

Knights of Valour

Days of Thunder

Monk Role

Introduction

A Monk pursues a life dedicated to inner reflection, meditation and, overtime through practice and dedication, gains mastery of their Chi, their Vital Force, an Inner Energy that grounds them, in order to enhance their Physical Abilities.

Primary Physical Stat Requirement

A minimum of +2 Wisdom.

Armor

No Armor.

No Shield.

Weapons

Any Martial Melee Weapon.

Any Martial Ranged Weapon.

Character Creation

When you roll a new character you can choose any 1 Weapon that you are Proficient in (P.L: 1) – you attained this Proficiency in your early years training to be an Adventurer. Record this Weapon on your Character Sheet.

A Monk starts with 3 Chi Points, record this on your Character Sheet.

Chi

This describes a Monk's ability to Channel their *Vital Force*.

A Monk spends Chi Points (C.P.) in order to use certain Physical Buffs, or Activate Special Chi-Powers on Items.

A Monk can have at most 100 C.P.

Certain Items provide additional sources of Chi Points.

Chi Points can be restored by Meditation, Resting, use of certain Chi-Restoration Items, and at Power Points.

Meditation

In order to Meditate you must be in a calm & quiet environment. For every Hour that you spend Meditating you recover 1 C.P.

Sleeping

For every 4 consecutive hours that you spend sleeping, you recover 8 C.P.

Power Points

If you Meditate or Sleep within 10" of a Power Point you recover 4x the C.P. i.e. 4 C.P. per hour spent Meditating, or 32 M.P. every 4 consecutive Hours spent Sleeping.

Monk Role Buffs

Increase Chi:

Cost: 1000 V.P.

- ❖ Pay the V.P. Cost
- ❖ Increase your Chi by 5 Points, up to a Maximum of 100.

Monk Role Buffs

To use a Buff you must declare that you intend to do so at the start of a Combat Round, before you take any Combat Actions.

You can use any number of Buffs in a Round.

Each Physical Buff has a Chi Cost. You must spend this number of Chi points in order to use the Buff.

Punch

...

Block

...

Throw

...

Push

...

Finger Punch

...

Shatter

...

Karate Chop

...

Drunk Lila

...

Levitate

You levitate up to 10" off the ground at your current position.

While Levitating you make all Attacks as though you are a Tall-Sized character.

Resist Piercing

...

Deadly Strike

...

Whirling Dervish

...

Ignite!

...

Read Mind

...

Levitate

...

Remote Viewing

...

Teleport

...

Mind Control

...

Telekinesis

...

Psychic Blast

...

Fly

...