

Guardians of Utaemia

Shintar 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, Shintar

This form of martial artist are strictly defensive in their ways. There is NO offense in their techniques. They seek the “balance” that exists in all things. And above all, they seek peace.

Prerequisites:

1. Seeker Abilities: "Basic Defense / Offense"
2. Seeker Abilities: "Combat Prowess"
3. Seeker Abilities: "Nature Awareness"
4. Seeker Abilities: "Shintar Monk Combat Studies"

Back-roll (Ability)

Slip into a Back-roll when being thrown, shoved, or falling backwards to reduce damage taken.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Self.

Avoidance-roll: To successfully preform this roll, minimizing damages, you must match, or win, an initiative roll with your attacker and also make a successful avoidance-roll vs. "Coordination".

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When you are shoved or fall backwards damages and/or loss of turn can occur. If this roll is done properly, you will take less, or even no, damage from the fall. You can also remain defensive and be able to preform a defensive technique.

If this roll is preformed successfully, roll 1-D6 and add +1 per 7 levels advanced. This will be the damage-reduction from a fall that may occur.

If a successful Back-roll is preformed, if you can win an initiative roll, you may continue attempting techniques against your opponent unless damage has occurred that exceeds your constitution score.

Hand movement: Yes. The hands are used, not to stop your fall, but to guide your body into a Back-roll so that your roll is smooth, and that your head does not touch the ground.

Healing: None.

Immunities: None.

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

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 5,000 white-gold

Break-fall (Ability)

When being slammed to the ground, this Break-fall ability will reduce damages and enable you to continue defensive moves without penalties for falling.

Prerequisite: Adventurer ability: “Back-roll” and “Front-roll”.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: Self.

Avoidance-roll: This is one of the more difficult and advanced falls to preform, but invaluable in close physical combat.

To successfully preform this fall, minimizing damages, you must match, or win, an initiative roll with your attacker and also make a successful avoidance-roll vs. “Coordination”.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When you are grappled with and flipped, or just brutally, thrown to the ground in an attempt to harm you, you will allow your self to be thrown instead of resisting the attack, slapping the ground when you land hard.

This slap must be synchronized with the landing of your body to the earth, dispersing damages caused by being forced and thrown to the ground in a brutal manner.

If Break-fall is done properly, you will take less, or even no, damage from the fall. You can also remain defensive and be able to preform a defensive techniques while your opponent is still over you attempting to harm or subdue you.

When Break-fall is preformed successfully, roll 1-D6 and add +1 per 10 levels advanced. This will be the damage-reduction from the throw.

If a successful Break-fall is preformed, if you can win an initiative roll, you may continue attempting defensive maneuvers against your opponent unless damage has occurred that exceeds your constitution score.

Hand movement: Yes. The hands are used, not to stop your fall, but to hang onto your opponent in a manner that slows your fall and keep you inside the safest part of the throw (the closer you are to your opponent when being thrown, the less force of the fall you will be impacted with). The other hand will slap the ground as your body lands in a relaxed manner, thus helping to disperse damage that would otherwise be inflicted upon you.

Healing: None.

Immunities: None.

Invoke time: Instant. See: “Avoidance-roll”

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold

Center (Ability)

Maneuvering your being so that you give no force for another to work against you.

Modification Point cost: 30

Ability-points to invoke: 15

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

Duration: 10 turns (50 seconds) x your current level.

Effect time: Instant.

Explanation: To preform this ability successfully against an opponent, you must pit your Pit Coordination vs. your foe's Coordination and win to succeed. If you succeed, your foe will not be able to take you off balance (for every level you are above your opponent, you will gain a +1 to succeed. For every level your opponent is above your level, he or she will gain a +1 against you to succeed as well).

By centering yourself, you will bend the knees slightly and preform every movement from your stomach area, thus you will not grab, reach out, strike out, kick, etc. This ability will make you solid in your balance against another that seeks to unbalance, throw you, pull you in a forceful manner, etc.

It has been stated by the masters that you are the center of the universe. Center means that you will not leave your balance, but remain calm and centered within the power of your aura. You will use your entire being to lock your physical body into place as others may try to force you physically.

By slipping into Center, any ability, sudden impact, push or pull, that would attempt to unbalance you will be to no avail.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 17,000 white-gold

Front-roll (Ability)

Slip into a Front-roll when being thrown, shoved, or falling forwards to reduce damage taken.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Self.

Avoidance-roll: To successfully preform this roll, minimizing damages, you must match, or win, an initiative roll with your attacker and also make a successful avoidance-roll vs. "Coordination".

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When you are shoved or fall forwards damages and/or loss of turn can occur. If this roll is done properly, you will take less, or even no, damage from the fall. You can also remain defensive and be able to preform a defensive technique.

If this roll is preformed successfully, roll 1-D6 and add +1 per 7 levels advanced. This will be the damage-reduction from a fall that may occur.

If a successful Front-roll is preformed, if you can win an initiative roll, you may continue attempting techniques against your opponent unless damage has occurred that exceeds your constitution score.

Hand movement: Yes. The hands are used, not to stop your fall, but to guide your body into a Front-roll so that your roll is smooth, and that your head does not touch the ground. The hand and arms will take a shape similar to the holding of a very large ball while filling them with energy so that this circle does not collapse when the Front-roll is preformed.

Healing: None.

Immunities: None.

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

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 7,000 white-gold

Joint Manipulation (Ability)

Throw your opponent into something or onto the ground to do damages.

Prerequisite: Adventurer ability: "Offline Defense"

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Opponent.

Avoidance-roll: See: "Explanation"

Damage: 1-D6 + an added 1-D6 per level advanced after learning this technique.

Duration: See: "Explanation"

Effect time: See: "Explanation"

Explanation: To preform this technique properly, you must do the following:

1. Win a successful "Off-line Defense" ability check against your opponent.
2. Roll a successful avoidance-roll vs. "Dexterity" (x2 your character's dexterity will be the %roll or lower you will need to roll) to initiate the joint manipulation.
3. Pit your coordination against your opponent's (single roll check) to preform a successful joint manipulation throw.

If you are successful, you will throw your opponent to the earth, into something (which might add to damages taken -- this is strictly up to the discretion of the game master.

Hand movement: When you step offline, your hands will come to rest on two areas on the body of your opponent.

This is not a grab, but merely a placing of hands upon the best areas of the creature you are fighting to gain the best advantage to lead into a throw.

Healing: None.

Immunities: This technique is designed to throw bipeds (two legged creatures). However, this technique can be used for opponent's with more than 2 legs. Thus it becomes more difficult to throw a creature with 4 legs.

For every leg, or for every extremity a creature has to balance itself with, there will be a penalty of -20 when pitting your coordination with your opponent (see: #3 in the "Explanation").

Invoke time: Passive ability that is always in effect.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: If 75%+ damage is caused by this technique, your opponent must make a successful avoidance-roll vs.

"Stun", or be stunned for 1-D4 turns with the following adjustments being enforced:

1. Coordination will lower 1-D4 points for 1-D10 turns.
2. -1 initiative per 10 points of damage taken for remainder of the confrontation.

Susceptibilities: None.

Value: Scroll: 4,500 white-gold

Leading Mind (Ability)

Throw your opponent without making physical contact.

Prerequisite: All other techniques must be known in order to be trained in this technique.

Modification Point cost: 60

Ability-points to invoke: 30

Area of Effect: 1 space (5') out in all directions per 20 levels advanced.

Avoidance-roll: See: "Explanation"

Damage: 1-D10 per 2 levels advanced.

Duration: Instant.

Effect time: Instant.

Explanation: This is one of the techniques used by masters of the art. To perform this incredible technique, you must accomplish the following:

1. Win initiative against all opponent in the "Area of Effect".
2. Pit your mental-strength against all opponents who lose initiative against you (single roll).

Those whom you win against will be thrown 1 space (5') per 10 levels advanced. The direction of the throw will be completely up to you.

Hand movement: The usage of hands is vital with this technique. In fact, the usage of your whole body led by your hands is vital. When this technique is performed, you will enter in against your opponent making them all think that you are greeting them, invading their space, overwhelming them with an attack. Indeed this is the case, for an opponent that ignores Leading Mind as an attack is likely to be struck.

Healing: None.

Immunities: Mindless, non-sentient, creatures are not effected by the power of this technique.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: None.

Range: See: "Area of Effect"

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 1,000,000 white-gold

Off-line Defense (Ability)

Step off-line of attack to avoid being struck.

Modification Point cost: 4

Ability-points to invoke: 2

Area of Effect: Self.

Avoidance-roll: None. See: "Explanation"

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This ability will aid the Shintar Monk in avoiding strikes against him or her. For every strike against you, you will pit your Coordination vs. your foe's Coordination and win to succeed in evading the strike.

You will gain a +1 added to your dice-roll checks per 2 levels advanced AFTER learning this ability.

You will have a penalty of -1 to your dice-roll for every level your foe is above your current level.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 2,000 white-gold

Shiko (Ability)

Maneuvering upon your knees, giving you a third point of balance, making you more stable and harder to unbalance.

Modification Point cost: 8

Ability-points to invoke: 4

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

Duration: As long as you remain in this position.

Effect time: Instant.

Explanation: By dropping to your knees, keeping what is known as “life feet”, meaning that your toes are under your feet instead of flat on the ground, you lower your center and use your kneed and feet to solidify your balance.

By slipping into Shiko, any ability or sudden impact that would demand a successful roll in order not to fall will be minimized (by giving you three chances to succeed instead of the normal one chance).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant. See: “Avoidance-roll”

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 6,000 white-gold