DRUNKEN **MASTER**

Moine Niveau

(MOINE)

BONUS DE CLASSE	D'ARMURE
BONUS	
	Moine

+ **CMD BONUS**

AC

Niveau (arrondi à l'inférieur)

> Bonus only applied when unarmoured, unencumbered and not helpless

STUNNING FIST STUNNING FIST Non-Monk Moine Niveau Levels PER DAY

STUNNING FIST **TODAY** DD DU JET Moine

(arrondi à l'inférieur)

DE DC

1 Etourdi

Niveau

8

16

Pas d'action ce tour-ci Per le bonus de DEX DEXà la AC; -2 CA

Niveau

Cannot run or charge Fatiqué -2 Strength and Dexterity

Sickened -2 to attack rolls, damage rolls, saving throws, skill and ability checks

Staggered May make a standard or move action, 12 but not both

Lose DEX bonus to AC: -2 AC Aveualé -4 on STR and DEX skills, opposed Perception ou

50% miss chance when attacking DC 10 Acrobatics to move more than half speed

-4 initiative; 20% miss chance when attacking Assourdi -4 on opposed Perception automatically fail Perception checks for sound

Paralysé Pas d'action ce tour-ci 20 Per le bonus de DEX DEXbonus to AC; -2 CA

DONS SUPPLEMENTAIRES

□ Catch off-guard □ Combat Reflexes

Niveau □ Deflect Arrows □ □ □ Esquive ☐ Improved Grapple □ Scorpion Style

□ Throw Anything

☐ Gorgon's Fist ☐ Improved Bull Rush Niveau ☐ Improved Disarm ☐ Improved Feint

6 ☐ Improved Trip □ Mobilité

☐ Medusa's Wrath Niveau

Improved Critical 10 □ Snatch Arrows ☐ Spring Attack

WHOLENESS OF BODY

HEALING Niveau POINTS Niveau de moine 7

PAUME VIBRATOIRE

QUIVER DAYS Niveau de moine jours Niveau DD DU JET Moine 15 DE DC Niveau

PERFECTION DE L'ÊTRE

Treated as an Outsider

Niveau Immune to Charm Person and other effects that

20 target non-outsiders.

Damage reduction 10/chaotic

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Moine Niveau	Bonus Dons	Unarmed Strike Damage Sml / Lrg	Armour Class Bonus		
1	•	d6 d4/d8	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 Stun (or other effects) target for one round	armes
2			Evasion	Annule tout dégât en cas de jet de Réflexes réussi	
3			Déplacement accéléré +3 m Manoeuvre Training Drunken Ki	(which grants +4 to Acrobatics checks for jumping) Use monk level in place of BAB for calculating CMB +1 temporary ki point (for 1 hour) on drinking	
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 Drunken Strength 1d6	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Inflict extra damage - 1 ki point	
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 Drunken Strength 2d6	Considère les attaques à mains nues comme des arme 2 ki points	s Loyal
11			Drunken Courage	Immune to fear	
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			Drunken Resilience 1/-	Damage reduction	
14			Chute ralentie 21 m		
15			Quivering Palm Déplacement accéléré +15 m Drunken Strength 3d6	Delayed death (which grants +20 to Acrobatics checks for jumping) 3 ki points	
16		2d8 2d6/3d8	Ki Pool (adamantine) Chute ralentie 24 m Drunken Resilience 2/ –	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			Déplacement accéléré +18 m Chute ralentie 27 m	(which grants +24 to Acrobatics checks for jumping)	
19			Firewater Breath Drunken Resilience 3/ –	30ft cone of fire, deals 2d6 damage - 4 ki points	
20		2d10 2d8 / 4d8	Perfect Self Chute ralentie Toute distances	Treated as outsider	
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KI POOL DRUNKEN Réserve de ki CAPACITY Niveau de moine KI

4 ki points

ACROBATICS

MOVE THROUGH THREATENED SQUARE

Acrobatics DC = Opponent's CMD

Drunken Strength 4d6

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

4,50 m 6,00 m 7,50 m 9,00 m 10,50 m12,00 m13,50 m15,00 m16,50 m Distance 1,5 m 3 m 15 20 25 30 35 40 45 50 DD 5 10

Distance 0,30 m0,60 m 0,90 m 1,20 m 1,5 m 1,80 m 2,10 m 2,40 m 2,70 m 3 m SAUT EN HAUTEURDD 4 8 12 16 20 24 28 32 36

Compétence d'acrobaties «Very 10ft of your standard move above 30ft

CATCH LEDGE DD 20 Reflex save CHUTE DD 15 Acrobatics

LONG JUMP

if you fail a jump by 4 or less to ignore 10ft of falling damage