

Shintar Monk Combat Studies

Taps into the abilities of the Shintar Monk.

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: “[Basic Defense / Offense](#)”
2. Seeker Abilities: “[Combat Prowess](#)”

Pin (Ability)

This ability will give the Shintar Monk a +1 added to his or her % roll to subdue an opponent physically.

Modification Point cost: 2

Ability-points to invoke: Passive ability that is always in effect.

Area of Effect: Opponent you are sparring with, or foe that is fighting with you.

Avoidance-roll: Pit your Dexterity vs. your opponent's Coordination.

Damage: None. If an opponent is pinned and attempts to force a way out of the pin, and succeeds, the GM will assign damages appropriately if applicable.

Duration: When you decide to let a pinned opponent free, this will be up to you (and of course, the situations that arise during game-play).

Effect time: It will take 1 turn (5 seconds) to perform a Pin on an opponent.

Explanation: This ability will give the Shintar Monk a 1% chance, +1% per level advanced to subdue an opponent physically.

Hand movement: Two hands.

Healing: None.

Immunities: Only a foe that has a skeletal structure can be pinned.

Invoke time: Not applicable.

Maximum adjustment: +6%

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 6,000 white-gold

Ukemi (Ability)

This ability will enable the Shintar Monk to take a fall, taking less damage.

Modification Point cost: 2

Ability-points to invoke: Passive ability that is always in effect.

Area of Effect: Self only.

Avoidance-roll: Shintar Monk must win an initiative-roll against the GM in order for this ability to work. The GM will roll his or her % dice with no adjustments.

Damage: None.

Duration: Passive ability that is always in effect.

Effect time: Instant.

Explanation: This ability will enable the Shintar Monk to take a fall, taking less damage. For every 10 levels advanced the Shintar Monk will take -1 damage on falls (i.e., -1 damage from level 0 to level 10, -2 from 11th to 20th, -3 from 21st to 30th, etc.)

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant. See: "Avoidance-roll"

Maximum adjustment: None.

Notes: None.

Range: Self only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 3,000 white-gold