

SHAN-TUN MONK

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CASTING FACTOR	CLASS ABILITIES
1	27	8	4	Single Ambidex	1S	+2	+1 Dex AC Mana Gain Utilise Medium Weapons Utilise Sorcery Utilise Sorcerous Cantrips
2	29	9	8	Thrown	2S	+1	+1 Dex AC Body Weaponry 1 Turn Blow x1/4 levels/day
3	31	10	12		2S	0	Stop Bleeding x1/2 levels/day Mind Bar x1/4 levels/day
4	33	11	16	Double Handed	3S/3D	0	+1 Dex AC +3 Strength Forearm Parry
5	35	12	20	Missile	3S/4D	-1	Dodge x1/day Master Other Element
6	37	13	24		4S/4D	-2	+1 Dex AC +50 Points of Ky Power Body Weaponry 2 Disarm Parry x1/3 levels/day
7	39	14	28		4S/5D	-3	+6 Strength Shin Parry Dodge x1/day
8	41	15	32		6S/7D	-5	+1 Dex AC +50 Points of Ky Power General Weapons Mastery I
9	43	16	36		6S/7D	-6	Nerve Punch x1/level/day Full Reflexive Defence
10	46	17	40		7S/8D	-8	+1 Dex AC Body Weaponry 3 Hardened Forearm Parry
11	49	19	46		7S/8D	-10	+9 Strength +50 Points of Ky Power Enhanced Dexterity
12	54	21	52		10S/10D	-10	+1 Dex AC Body Weaponry 4 Master Other Element

A Human Shan Tun Gains 27:2 Life Points

Class Restrictions and Limitations

- Shan-Tun are limited to 3 units of metal. Exceeding this limit means you forfeit your mana casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
- Shan-Tun will lose any spiritual blesses as soon as they cast a sorcerous spell as the two powers are mutually exclusive.
- If a Shan-Tun is struck by Starfire silver, they take double damage from anything which gets through their armour, and also lose their mana reserve for 24 hours. However, you may still cast spells using mana from mana stores and similar items.
- Shan-Tun may not use a shield.
- Shan-Tun Monks are capable of sorcerous casting but they are restricted to 3 elements only.
- A Shan-Tun may spend XP to buy additional Ky from 6th Rank.
- All Shan-Tun gain the Natural Healing, regardless of their race.

- Shan Tuns may not wear armour however their robes will grant them 2 ac

Class Abilities

+1 Dex Ac – gives the Shan-Tun 1 point of Natural Dexterity Armour, for each time it is listed in above table.

Mana Gain - This skill gives the Shan-Tun their level squared in mana e.g. a 5th level sorcerer would have 25 mana.

Utilise Medium Weapon – This allows the Shan-Tun to be able to use any Medium Weapon.

Utilise Sorcery – This skill represents training in the arts of elemental magic, typically through the School of Magic who train sorcerers and research their spells. A Shan-Tun is initially able to access spells that are ‘Grey’ (no specific element) and of one chosen element (Fire, Water, Light, Darkness, Earth or Air). This first chosen element is the Shan-Tun primary element.

At first level, a Shan-Tun has a base sorcerous casting modifier of +2, this increases as the Shan-Tun goes up in level. (See Class table above.)

To cast a spell costs an amount of mana equal to the level of the spell to be cast and a number of life points (total body) equal to (the level of the spell to be cast plus the casting modifier) squared. There always a minimum life point cost of 1, no matter what the Shan-Tun s casting factor or the level of the spell.

e.g. At level one, with a casting modifier of +2, a Shan-Tun casts a 1 mana spell. This costs them 1 mana and $(1+2)^2 = 9$ life points.

Utilise Sorcerous Cantrips – This allows the Shan-Tun to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the cantrips list for details of which are accessible to sorcerers.

Body Weaponry 1 – this allows the Shan-Tun to inflict damage with hands and feet – 6 LPs damage – **NB** any one choosing this skill will be checked for safety in unarmed fighting.

Turn Blow – this allows the Shan-Tun to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable 1 per 4 levels per day.

Stop Bleeding – This allows a Shan-Tun to stop the blood flow from an injury caused by either a cut to bleed or similar effect. It can be used to stop a half throat-slit but not a full one. The Shan-Tun must ‘pinch’ the wound for at least 10 seconds for it to stop the bleeding sufficiently. This skill is usable 1 per 2 levels per day.

Mind Bar 1 per 4 levels – This ability renders the Shan-Tun immune to all mind influence effects save damage for 5 minutes (e.g. Empathic Projection, Halt, Sleep, etc.).

+X Strength - this gives the Shan Tun plus x strength as per listed

Forearm Parry – this allows the Shan-Tun to turn a physical blow aside and take only 1LP damage from the blow. The area of parrying is knuckles to elbow and an attempt must be made to parry the blow. This does not work on any mystical blows.

Dodge – this allows the Shan-Tun to dodge one melee blow per day per time this ability is listed; this will include mystical weapons. (*ref's discretion for the more powerful mystical weapons*)

Master Other Element – this gives the Shan-Tun access to an additional element of magic. The adventurers' college / shan tun temples will not teach any Shan-Tun elements opposing those they already know. There are other ways for a Shan-Tun to learn additional elements without returning to their studies and purchasing this skill, but they are uncommon and often come with caveats or disadvantages.

+X Ky Points – this gives the Shan-Tun points to spend on Ky Abilities – for each time and amount in the above table.

Body Weaponry 2 – this allows the Shan-Tun to deal an additional 6LPs damage with body weaponry.

Disarm Parry 1 per 3 levels – this allows the Shan-Tun to disarm an opponents weapon by striking with their own weapon or using body weapon skill, this skill is usable 1 per 3 levels per day.

Shin Parry – this allows the Shan-Tun to turn a physical blow aside and take only 1LP damage from the blow. The area of parrying is knee cap to toe and an attempt must be made to parry the blow. This does not work on any mystical blows. The Shan-Tun can parry a trip from a weapon skill, but not from hands etc. grabbing the Shan-Tun's legs.

General Weapon Mastery 1 – this skill gives the Shan-Tun +6LPs damage with any weapon type (does not stack with weapon masteries).

Nerve Punch – This allows a Shan-Tun to stike an opponent so that it stuns them for 5 seconds no matter what is done to them. This only works on humanoids who feel pain with a natural nervous system. It will not work on Trolls, Erith Gyr, etc. Ref's Discretion. This ability is usable once per level per day.

Full Reflexive Defence – the Shan-Tun by use of this skill achieves a state of supreme reflexive capability and by doing so burns Dex AC to dodge blows one for one. Once initiated a Shan-Tun should inform the ref by calling "FRD". This ability must run its course and will end by midnight or when the Shan-Tun has dodged X number of blows, X being the amount of Natural Dex the Shan-Tun has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL Dex) Once finished the natural Dex is gone for 24 hours. FRD will work against all but the most potent of melee blows (refs. Discretion). It will work against the likes of Pole Axe, crushing blows, mighty blows etc.

Body Weaponry 3 – this allows the Shan-Tun to deal an additional 6LPs damage with body weaponry.

Hardened Forearm Parry – With this skill, the Shan-Tun no longer suffers the 1lp bruising when parrying a blow with Forearm parry.

Enhanced Dexterity - This doubles all natural dexterity.

Weapon Mastery 2 - this skill gives the Shan-Tun plus 6LPs damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 12LPs with the chosen weapon type. Requires the Shan-Tun to have *Weapon Mastery 1* in the same weapon type.

Body Weaponry 4 – this allows the Shan-Tun to deal an additional 6LPs damage with body weaponry.