MONK OF THE Moine			MOINE				
EMP <sup>7</sup>	TY HAND Niveau		e Bonus	STRIKE			
BONUS	DE CLASSE D'ARMURE	Nivea	u Dons	Damage Sml / Lrg	Armour Class Bonus		
AC BONUS  + CA	Moine Niveau	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 armes Stun (or other effects) target for one round	
CMD BONUS	= SAG + ( ÷	· ) 2			Evasion	Annule tout dégât en cas de jet de Réflexes réussi	
+ DMD	(arrondi à l'inférieur STUNNING FIST	3			Déplacement accéléré <b>+3 m</b> Manoeuvre Training Versatile Improvisation	(which grants <b>+4</b> to Acrobatics checks for jumping) Use monk level in place of <b>BAB</b> for calculating <b>CMB</b> Use weapon of the wrong type	
STUNNING FIST PER DAY	Moine Non-Monk Niveau Levels			d8	Ki Pool (magic)	Treat unarmed attacks as magic weapons	
=	+ (÷4)	4		d6/2d6	Chute ralentie 6 m	Increase range of a thrown object <b>20ft</b> - <b>1 ki point</b> Reduce effective falling height using wall	
	STUNNING FIST (arrondi à l'infe FODAY	rieur) 5			High Jump Ki Weapons	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point Enhance improvised weapons	
DD DU JET DE DC	Moine Niveau  10 + ( ÷ 2 ) + S	6			Déplacement accéléré <b>+6 m</b> Chute ralentie <b>9 m</b>	(which grants +8 to Acrobatics checks for jumping)	
Niveau – .	10 * ( -2 ) * 3	7			Wholeness of Body	Heal your own wounds - <b>2 ki points</b>	
<b>1</b> Etourdi P	as d'action ce tour-ci er le bonus de <b>DEX DEX</b> à la <b>AC</b> ; -2 (	A 8		<b>d10</b> d8/2d8	Chute ralentie 12 m		
-2	annot run or charge 2 Strength and Dexterity	9			Improved Evasion Déplacement accéléré <b>+9 m</b>	Avoid half damage on failed reflex save (which grants +12 to Acrobatics checks for jumping)	
s <b>12</b> Staggered M	2 to attack rolls, damage rolls, caving throws, skill and ability checks lay make a standard or move action,	10	-		Ki Pool (lawful) Chute ralentie <b>15 m</b>	Considère les attaques à mains nues comme des armes Loyalo	
<b>16</b> Aveuglé Lo	out not both ose <b>DEX</b> bonus to <b>AC</b> ; -2 <b>AC</b> 4 on <b>STR</b> and <b>DEX</b> skills, opposed Pe 0% miss chance when attacking	ception 12		2d6 d10/3d6	Pas chassé Déplacement accéléré <b>+12 m</b> Chute ralentie <b>18 m</b>	Slip magically between spaces - 2 ki points (which grants +16 to Acrobatics checks for jumping)	
D	C 10 Acrobatics to move more than hal	1 13			Diamond Soul	Spell resistance	
-4	4 initiative; 20% miss chance when atta 4 on opposed Perception utomatically fail Perception checks for	14			Chute ralentie 21 m		
<b>20</b> Paralysé Pa	as d'action ce tour-ci er le bonus de <b>DEX DEX</b> à la <b>AC</b> ; -2 (	45			Quivering Palm Déplacement accéléré <b>+15 m</b>	Delayed death (which grants +20 to Acrobatics checks for jumping)	
DONS  □ Catch off	SUPPLEMENTAIRES  -quard	16		2d8 2d6/3d8	Ki Pool (adamantine) Chute ralentie <b>24 m</b>	Treat unarmed attacks as adamantine weapons	
Niveau □ Deflect A  1 □ Improved	rrows $\square$ $\square$ Esquive   Grapple $\square$ Scorpion Style	17		240 / 340	ÉTERNELLE JEUNESSE Tongue of the Sun and Moon	No age penalties or artificial ageing Speak with any living creature	
☐ Throw An	Fist   Improved Bull Ru	sh <b>18</b>			Déplacement accéléré <b>+18 m</b> Chute ralentie <b>27 m</b>	(which grants <b>+24</b> to Acrobatics checks for jumping)	
Niveau ☐ Improved ☐ Improved	-	19			Empty Body	Assume ethereal state for 1 minute - <b>3 ki points</b>	
☐ Improved☐ ☐ Mobilité☐	Mastery	20		<b>2d10</b> 2d8 / 4d8	Perfect Self Chute ralentie <b>Toute distances</b>	Treated as outsider	
Niveau   Improved Critical   Medusa's Wrath  10   Snatch Arrows   Spring Attack  KI POOL						e de ki	
WH HEALING	OLENESS OF BODY	CAPA		Niv	eau de moine	Réserve de ki	
Niveau POINTS	Niveau de moine			= (	÷ 2 ) + SAG		
7	=				KI WEA		
CORPS DE DIAMANT			Niveau As a swift action, deal damage equal to your Unarmed Strike when using an improvised weapon				
Niveau  13							
PAUME VIBRATOIRE  PAUME VIBRATOIRE  PAUME VIBRATOIRE							
				MOVE THROUGH THREATENED SQUARE à la moitié de la vitesse			
jours =  Niveau DD DU JET Moine			Acrobatics DC = Opponent's CMD +10 pour se déplacer à pleine vitesse  MOVE THROUGH ENEMY'S OWN SQUARE  Acrobatics DC = 5 + Opponent's CMD +10 pour se déplacer à pleine 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 m12,00 m13,50 m15,00 m16,50 m							
PERFECTION DE L'ÊTRE				Distan	ice 0,30 m0,60 m 0,90 m 1,20 m	n 1,5 m 1,80 m 2,10 m 2,40 m 2,70 m 3 m 3,30 m	
Treated as an Outsider  Compétence d'acrobaties & Pary 10ft of your standard move above 30ft							
Niveau Immune to Charm Person and other effects that 20 target non-outsiders.			CH LE	DGE	· ·	fail a jump by 4 or less	
Damage reduction 10/chaotic			TE		DD 15 Acrobatics to igno	ore 10ft of falling damage	