge de coups Combat à mains nues Stunning Fist Psionic Aura	Use a full attack action for more attacks Treat hands as weapons Stun (or other effects) target for one round Unnerve non-sentient beings; Charm Person 1/day
2	■	Evasion	Annule tout dégât en cas de jet de Réflexes réussi
3		Déplacement accéléré +3 m Manœuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4		Ki Pool (magic) Mind Over Magic	Treat unarmed attacks as magic weapons Gain a bonus to saving throws - 1 ki point
5		Command Truce Purity of Body	Impose a truce between fighting parties - 1 ki point / min Immunité à toutes les maladies
6	■	Déplacement accéléré +6 m Chute ralentie 9 m	
7		Wholeness of Body	Heal your own wounds - 2 ki points
8		Chute ralentie 12 m	
9		Improved Evasion Déplacement accéléré +9 m	Avoid half damage on failed reflex save
10	■	Ki Pool (lawful) Chute ralentie 15 m Psionic Aura	Considère les attaques à mains nues comme des armes Loyales Charm Person 2/day
11		Corps de diamant	Immunité à tous les poisons
12		Pas chassé Déplacement accéléré +12 m Chute ralentie 18 m	Slip magically between spaces - 2 ki points
13		Diamond Soul	Spell resistance
14	■	Chute ralentie 21 m	
15		Quivering Palm Déplacement accéléré +15 m Psionic Aura	Delayed death Charm Person 3/day
16		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 aging Speak with any living creature
18	■	Déplacement accéléré +18 m Chute ralentie 27 m	
19		Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		Perfect Self Chute ralentie Toute distances Psionic Aura	Treated as outsider Charm Person 4/day

Réserve de ki

KI POOL CAPACITY

$$\boxed{} = \left(\div 2 \right) + \text{SAG}$$

Ki Pool
