

# Monk

Sash: Grey

Armor: None

Shields: None

Weapons: All Melee, Heavy Thrown

Look The Part: Check Rulebook



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## Abilities

### **Enlightened Soul (T)**

T: Granted as Trait S: Protection R: Self

E: Player is unaffected by Verbal magic used at a Range greater than Touch.

L: Affects beneficial magic as well as harmful magic. Does not affect (ex) abilities.

### **Missile Block (T)**

T: Granted as Trait S: Protection R: Self

E: Player is allowed to block arrows and projectiles with their weapons and hands without penalty. Any arrow or projectile in motion touched by a weapon wielded or by the hand of the player is nullified.

N: Engulfing effects from blocked arrows and projectiles do not activate.

(T)- Trait, you always have these active.

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh