



# MONK ABILITIES

## RANK ONE

[INITIATE]

### MARTIAL ARTIST

Your punches, kicks, unarmed parries, grabs, escape attempts, etc. use your DEX instead of STR-2 and can do lethal damage if desired. Your unarmed attacks are not considered to be "short" weapons, except for grabs. With a double success, another unarmed strike against the same target can be made with a minor action (this could happen multiple times in row).

Any roll involving running, jumping, tumbling, climbing, or balance is automatically advantaged. Standing up is a minor action instead of a major action. This paragraph does not apply when wearing medium or heavy armor, using a shield, or when otherwise heavily encumbered or restrained.

### FLAME STRIKE (EXCLUSIVE)

1 MP, COOLDOWN

You can engulf an entire region in flames, with a range of half your PRE. Everyone in the target region takes a PRE vs. FOR attack (including allies). Any damage done is doubled, but the damage only occurs at a rate of 1 HP per turn. This can only be dodged if the target dives (ending up prone) into an adjacent region as a major interrupt action. Additional connected regions can be added to the strike for one MP each. A flame strike will also cause anything flammable to catch on fire.

ELECTIVE:

Rank one Warrior, Rogue, Alchemist, Mage, or Warlock abilities only.

### PRIMAL RITUALS

Rank one primal rituals can cause minor effects related to emotions, fire, and earth, such as removing fear from a group of people, granting heat resistance to a group, shaping earth and rock, etc.

## RANK TWO

[BROTHER]

### ENRAGE (MINOR)

1 MP, COOLDOWN

You can make a target within a range of one region uncontrollably angry at someone else who is not their ally (PRE vs. PRE roll, number of successes is the duration in turns). They will then focus on attacking that person, even when it is unwise to do so, and be immune to fear in the process.

### DEFLECTION (MINOR)

You can parry ranged attacks, bare-handed or with a weapon (even if they are targeting an ally in the same region, which you can also do against a melee attack). A double success (when barehanded) allows you to catch a ranged attack (or grab a melee weapon, which counts as a partial grab if the attacker doesn't let go).

ELECTIVE:

Rank one Warrior, Rogue, Alchemist, Mage, or Warlock abilities only.

### PRIMAL RITUALS

Rank two primal rituals can grant fear resistance to a whole group, grant fire resistance to a whole group, shape metal objects, create wildfires and landslides, etc.

## RANK THREE

[MASTER]

### FIRE WALL (EXCLUSIVE)

1 MP, COOLDOWN

Creates a wall of fire that spans (or fills) a region (the caster's or an adjacent one). Additional connected regions can be added for one MP each. Fire walls damage anyone who attempts to cross them (PRE vs. FOR), with any damage doubled but only occurring at a rate of 1 HP per turn. Fire walls also require a minor action to sustain each turn (someone with this ability can also extinguish a region full of flames with a minor action, which does not have a cooldown).

### SHATTER (MAJOR)

1 MP, COOLDOWN

This ability is used by making an unarmed strike with advantage. Normal defenses apply, but each success reduces the die rank of the armor, shield, or weapon of the target (attacker's choice) by one rank. If there are no ranks left to reduce, apply damage to the target instead.

Against an inanimate object, use a difficulty determined by the GM (based on the size and toughness of the object). Even a single success breaks the target object (or punches a hole in a wall, etc.). Multiple successes will completely shatter an object, create a larger and larger hole in a wall, etc. If performed against solid ground or stone, it causes a shockwave to the whole region, where everyone must resist the attack with DEX or fall down.

ELECTIVE:

Rank one or two Warrior, Rogue, Alchemist, Mage, or Warlock abilities only.

### PRIMAL RITUALS

Rank three primal rituals can raise (or destroy) walls of stone, cause an earthquake, create a sandstorm, move large amounts of earth or stone, grant fear immunity to an individual, etc.

## RANK FOUR

[GRAND MASTER]

### VOLCANIC BLAST (EXCLUSIVE)

2 MP, COOLDOWN

You can create an explosive burst of fire, rock, and magma that engulfs the region you are in and all adjacent regions. Everyone other than you takes a PRE vs. FOR attack, which in addition to doing damage knocks the target down (one success) or traps them in solidified rock (2+ successes). Treat being trapped is a partial grab (or a full grab with 3+ successes) with a "strength" of the caster's PRE.

### STONE FORM (EXCLUSIVE)

3 MP, COOLDOWN

You can transform your body into obsidian for half your PRE in turns. Use your PRE+2 as a free passive defense against all attacks and for your unarmed attacks, and both are advantaged. You also regain 1 HP per turn, but your DEX drops to a D2 and your APs drop to one.

ELECTIVE:

Rank one or two Warrior, Rogue, Alchemist, Mage, or Warlock abilities only.

### PRIMAL RITUALS

Rank four primal rituals can summon fire and earth elementals, create a rain of fire, make a volcano erupt, create permanent structures out of stone, grant fire immunity to an individual, etc.