

WARRIOR MONK

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	33:30	10	3	Single	1S	Discern Disease Discern Nature of Wounds Discern Power Recognize Undead Spirit Sight Utilise Any Armour, Utilise Any Weapon Utilise Power for Miracles Utilise Shield
2	37:33	13	6		2S	Dodge Turn Blow
3	41:36	16	9	Double	2S/2D	Cast Cause/Cure Serious Wounds 1-handed Discern Possession
4	45:39	19	12		2S/3D	Discern Poison
5	49:42	22	15		3S/4D	Blade Tolerance
6	53:45	25	18	Missile	4S/4D	Weapon Mastery I Longsword Turn Blow
7	57:48	28	21		4S/5D	Missile Mastery I
8	61:51	31	24		6S/7D	Speed Self
9	65:54	34	27		6S/7D	Power Weapon (Spirit)
10	69:57	37	30		7S/8D	Missile Mastery II Weapon Mastery II Longsword
11	75:62	42	35		8S/8D	Dodge Turn blow +6 Strength
12	81:67	47	40		9S/10D	Symbol of Pain vs. Good/Evil 1/day

A Human Warrior Monk Gains 33:4 Life Points
An Elven Warrior Monk Gains 30:3 Life Points

Class Restrictions

- At First level, Warrior monks must choose their miracle list as per a priest of their alignment. Warrior Monks may not choose either resurrection miracle, raise dead or touch of death.
- Warrior monks may not be pure neutral in alignment.
- All Warrior Monks are limited to using blunt weapons. This is due to oaths taken to the deities upon the Warrior Monk taking their initiation into Warrior Monkhood. Should a Warrior Monk use bladed weapons without gaining the gift granted to them by their deity (by the 5th rank ability) then they will explode and be forever spiritually annihilated. This also opens a gateway to the hells and calls undead from there to be unleashed upon the mortal world. (A number of undead of types up to the Warrior Monk's level and equal in

number to the Warrior Monk's level multiplied by their remaining power squared.)

Class Abilities

Discern Nature of Wounds – This allows the Warrior Monk to discern the exact injuries suffered by their subject. This is done by a combination of training of physical examination and mystical ability.

Discern Disease – This allows the Warrior Monk to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

Discern Power – This allows the Warrior Monk to discern the amount of Power in a person, object or spell effect. (E.g. How much power a target has remaining or the amount of power cast into a spiritual miracle.)

Recognise Undead – The Warrior Monk is able to recognise undead on sight, this provides no further information about the undead such as a special type or its summoning level.

Spirit Sight – This grants the warrior monk the ability to see Spiritual essences. This may allow them to gauge size of spirits. If they look upon a very powerful or large spirit this may cause them to be spiritually blinded (temp or perm) at ref's discretion.

Utilise Any Armour – This allows the Warrior Monk to be able to use any category of armour.

Utilise Any Weapon – This allows the Warrior Monk to be able to use all weapons. Bladed weapons may NOT be used until Blade Tolerance is gained at later level.

Utilise Power for Miracles – A Warrior Monk's devotion to their deity has been recognised to the extent that the Warrior Monk is able to perform miracles on the deity's behalf. The miracles a Warrior Monk can perform are based on their alignment. As a result of this a Warrior Monk is one of the few classes where alignment **must** be chosen at first level.

At first level the Warrior Monk receives a number of miracle points to spend on miracles (one point per level of miracle which must be spent at first level). The initial number of points available to a Warrior Monk is 50 which can be used as the table below shows.

Alignment	Good Miracles	Neutral Miracles	Evil Miracles
Lawful Good	10 – 45	10 – 30	0
Neutral Good	30 – 50	10 – 25	0
Chaotic Good	20 – 40	15 – 30	0
Lawful Evil	0	10 – 30	10 – 45
Neutral Evil	0	10 – 25	30 – 50
Chaotic Evil	0	15 – 30	20 – 40

In order for a Warrior Monk to cast a miracle they must spend points of temporary power equal to the level of the miracle being cast. A Warrior Monk may cast any miracle of a level up to their current casting rank (as long as the miracle is on their miracle list). E.g. an 8th rank Warrior Monk may cast up to 8th level miracles. A Warrior Monk may never cast their last point of power.

Utilise Shield – This allows the Warrior Monk to use Shields of any size.

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

Turn Blow – this allows the warrior monk 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.

Cast Cure Serious Wounds/Cause Serious Harm 1-handed – Allows the Warrior Monk to cast the spell *Cure Serious Wounds* or *Cause Serious Harm* using only 1 hand, depending on alignment.

Discern Possession – This allows the Warrior Monk to discern if the target is currently being possessed by another being or spirit. Dependant on the power of the possession it may be possible to recognise the type of possession in effect.

Discern Poison – This allows the Warrior Monk to discern the presence and nature of any poison which is currently afflicting the target, including poisons with no current physical symptoms.

Blade Tolerance -The Warrior Monk may now safely use bladed weapons against any foe.

Missile Mastery 1 – This gives the Warrior Monk plus 6LPs damage with a missile weapon of choice.

Weapon Mastery 1 Longsword – this give the Warrior monk plus 6LPs damage with a longsword.

Speed Self - This skill allows the Warrior monk to focus their dexterity and speed to avoid damage from incoming attacks. A Warrior monk has their level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 8th level Warrior monk has 8 points, which could be spent on Speed Self 4 for two times a day, Speed Self 1 for eight times a day or any similar combination. Note that a Warrior monk is limited to using Speed Self of a level up to half their own level, so the 8th level Warrior monk could only use up to Speed Self-4.

Speed Self 1 halves the damage a Warrior monk takes against physical damage only, Speed Self 2 the Warrior monk takes one third damage, Speed Self 3 one quarter damage is taken and so on.

When activated the speed self chosen lasts for 5 minutes.

Power Weapon (Spirit) - This ability allows the Warrior Monk to ‘energise’ their weapon to inflict Spiritual damage for a temporary power cost of 2 power per minute.

Missile Mastery 2 - This gives the Warrior Monk plus 6LPs damage with a missile weapon of choice for a total of 12LPs with a missile weapon

Weapon Mastery 2 Longsword - this skill gives the Warrior plus 6LPs damage with a longsword for a total of plus 12LPs with the chosen weapon.

+6 Strength – this gives the amount of strength for each listing in above table.

Symbol of Pain vs. Evil (or Good) – The Warrior must present a Holy Symbol of their religion and hold it towards the target. Whilst the Symbol is held towards the target, the target suffers loss of half all life points, power and abilities. The target of this ability must be opposed alignment, evil or good (will not work against standard Ullratha alignment).