

# *Guardians of Utaemia*

## *Vekkarian Monk Abilities*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

# Monk, Vekkarian

This form of martial artist are strictly offensive in their ways. Do not confuse this as do the ignorant peasants do, for when they think of an offensive art, they think of those who would start fights, and enjoy the combat. This is not so. The purist Vekkarian Monk seeks the “balance” that exists in all things. And above all, they seek mastery over self.

## Prerequisites:

1. Seeker Studies: "Basic Defense / Offense"
2. Seeker Studies: "Combat Prowess"
3. Seeker Studies: "Vekkarian Monk Combat Studies"

## Blind Fighting (Ability)

Increases your ability to fight without seeing by +2

This ability can be purchased multiple times.

Modification Point cost: 5

Ability-points to invoke: 5

Area of Effect: Self.

Avoidance-roll: Avoidance-roll vs. "Awareness"

Damage: None.

Duration: 1 turn (5 seconds) per 5 levels advanced.

Effect time: Instant.

**Explanation:** When you fight blinded, or when you fight something you cannot see, you will always have a -60 to strike, and a -60 to defend. Blind fighting will help curb that penalty by +2 bonus added to your attack and defensive dice-rolls per time that you purchase it, gifting you with the ability to sense your foe, rather than just relying on sight.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x the awareness of the caster.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 5,000 white-gold

# Body Weapons (Ability)

Use your Elbows, Feet, Hands, Head and Knees as weapons.

Modification Point cost: 40

Ability-points to invoke: 20

Area of Effect: Self.

Avoidance-roll: None.

Damage: See: "Explanation"

Duration: 2 turns (10 seconds) x your current level.

Effect time: Instant.

Explanation: The following strikes will have added damage per strike with each level advanced:

Elbow-strike: +1

Fist or Hand-strike: +1

Foot-strike: +2

Head-strike: +1

Knee-strike: +1

Note: At certain levels the Vekkarian Monk will be gifted with the ability to cause damages to greater than just simple foes as follows:

Monk's

level: Monk can effect:

- 1<sup>st</sup>: Creatures that must be struck with up to a Rank-1 weapon.
- 2<sup>nd</sup>: Creatures that must be struck with up to a Rank-2 weapon.
- 3<sup>rd</sup>: Creatures that must be struck with up to a Rank-3 weapon.
- 4<sup>th</sup>: Creatures that must be struck with up to a Rank-4 weapon.
- 5<sup>th</sup>: Creatures that must be struck with up to a Rank-5 weapon.
- 6<sup>th</sup>: Creatures that must be struck with up to a Rank-6 weapon.
- 7<sup>th</sup>: Creatures that must be struck with up to a Rank-7 weapon.
- 8<sup>th</sup>: Creatures that must be struck with up to a Rank-8 weapon.
- 9<sup>th</sup>: Creatures that must be struck with up to a Rank-9 weapon.
- 10<sup>th</sup>: Creatures that must be struck with up to a Rank-10 weapon.
- 11<sup>th</sup>: Creatures that must be struck with up to a Rank-11 weapon.
- 12<sup>th</sup>: Creatures that must be struck with up to a Rank-12 weapon.
- 13<sup>th</sup>: Creatures that must be struck with up to a Rank-13 weapon.
- 14<sup>th</sup>: Creatures that must be struck with up to a Rank-14 weapon.
- 15<sup>th</sup>: Creatures that must be struck with up to a Rank-15 weapon.
- 16<sup>th</sup>: Creatures that must be struck with up to a Rank-16 weapon.
- 17<sup>th</sup>: Creatures that must be struck with up to a Rank-17 weapon.
- 18<sup>th</sup>: Creatures that must be struck with up to a Rank-18 weapon.
- 19<sup>th</sup>: Creatures that must be struck with up to a Rank-19 weapon.
- 20<sup>th</sup>: Creatures that must be struck with up to a Rank-20 weapon.
- 21<sup>st</sup>: Creatures that must be struck with up to a Rank-21 weapon.
- 22<sup>nd</sup>: Creatures that must be struck with up to a Rank-22 weapon.
- 23<sup>rd</sup>: Creatures that must be struck with up to a Rank-23 weapon.
- 24<sup>th</sup>: Creatures that must be struck with up to a Rank-24 weapon.
- 25<sup>th</sup>: Creatures that must be struck with up to a Rank-25 weapon.
- 26<sup>th</sup>: Creatures that must be struck with up to a Rank-26 weapon.
- 27<sup>th</sup>: Creatures that must be struck with up to a Rank-27 weapon.

- 28<sup>th</sup>: Creatures that must be struck with up to a Rank-28 weapon.
- 29<sup>th</sup>: Creatures that must be struck with up to a Rank-29 weapon.
- 30<sup>th</sup>: Creatures that must be struck with up to a Rank-30 weapon.
- 31<sup>st+</sup>: Creatures that must be struck with up to a Rank-30+ weapon.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Invoke time:** 4 turns (20 seconds)

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Self.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 40,000 white-gold

# Damage-Immunity (Ability)

Physical damage-immunity to blows and falls.

Modification Point cost: 10

Ability-points to invoke: 5 per strike against you (or per fall).

Area of Effect: Self only.

Avoidance-roll: None, but the "Duration" of the ability must be in effect.

Damage: None.

Duration: Instant. See: "Invoke time".

Effect time: Instant.

Explanation: 02% cumulative damage-immunity to any single physical attack of an opponent (falling also, if you fall from a height no higher that 5' x your current level). Example: You purchase this ability 10 times, accumulating a 20% damage-immunity. If you take any damage fro a physical strike to your person while the "Duration" is in effect, you will withstand the damage, taking no harm.

Hand movement: None.

Healing: None.

Immunities: Not applicable.

Invoke time: All you have to do to have this ability in effect is win initiative against your opponent, or against the fall (a fall's initiative will be strictly up to the discretion of the Game Master, for a short fall might have a bonus, and a longer fall would give you time to invoke this ability).

Maximum adjustment: 50%

Notes: None.

Range: Self only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 200,000 white-gold

# Defense (Blunt) (Ability)

Block blunt weapon strikes with your hands and arms.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: Self.

Avoidance-roll: Avoidance-roll vs. "Faith" in order to complete the concentration needed to block blunt weapon attacks with your hands and arms.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: This amazing ability will empower you to successfully ward off a blunt weapon strike with your body.

If you fail the avoidance-roll vs. "Faith" you will take damage from blunt attacks but at a damage-reduction of 1 per 10 levels advanced for the "Duration" of this ability.

Hand movement: None.

Healing: None.

Immunities: Any enchantments that effect another from a weapon strike cannot be avoided even if the blunt damage is blocked successfully.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 20,000 white-gold

## Defense (Needle) (Ability)

Block needle weapon strikes with your hands.

Modification Point cost: 25

Ability-points to invoke: 12

Area of Effect: Self.

Avoidance-roll: Avoidance-roll vs. "Faith" in order to complete the concentration needed to block needle weapon attacks with your hands.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: This amazing ability will empower you to successfully ward off a needle weapon strike with your body.

If you fail the avoidance-roll vs. "Faith" you will take damage from needle attacks but at a damage-reduction of 1 per 10 levels advanced for the "Duration" of this ability.

Hand movement: None.

Healing: None.

Immunities: Any enchantments that effect another from a weapon strike cannot be avoided even if the needle damage is blocked successfully.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 25,000 white-gold

## Defense (Sharp) (Ability)

Block sharp weapon strikes with your hands and arms.

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: Self.

Avoidance-roll: Avoidance-roll vs. "Faith" in order to complete the concentration needed to block sharp weapon attacks with your hands and arms.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: This amazing ability will empower you to successfully ward off a sharp weapon strike with your body.

If you fail the avoidance-roll vs. "Faith" you will take damage from blunt attacks but at a damage-reduction of 1 per 10 levels advanced for the "Duration" of this ability.

Hand movement: None.

Healing: None.

Immunities: Any enchantments that effect another from a weapon strike cannot be avoided even if the sharp damage is blocked successfully.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold

# Katana Form 1 (Ability)

Enables you to draw a katana and strike at the same time.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Self.

Avoidance-roll: Win an initiative with the creature(s) to succeed. If you fail to win initiative with your foe, you will only succeed at drawing your katana (and you will still expend the 5 ability-points in the attempt).

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This ability will enable you to draw your katana in the blink of an eye, striking out at your foe at the same time. To draw forth and ready any weapon takes the same amount of time to strike once with it. If this ability is performed successfully it will negate the time it take to ready your katana.

Hand movement: Draw your katana with technique so that you can strike simultaneously.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Katana.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 8,000 white-gold

## Katana Form 2 (Ability)

+1 attack while wielding a katana.

Modification Point cost: 20

Ability-points to invoke: 10 (if wielding two katana, you will have to expend 10 ability-points per blade that you wish to use in this fashion.

Area of Effect: Katana.

Avoidance-roll: None.

Damage: None.

Duration: 1 extra attack only.

Effect time: Instant.

Explanation: This ability will enable you to preform a special technique with a katana, giving you an extra attack with the katana you are wielding.

Hand movement: The katana will be gripped by the handle, blade facing downward. The blade will be swung in front the to each side of the wielder in a downward cutting motion.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Katana.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 10,000 white-gold

# Mind Focus (Ability)

Focuses you upon an a foe with incredible results.

Modification Point cost: 15

Ability-points to invoke: 7

Area of Effect: Self.

Avoidance-roll: Avoidance-roll vs.”Mental-attack”

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: This will allow you to fully concentrate on opponents with less chance of being distracted by:

Movement, Pain, Sound, or Mental-trickery.

This ability will also give the Monk the following bonuses:

+10 vs. mental trickery (visual illusions)

+10 vs. movement distractions / trickery.

+10 vs. sound distractions / trickery.

+10 vs. pain checks (see: Avoidance-roll vs. “Pain” on page #1 of your character sheet).

+10 on all initiatives.

+10 to offensive strikes for the “Duration” (not to exceed a better chance than a 10+ to strike an opponent (01-09 will always miss a foe).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 2 turns (10 seconds)

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 15,000 white-gold

## Mystical Sash (Ability)

Use your sash as a weapon.

Prerequisite: Level 31

Modification Point cost: 40

Ability-points to invoke: 20

Area of Effect: Any Enchanted Item Sash. Sash must be magically enchanted.

Avoidance-roll: None.

Damage: As a normal quarter staff. See: "Staff, Quarter" in the Weapons Book.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: Monk will pull the enchanted item sash from his or her waist. The sash will straighten and roll into a quarter staff that will be considered as an enchanted staff (Rank-1 per 5 levels advanced).

Hand movement: One hand pulls the sash from the waist, through the hand of the other. This will straighten the sash out as this incredibly powerful ability invokes.

Healing: None.

Immunities: Only an enchanted sash of a magical nature can be used to create a Mystical Sash.

Invoke time: 3 turns (15 seconds)

Maximum adjustment: None.

Notes: Remember to add +2 damage for every Rank that this staff is considered.

Range: As a normal sized quarter staff (2 spaces (10') range).

Resting time: None.

Special: There are two desirable aspects of this weapon as follows: (1) Considered as a Draxxon Weapon (causing x2 damage always) and (2) +1 attack per turn (do to the light weight of the staff).

Susceptibilities: None.

Value: Scroll: 40,000 white-gold

## Sweep (Ability)

Sweep a foe causing him or her to fall.

Modification Point cost: 20

Ability-points to invoke: 10

**Area of Effect:** All creatures in all spaces completely surrounding you.

**Avoidance-roll:** None. If your attack is not evaded, pit your Pit Strength vs. your foe's Strength and win to succeed. See: "Explanation".

**Damage:** See: "Explanation"

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** A sweep attack has the potential to knock down all foes in all the spaces surrounding you, potentially causing them all to fall to the ground as if they had rolled an attack-roll of 01-02.

All foes within the "Area of Effect" must evade the attack, or pit their strength against you (you will have a +1 added to your Strength vs. Strength roll to win against all foes in the "Area of Effect". Every foe that you win against will fall to the ground as if they had rolled an attack-roll of 01-02 (roll on the chart: "Combat, Falling down during:" in the C section of the Basic Rules Book for each foe effected)

**Hand movement:** None.

**Healing:** None.

**Immunities:** Earth animations are not effected.

**Invoke time:** Instant.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** All spaces surrounding you.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Stunned foes will be at half Strength.

**Value:** Scroll: 30,000 white-gold