

MONK OF THE FOUR WINDS

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

ELEMENTAL FIST

ELEMENTAL FIST PER DAY

Moine
Niveau

Non-Monk
Levels

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

(arrondi à l'inférieur)

ELEMENTAL FIST TODAY

Declare an elemental damage type before making an attack:
Acid, Cold, Electricity or Fire

ELEMENTAL DAMAGE

Moine
Niveau

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = 1 + \left(\frac{\text{Moine Niveau}}{5} \right)$$

(arrondi à l'inférieur)

DONS SUPPLEMENTAIRES

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

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

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

WHOLENESS OF BODY

HEALING POINTS

Niveau
7

Niveau de moine

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$$

CORPS DE DIAMANT

RÉSISTANCE À LA MAGE

Niveau
13

Niveau de moine

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

PAUME VIBROTOIRE

QUIVER DAYS

Niveau de moine

$$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right] \text{ jours} = \left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$$

DD DU JET DE DC

Niveau
15

Moine
Niveau

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

ASPECT MASTER

Aspect

Special Abilities

Niveau
17

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

■

d6

d4 / d8

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

Use a full attack action for more attacks
Traiter les mains, pieds, genoux et coudes comme des armes
Add elemental damage to an attack

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

■

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 / 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

Corps de diamant

Immunité à tous les poisons

12

2d6
d10 / 3d6

Slow Time
Déplacement accéléré +12 m
Chute ralentie 18 m

Gain two extra standard actions - 6 ki points
(which grants +16 to Acrobatics checks for jumping)

13

Diamond Soul

Spell resistance

14

■

Chute ralentie 21 m

15

Quivering Palm
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

Aspect Master
Tongue of the Sun and Moon

Choose an aspect of the natural world
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 / 4d8

Immortality
Chute ralentie Toute distances

Never age, spontaneously reincarnate

Réserve de ki

KI POOL CAPACITY

Niveau de moine

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

Réserve de ki

$\left[\begin{array}{c} \square\square\square \\ \square\square\square \\ \square\square\square \end{array} \right]$

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

LONG JUMP

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
DD	5	10	15	20	25	30	35	40	45	50	55

SAUT EN HAUTEUR

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
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