

TOWAN ADEPT

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PICKS	CLASS ABILITIES
1	30	9	4	Single Ambidex	1S/1S	1x Table 1	Farsense Auric Colour Utilise Medium Weapons Utilise Psionics Table 2 at 10xp per Level
2	33	11	8	Thrown	1S/1D	1x Table 1	Stop Bleeding
3	36	13	12		2S/2D	1x Table 1	Neuronic Penetration
4	39	15	16		2S/3D	1x table 1	Forearm Parry
5	42	17	20		3S/3D	1x table 2	+50 Ky Points +1 Dex Ac
6	45	19	24	Double Handed	3S/3D	1x table 2	Artefact Study
7	48	21	28		3S/4D	1x table 3	Shin Parry
8	51	23	32	Missile	4S/5D	1x table 2	+50 Ky Points +1 Dex Ac Mind Bar (5mins) Neurobalance
9	54	25	36		4S/5D	1x table 3	Cosmic Flare Full Reflexive Defence
10	57	27	40		4S/5D	1x table 4	+50 Ky Points +1 Dex Ac D'jump
11	62	30	46		5S/6D	1 from each table 1 to 4	+1 Ky Mastery Power
12	67	33	52		6S/7D	1x table 3	+1 Ky Mastery Power Astral Projection

A Human Towan Gains 30:3 Life Points

Class Restrictions and Limitations

- Towan Adepts are limited to 3 units of metal. Exceeding this limit means you forfeit your psionic casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
- If a Towan Adept is struck by bloodmetal, they lose their psionic casting for 24 hours.
- Towan Adept may not use a shield,
- A Towan Adept may spend XP to buy additional Ky from 5^h Rank.
- All Towan Adept gain the Natural Healing, regardless of their race.
- Towan Adept may not wear armour however their robes will grant them 2 ac

Class Abilities

Farsense Auric Colour - Shows target's alignment by colour using current Psionic rules.

Utilise Medium Weapon - This allows the Towan to be able to use any Medium Weapon.

Utilise Psionics table 2 at 10xp per Level - this allows the Towan to buy table two Psionics.

Stop Bleeding 1 per 3 levels - A Towan is trained to apply pressure to wounded areas to stop bleeding; this skill will counter a Cut to Bleed.

Forearm Parry - this allows the Towan to parry using their fore arm any blow doing physical damage, the area of parrying is elbow to knuckles, a effort must be made to attempt to parry the blow.

Neuronic Penetration - 6LPs damage through to target's head, range 30ft, using the current Psionic Rules.

+50 Ky Points - this gives the Towan points to spend on Ky Abilities - for each time and amount in the above table.

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

Artefact Study -"Talk" to target item, using current Psionic Rules.

Shin Parry - This allows the Towan to parry using their Shin any blow doing physical damage, the area of parrying is Knee to Toe, a effort must be made to attempt to parry the blow.

Mind Bar (5mins) 1 per 4 Levels This ability renders the caster immune to all lesser mind influence save damage for the duration (e.g. Empathic Projection, Halt, Beguilement, Sleep, etc.).

Neurobalance - Gives perfect balance, using current Psionic Rules.

Cosmic Flare - 6lps damage to targets head + 10ft kick back area off effect 30ft 120° arc, Using Current Psionic Rules.

Full Reflexive Defence -The Towan 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 the user should inform the ref by calling "FRD" this ability must run its course and will end by midnight or when the user has dodged X number of blows, X being the amount of Natural dex the user 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 (Ref's. Discretion) it will work against the likes of Pole Axe, crushing blows, mighty blows etc.

D'jump - Relocates character to different area range of 30ft, using current Psionic Rules.

+1 Ky Mastery Power - this gives the Town a Ky Master power.

Astral Projection – This is an Astral projection of the monk. The projection appears as a ghostly pale blue apparition of the monk. The monk must meditate for a moment and can then leave thier physical body behind. The body is left in a peaceful sleep from which the monk cannot be awoken without serious consequences.

The projection has physical form and can interact physically with the world. The monk's mental energies are focused upon the astral manifestation and they may use any skills, special abilities, and psionics. The astral projection can only be affected by pure spiritual, pure psionic and the higher mantics. If the monk is slain in projection form they lose 1 full level of experience.

Any damage done to the monk's sleeping body will cause him to be violently brought back to his body at a cost of half his current total body, psi-points and power. A monk can Astrally project for up to an 10 minutes per level per day. There is no limit to the distance a projection may travel from the body. At any point a monk may cease the projection and swiftly return to his body. This recall moves at a rate of 120 miles per second.

Weapon damage and skill damage, etc. is as per the normal weapon damage. For 1 minute per level per day they can enhance their projection so that everything they are doing is of an Astral nature. This includes weapons, skill damage and psionics. They are also only affected by Mantic 3 and above while empowered.

Towan Adept Skill Tables

Table One	
Skill	Description
Farsense Operant Activity	Indicates all psionics within range, Using Current Psionic Rules
Body Weaponry 1	This allows the Towan to inflict damage with hands and feet - 6LPs damage - NB any one choosing this skill will be checked for safety in unarmed fighting.
+1 Dex Ac	+1 natural Dexterity Armour
Reflex 1	+1 natural Dexterity Armour
Resist Hold	This Cost the Towan 2 power use and allows them to resist the effects of a Neuro Hold or Priestly Halt Miracle.
Turn blow	this allows the Towan 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

Table Two	
Skill	Description
Dodge	this allows the Towan to dodge one melee blow per day, this will include mystical weapons. <i>(refs discretion for the more powerful mystical weapons)</i>
Neuro Hold	Prevents target from moving for the duration or until struck for damage, Using Current Psionic Rules
+2 dex Ac	+2 natural Dexterity Armour
Psi Heal	Heals 6/6LPs and 6PPs, Using Current Psionic Rules
+1 Psi Shield one	Psi-shield I (physical shielding): creates a shielding aura around the caster that provides 12EPs for use as either damage absorption or as a battery to fuel the casting of Psionics. If used as a battery, the cost of the power being used is drained from the shielding instead of the caster. <i>NB: Dex Armour affects before the shielding against physical attacks</i>
Stamina 1	+3 LPs
Strength 1	+3 points Strength

Table Three	
Skill	Description
Body Weaponry 2	This allows the Towan to inflict additional damage with hands and feet + 6LPs damage
Neuro Command	Target must obey a single command of up to 3 words until it is completed or for the duration, whichever is shorter, Using Current Psionic Rules
Empathic Projection	Instils a chosen emotion in target range 30ft, Using Current Psionic Rules
+1 Psi Shield two	Psi-shields II (mental shielding): creates a shielding aura around the caster's mind rendering them immune to all mind influences and all psionics. <i>NB: this shielding prevents the use of Psionics by the caster. However, both types of Psi-shield can be used at the same time in order to allow the psionics to cast Psionics</i>
Strength 2	+6 points of Strength
Stamina 3	+9lps

Table Four	
Skill	Description
Planer Vortex	Relocates character to any other location or plane of existence, Using Current Psionic Rules
+2 Psi Shield one	Psi-shield I (physical shielding): creates a shielding aura around the caster that provides 12LPs for use as either damage absorption or as a battery to fuel the casting of Psionics. If used as a battery, the cost of the power being used is drained from the shielding instead of the caster. <i>NB: Dex Armour affects before the shielding against physical attacks</i>
Strength 3	+12 Points of Strength
Body Weaponry 3	This allows the Towan to inflict additional damage with hands and feet + 6LPs damage
Enhanced Dex	This doubles all natural Dex
River Flow Technique	This combat skill allows the Towan to half the damage of all melee blows before armour this will work on all but the most powerful of mystic melee blows (refs discretion)
Stamina 3	+9 LPs