

# MONK OF THE HEALING HAND

Moine  
Niveau

## BONUS DE CLASSE D'ARMURE

### AC BONUS

+ CA

### CMD BONUS

+ DMD

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

Bonus only applied when unarmoured, unencumbered and not helpless

## STUNNING FIST

### STUNNING FIST PER DAY

Moine Niveau Non-Monk Levels

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

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### STUNNING FIST TODAY

### DD DU JET DE DC

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

Niveau

- 1** Etourdi Pas d'action ce tour-ci  
Per le bonus de **DEX DEX** à la **AC**; -2 **CA**
- 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 Pas d'action ce tour-ci  
Per le bonus de **DEX DEX** à la **AC**; -2 **CA**

## DONS SUPPLEMENTAIRES

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

- Niveau □ Gorgon's Fist □ Improved Bull Rush
- 6** □ Improved Disarm □ Improved Feint
- Improved Trip □ Mobilité

- Niveau □ Improved Critical □ Medusa's Wrath
- 10** □ Snatch Arrows □ Spring Attack

## WHOLENESS OF BODY

### HEALING POINTS

Niveau de Moine

**7**  $\left[ \frac{\text{Moine Niveau}}{4} \right] =$

## KI SACRIFICE

Niveau **11** Spend an hour and sacrifice your entire ki pool (which must be at least 6 ki points) to cast *Raise Dead* with a caster level equal to your Monk level.

Niveau **15** As above, but cast *Resurrection*.  
This requires that your ki pool contain at least 8 ki points.

## CORPS DE DIAMANT

### RÉSISTANCE À LA MORT

Niveau de Moine

**13**  $\left[ \frac{\text{Moine Niveau}}{4} \right] = 10 +$

## TRUE SACRIFICE

Niveau All dead allies within 50ft are revived, as if the subject of a *True Resurrection*.

**20** The monk is utterly destroyed, and can never be revived.  
His name can never be spoken or written down again,  
all all written mentions of his name become blank.

## MOINE

Moine Niveau Bonus Strike Damage Sml / Lrg

**1**

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**d6**

d4 / d8

Armour Class Bonus  
Déluge de coups  
Combat à mains nues  
Stunning Fist

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 / 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**

(which grants **+8** to Acrobatics checks for jumping)

**7**

Ancient Healing Hand

Heal somebody else's wounds - **2 ki points**

**8**

**d10**

d8 / d8

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**

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Ki Pool (lawful)  
Chute ralentie **15 m**

Considère les attaques à mains nues comme des armes Loyales

**11**

Ki Sacrifice

Bring a target back to life - **all your ki points**

**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**

**15**

Ki Sacrifice  
Déplacement accéléré **+15 m**

Resurrect a target - **all your kit points**  
(which grants **+20** to Acrobatics checks for jumping)

**16**

**2d8**

d6 / d8

Ki Pool (adamantine)  
Chute ralentie **24 m**

Treat unarmed attacks as adamantine weapons

**17**

ÉTERNELLE JEUNESSE  
Tongue of the Sun and Moon

No age penalties or artificial ageing  
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**

d8 / d8

True Sacrifice  
Chute ralentie **Toute distances**

Give your life to revive allies within 50ft

## Réserve de ki

### KI POOL CAPACITY

Niveau de moine

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

### 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
<b>LONG JUMP</b>	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
<b>SAUT EN HAUTEUR</b>	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