

Vekkarian Monk Combat Studies

Taps into the abilities of the Vekkarian Monk.

Modification Point cost: 2

Prerequisites

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

Eye of The Tiger (Ability)

Gifts the Vekkarian Monk with +1 initiative, +1 per 10 levels advanced.

Modification Point cost: 2

Ability-points to invoke: Passive ability that will automatically drain enough LUCK to win the initiative. If it is impossible to win the initiative, this ability will not work. The Monk can choose not to use this ability if he or she wishes.

Area of Effect: Self only.

Avoidance-roll: None.

Damage: None.

Duration: Permanent ability.

Effect time: Passive ability that is always in effect.

Explanation: Gifts the Vekkarian Monk with +1 initiative, +1 per 10 levels advanced.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: +11

Notes: None.

Range: Self only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 11,000 white-gold

Tiger Strike (Ability)

Gives the Monk +1 damage using body strikes (i.e., punch, kick, etc.), +1 per 10 levels advanced.

Modification Point cost: 2

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

Area of Effect: Self only.

Avoidance-roll: None.

Damage: +1 damage using body strike, +1 per 10 levels advanced (this is added to the damage your fist, foot, head, knee, or elbow will cause.

Duration: Permanent ability.

Effect time: Passive ability that is always in effect.

Explanation: Gives the Monk +1 damage using body strikes (i.e., punch, kick, etc.), +1 per 10 levels advanced.

Hand movement: This is a body strike, so it can be hand, foot, elbow, etc.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: +11

Notes: None.

Range: Self only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 11,000 white-gold