

WEAPON ADEPT

Moine
Niveau

(MOINE)

BONUS DE CLASSE D'ARMURE

AC BONUS

+ CA

CMD BONUS

+ DMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

PERFECT STRIKE

PERFECT STRIKE PER DAY

Moine Niveau

Non-Monk Levels

$$\left[\frac{\text{Moine Niveau}}{4} \right] = \left[\frac{\text{Non-Monk Levels}}{4} \right]$$

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PERFECT STRIKE TODAY

(arrondi à l'inférieur)

Announce before making an attack using a kama, nunchaku, quarterstaff, sai or siangham. Roll the attack twice, and take the higher result. If one attack is within critical threat range, the other is the confirmation roll.

WAY OF THE WEAPON MASTER

Weapon

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

Niveau 7

$$\left[\frac{\text{Niveau de moine}}{4} \right] =$$

CORPS DE DIAMANT

RÉSISTANCE À LA MAGE

$$\left[\frac{\text{Niveau de moine}}{4} \right] = 10 +$$

PAUME VIBATOIRE

QUIVER DAYS

Niveau de moine

$$\left[\frac{\text{Niveau de moine}}{4} \right] \text{ jours} =$$

DD DU JET DE DC

$$\left[\frac{\text{Niveau de moine}}{4} \right] = 10 + \left(\frac{\text{Niveau de moine}}{2} \right) + SAG$$

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

1

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d6

d4 / d8

Armour Class Bonus
Déluge de coups
Combat à mains nues
Perfect Strike

Use a full attack action for more attacks
Traiter les mains, pieds, genoux et coudes comme des armes
Roll attack twice when using a monk weapon

2

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Way of the Weapon Master

Weapon Focus for one monk weapon

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 / d6

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

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Déplacement accéléré +6 m
Chute ralentie 9 m
Way of the Weapon Master 2

(which grants +8 to Acrobatics checks for jumping)
Weapon Specialisation for the same monk weapon

7

Wholeness of Body

Heal your own wounds - 2 ki points

8

d10

d8 / d8

Chute ralentie 12 m

Annule tout dégât en cas de jet de Réflexes réussi
(which grants +12 to Acrobatics checks for jumping)

9

Evasion
Déplacement accéléré +9 m

Annule tout dégât en cas de jet de Réflexes réussi
(which grants +12 to Acrobatics checks for jumping)

10

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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 / d6

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

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Chute ralentie 21 m

Delayed death
(which grants +20 to Acrobatics checks for jumping)

15

Quivering Palm
Déplacement accéléré +15 m

Delayed death
(which grants +20 to Acrobatics checks for jumping)

16

2d8

2d6 / d8

Ki Pool (adamantine)
Chute ralentie 24 m

Treat unarmed attacks as adamantite weapons

17

Uncanny Initiative
Tongue of the Sun and Moon

Choose your own initiative roll
Speak with any living creature

18

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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 / d8

Pure Power
Chute ralentie Toute distances

+2 to Strength, Dexterity and Wisdom score

Réserve de ki

KI POOL CAPACITY

$$\left[\frac{\text{Niveau de moine}}{2} \right] = \left(\frac{\text{Niveau de moine}}{2} \right) + SAG$$

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	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
Very 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