

TOWAN MONKS

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	30	9	4	Single Ambidex	1S	+1 Dex Ac Farsense Auric Colour Utilise Medium Weapons Utilise table 2 Psionic's at 10xp per Level
2	34	11	8	Thrown	2S	+1 Dex Ac Body Weaponry 1 Turn Blow 1 per 4
3	38	13	12	Missile	2S	Neuronic Penetration Stop Bleeding
4	42	15	16	Double Handed	3S/3D	+1 Dex Ac +50 points of Ky power Forearm Parry
5	46	17	20		3S/4D	Artefact Study +3 Strength Dodge
6	50	19	24		4S/4D	+1 Dex Ac Disarm Parry Mind Bar +50 points of Ky power Body weaponry 2
7	54	21	28		4S/5D	+6 Strength Shin Parry Dodge
8	58	23	32		6S/7D	Full Reflexive Defence Neurobalance +50 points of Ky power Body weaponry 3
9	62	25	36		6S/7D	Cosmic Flare +1 Dex Ac General Weapons Mastery I
10	66	27	40		7S/8D	Empathic Projection Hardened Forearm Parry +9 Strength
11	72	30	46		7S/8D	D'jump +1 Dex Ac +50 points of Ky power
12	78	33	52		10S/10D	Body weaponry 4

Class Restrictions and Limitations

- Towan 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 is struck by bloodmetal, they lose their psionic casting for 24 hours.
- Towan may not use a shield,
- A Towan may spend XP to buy additional Ky from 5^h Rank.
- All Towan gain the Natural Healing, regardless of their race.
- Towan may not wear armour however their robes will grant them 2 ac

Towan Monk Abilities

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

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

Utilise Medium Weapon – This allows the Shan-Tun 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.

Body Weaponry 1 - This allows the Towan to inflict damage with hands and feet – 6LPs damage – **NB** Before using this skill will be checked for safety in unarmed fighting.

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.

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

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 - If a Towan successfully parries a physical blow between the tip of the elbow and the wrist then will only suffer 1 LP bruising damage regardless of the damage called. This will include absolute effects such as crushing blow/location out, poleaxe, decapitation/location off and cut to bleed.

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

Artefact Study –“Talk” to target item, using current Psionic Rules.

+X Strength – this gives the amount of strength for each listing in above table.

Dodge – this allows the Towan to dodge one melee blow per day, this will include mystical weapons. (*refs discretion for the more powerful mystical weapons*)

Disarm Parry 1 per 3 levels this allows the Towan 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.

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.).

Body weaponry 2 - This allows the Towan to inflict additional damage with their hands and feet + 6LPs damage. For a total of +12lps damage

Shin Parry – this allows the Towan 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 Towan can parry a trip from a weapon skill, but not from hands etc. grabbing the Towan's legs.

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.

Neurobalance - Gives perfect balance, using current Psionic Rules.

Body weaponry 3 - This allows the Towan to inflict additional damage with their hands and feet + 6LPs damage. For a total of +18lp damage

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

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

Empathic Projection - Instils a chosen emotion in target range 30ft, using current Psionic Rules.

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

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