

# THE EDDAR PROFESSIONS

# MONKS

## KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Contemplative Mind	1,2,3,4,5	For each purchase of this Knowledge, the Monk may have 1 additional simultaneous latent Meditation on them at a time.	Constant	None
Favored Meditation	8	Allows the Monk to purchase a single Meditation one extra time. This Meditation can be invoked at will once per tag ring. This Meditation does not count toward the total number of latent Meditations that the monk may have on them at a time.	Constant	Any Rank 5 Meditation
Hand to Hand	4	This Knowledge allows a person to use their fists as weapons. Fists are represented by small white or flesh colored claws. Fist weapons can be up to 24" in total length. Fists can be broken with a Break Limb effect. Break weapon effects are useless against them. No damage is taken from weapons when they hit a fist. However, weapon cast spells cannot be blocked by fists. Fist weapons cannot be disarmed. The character may only use 1-3 Vigor cost Skills through fists.	Constant	None
Hand to Hand Proficiency	12, 14, 16	Each purchase of this Knowledge will allow the monk to swing for +1 damage with each Fist.	Constant	None
Literacy	2	This skill grants a character to the ability to read and write the common language.	Constant	None
Staff	3	This skill will allow the user the ability to wield a staff.	Constant	None
Teach	4	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession.	Constant	Any Rank 5 Meditation or Discipline
Utilize Component	3	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Wholeness	5	While the Monk is meditating, after they have meditated for at least 1 minute, their Aggravated Essence, Vigor, and Mana damage may be healed normally. Flowing Health, Seal these Wounds, Regenerate All and First Aid will not work to heal Essence in this way.	Constant	Any Rank 5 Discipline
Martial Essence	1	Monks may purchase up to 2 healable Essence per level at a rate of 1build per Essence. Starting at level 1.	Constant	None
Mana	1, 2	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
Vigor	1, 2	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

#### *VIGOR SKILLS*

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Block	3	3v	This ability allows a character wielding a weapon or shield to stop any one instance of numerical damage from a physical source that is not delivered from behind.	Instant	Tactical	Self	Any weapon or shield
Break Limb	4	3v	When striking any of the limbs of the Target, the character may use this Skill to cause a Break effect to the limb. If struck on an arm with this skill, that arm will now strike for half damage rounded down with a weapon as well as be unable to throw spells. If a target is struck in the leg with this skill, the target may only walk at a heel-to-toe rate	Instant	Offensive	Any	Stun
Critical Strike	3	3v	This skill will cause a physical attack by the character to inflict 2 times the normal continuous damage of the same type as a normal combat strike. The character should call "Crit X damage" where X is the amount of damage they will inflict. They should also specify the damage type if it is not normal damage	Instant	Offensive	Any	Weapon Proficiency
Dodge	5	4v	This ability allows a character to stop any one physical or magical effect that is not delivered from behind	Instant	Tactical	Self	Hand to Hand Proficiency and 1
Disarm	2	1v	This Skill will cause the Target to drop their weapon and be unable to pick it up for 5 seconds. This Skill is delivered by striking the Target in the arm holding the weapon. If the weapon is two-handed, the Target need only remove the hand of the arm struck for 5 seconds.	Instant	Offensive	Any	Hand to Hand Proficiency
Stun	3	3v	This skill causes a characters target to be unable to walk, attack, cast, or use any Defensive Skills. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect. This Skill must be delivered to the Tunic Area.	5 seconds	Tactical	Any	Any Weapon

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Throw	3	3v	By use of this Skill a Monk can force a target 5 feet in any direction of the Monk's choosing. This Skill must be delivered to the Tunic area. The Target must touch one knee to the ground at the end of that movement. May only be used with Hand to Hand	Instant	Tactical	Any	Hand to Hand and Block
Willpower	5	3v	This defense allows a character to stop any one mind effect. The use of willpower does not need to be called unless the mind effect specifies otherwise.	Instant	Tactical	Self	Block

### MEDITATIONS

*Monks may have up to 5 latent meditations on them at a time. One minute of meditation per Circle will grant the Monk access to all meditations from that Circle  
To meditate one must stand or sit quietly, while taking no other action, in thought or contemplation, reflecting, over something.*

Rank	Meditation Name	Build Cost	Casting Cost	Meditation Description	Duration	Effect	Target	Prerequisites
Verbal	<i>1st Rank Meditations take 1 minute to perform</i>							
1	Meditation of Waking Eye	2	1m, 1v	This Meditation allows the Monk to "see" while unconscious, waylaid or while under the effects of magically induced sleep. This does not affect normal non-magical sleeping.	6 Hours	Reactive	Self	Literacy
1	Meditation of Cloak of Contemplation	2	1m, 1v	Surrounds the Monk in a protective Sanctuary effect while meditating. The Sanctuary will go into effect once the initial casting time of the Meditation has been reached. The Monk cannot move; however, they may perform other meditations. They must keep an arm out to the side at a right angle, palm facing out, while this Sanctuary is in effect.	1 Hour	Instant	Self	literacy
1	Meditation of Quick Healing	2	1m, 1v	This Meditation allows the Monk to heal an additional 2 Essence when they are affected by any healing effects. This meditation does not itself count as a healing effect.	6 Hours	Invoked/1 hour	Self	Literacy
1	Meditation of Monk's Staff	2	1m, 1v	This Meditation allows the Monk to use the technique and motions of their Hand to Hand training, and apply their Hand to Hand Proficiencies with their Staff Weapon.	6 Hours	Invoked/1 hour	Self	Literacy

Rank	Meditation Name	Build Cost	Casting Cost	Meditation Description	Duration	Effect	Target	Prerequisites
<i>2<sup>nd</sup> Rank Meditations take 2 minute to perform</i>								
2	Meditation of Immunity	3	1m, 2v	This Meditation, when invoked, allows the Monk to resist a Poison effect for 2 Vigor per use.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 1 Monk Meditations
2	Meditation of Arrow Catching	3	1m, 2v	Allows the monk to resist any missile attacks against the Monk, including thrown weapons and darts, at the cost of 2 vigor per missile.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 1 Monk Meditations
2	Meditation of the Wakened Mind	3	1m, 2v	The Monk may negate a sleep or stun effect at the cost of 2 Vigor for the duration of the Meditation. This will not work on Waylay.	6 Hours	Invoke/1 hour	Self	Equal number of Rank 1 Monk Meditations
2	Meditation of the Iron Palm	3	1m, 2v	Allows the Monk to treat his hands as weapons. This allows them to be enhanced by any Spell that targets weapons. The Skill Break Limb or Sever Limb will not affect the Monks Fists phys reps. However, a break or sever effect that strikes the Monk's arm will take effect. Furthermore, any weapon effecting skills that strike the Monk's fist physical representation while the Monk is using this meditation will take effect	6 Hours	Invoked/1 hour	Self	Equal number of Rank 1 Monk Meditations
<i>3<sup>rd</sup> Rank Meditations take 3 minutes to perform</i>								
3	Meditation of the Battle Hardened	4	1m, 3v	Grants +10 healable essence. This counts as a Latent Meditation	6 Hours	Instant	Self	Equal number of Rank 2 Monk Meditations
3	Meditation of Spell turning	4	1m, 3v	Allows the monk to negate any spell that they can catch. Spell packet must be caught for this meditation to work. Spell packets may be batted with fist phys reps, however at an additional cost of 3 vigor per Spell packet. This Meditation will also allow Monks to Block Weapon-cast Spells.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 2 Monk Meditations
3	Meditation of Spatial Awareness	4	1m, 3v	This Meditation allows the Monk to take minimal effects from a Surprise action at the cost of 3 vigor per action. The Monk still takes 1 Damage.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 2 Monk Meditations
3	Meditation of Focus Push	4	1m, 3v	When Invoked, this Meditation will allow the Monk to Focus Push, an ability that forces a target back and to stay a minimum of 10 feet from the Monk for as long as the Monk holds his fully extended arm, palm out, at the Target for up to 5 minutes. Once invoked, the first use of this ability is free. Thereafter, each use of Focus Push costs 1 vigor per 5 minutes	6 Hours	Invoked/1 hour	Self	Equal number of Rank 2 Monk Meditations

Rank	Meditation Name	Build Cost	Casting Cost	Meditation Description	Duration	Effect	Target	Prerequisites
<i>4<sup>th</sup> Rank Meditations take 4 minutes to perform</i>								
4	Meditation of Purging	5	2m, 4v	This Meditation will remove a single Poison or Disease effect from the Monk. The Effects of the Poison or Disease will be suspended while this Meditation is being performed.	Instant	Instant	Self	Equal number of Rank 3 Monk Meditations
4	Meditation of Hardened Skin	5	2m, 4v	Grants the monk 10 Natural Armor, and the Knowledge of Leather Soak without the need to wear the appropriate amount of armor. This armor may not be repaired through traditional means, however for every 30 seconds of meditation and 1 Vigor spent, the monk may repair 5 of this armor. The monk will always take a minimum of one damage.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 3 Monk Meditations
4	Meditation of Transferring Wounds	5	2m, 4v	This Meditation allows the Monk to convert a persons Aggravated Essence damage to Regular damage. The Monk takes an equal amount of Aggravated Essence damage as the amount that they heal.	1 Hour	Instant	Self	Equal number of Rank 3 Monk Meditations
4	Meditation of Wayward Souls	5	2m, 4v	This Meditation allows the Monk to sense when spirits are present and to use their Spirit to see and Speak with other Spirits. While they are performing this Meditation, the Monks body is completely defenseless, and a marker must be left for their bodies location. The Monks Spirit may not travel more than 10 feet from their body. The Monk may choose to end this Meditation whenever they wish. This Meditation will not force a Spirit to appear or speak. If the Monk falls unconscious or into a death count during this time their spirit is forced back to their body. If the Monk's spirit is killed or prevented from returning to their body the Monk must immediately seek plot.	1 Hour	Instant	Self	Equal number of Rank 3 Monk Meditations
<i>5<sup>th</sup> Rank Meditations take 5 minutes to perform</i>								
5	Meditation of Master Reach	6	2m, 5v	Allows the Monk to fight with a set of Long Claws. The Monk treats the claws as if they were their fists, and may use all hand to hand proficiencies and Monk abilities through them. This counts as a Latent Meditation.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 4 Monk Meditations
5	Meditation of (Damage) Resistance	6	2m, 5v	Allows the monk to call Minimal to a single Damage type. (Normal, Infernal, Elemental, Mithril, Silver, Magic, or Essence) This damage type must be chosen when the meditation is invoked. It will cost the monk 1 vigor every time a minimal call is used. The monk may choose when to call the minimal effect.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 4 Monk Meditations

Rank	Meditation Name	Build Cost	Casting Cost	Meditation Description	Duration	Effect	Target	Prerequisites
5	Meditation of the Clairvoyant	6	2m, 5v	This meditation Grants the Monk a temporary use of the skill Evade. The Monk must pay for each use of Evade through their own Vigor pool. The first use of Evade is free.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 4 Monk Meditations
5	Meditation of the Grand Guardian	6	2m, 5v	This meditation Grants the Monk a temporary use of the skill Intercede at no additional cost.	6 Hours	Invoked/1 hour	Self	Equal number of Rank 4 Monk Meditations

### LESSER DISCIPLINES

Rank	Discipline Name	Build Cost	Casting Cost	Discipline Description	Duration	Effect	Target	Prerequisites
1	Monks Apostle	2	Varies	This Discipline allows a monk to bestow a meditation on another Target. The Monk must lead the participant through the Meditation. The Monk must expend the cost for both participants. A person can only be under the effects of 1 meditation through the use of Monks Apostle.	Instant	Instant	Any	Any 1 Meditation
2	Balance	3	2v	This Discipline allows the Monk to Negate the effects of a Pin, Bind, or Movement effect. This does not work on Imprisonment.	Instant	Instant	Any	Monks Apostle
3	Nerve Strike	4	3v	When the Monk strikes a Target's limb with this Discipline, the limb becomes paralyzed and unable to be used for 15 seconds. Anything carried in the hand of a paralyzed limb must be dropped. If a leg is effected the target falls, unable to walk for the duration of the Discipline.	Instant	15 Seconds	Any	Balance
4	Compassion	5	4v	By maintaining contact with the Target, this Discipline may be used to halt the Targets Death count.	Instant	Instant	Any	Nerve Strike
5	Enlighten	6	5v	The Monk may strike a Target and remove all Mind effects from them.	Instant	Instant	Any	Compassion

## GREATER DISCIPLINES

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
1	Recover	3	None	Allows the Monk to heal themselves for 10 vigor. The Monk may not heal themselves beyond their Vigor pool in this way. This Ability takes 10 seconds to perform and may be used once per tag cycle	Instant	Instant	Self	Balance
2	Twelve Fists	4	None	For the next 12 strikes, the Monk may swing +3 Essence damage. This Ability may be used once per tag cycle.	Instant	Instant	Self	Recover
3	Triple Wield	5	None	This Discipline allows the Monk to swing double damage with one Fist for 5 minutes. This may only be used on Hand to Hand or Claws. This Ability may be used once per tag cycle.	Instant	Instant	Self	Twelve Fists
4	Mend	6	None	This Discipline will enable the Monk to heal them self for his total Essence. The Monk must meditate uninterrupted for 1 minute to perform this discipline and it may be used once per tag cycle.	Instant	Instant	Self	Triple Wield
5	Spirit of the Ages	7	None	Summons an Avatar of Cho-Ren. The Avatar has no will and can only be directed by the commands of another Monk, Healer, or Crusader. All Avatars are immune to mind effects. After this ability ends, the Monk is in an exhausted state. They cannot swing above 1 damage, Meditate, or activate Spirit of the Ages for 30 min. All Avatars must wear illumination around their neck	1 Hour	Instant	Self	Enlighten

### The Uncorrupted One

Essence: 100

Vigor: 0

Mana: 0

Defense: Minimal from All

Swings for 3 damage with (large) Fists

Abilities:

+1 Strength

Steadfast Armor- Any attack or Ability that strikes the Uncorrupted One only does 1 damage regardless of strength or effect. This includes all beneficial effects. The Uncorrupted One receives no detriments or benefits from any abilities, it simply takes 1 damage. Any channeled effects against the Uncorrupted One break after the first casting.

Tithing Blade- Anyone may donate Essence to the Uncorrupted One at a rate of 1 Essence per second. The donated Essence counts as aggravated damage, and only 5 Essence may be donated per person.

Balance 1e

Intercede 1e

“I submit myself to the Guardian of the Stars to...”

Create Shield Wall 3

### The Selfless One

Essence: 40

B. Essence 40

B. Vigor: 45

B. Mana: 45

Swings: Base w/ (small) fists or staff

Hymn of Essence 1 B.E.- By maintaining contact with a Target and humming every 30 seconds, the Selfless One may heal them 1 Essence. In addition, by maintaining contact for 1 minute and spending 3 B.E. they can heal aggravated Essence.

Hymn of Mana 1 B.M.- By maintaining contact with a Target and humming every 30 seconds, the Selfless One may heal them 1 Mana. In addition, by maintaining contact for 1 minute and spending 3 B.M. they can heal aggravated Mana.

Hymn of Vigor 1 B.V.- By maintaining contact with a Target and humming every 30 seconds, the Selfless One may heal them 1 Vigor. In addition, by maintaining contact for 1 minute and spending 3 B.V. they can heal aggravated Vigor.

Hymn of Wisdom 1 B.M.- After striking their Target with a spell packet, for 1 minute, for as long as the Selfless One points at, continues humming, and maintains line of sight with the Target, the target will cast spells at +5 Numerical Effect. No Target may be under more than one effect of this Hymn at a time or under the effect of more than 5 Hymns of Wisdom or Hymns of Discipline in an hour.

Hymn of Discipline 1 B.V.- After striking their Target with a spell packet, for 1 minute, for as long as the Selfless One points at, continues humming, and maintains line of sight with the Target, the target will swing +1 Damage and gain +1 Soak. No Target may be under more than one effect of this Hymn at a time or the effect of more than 5 Hymns of Wisdom or Hymns of Discipline in an hour.

### THE CARING ONE

Essence: 25

Mana: 75

Vigor: 0

May not carry a weapon or Shield

“I submit myself to the Guardian of the Stars to...”

Repel You 1m,  
Bestow Grace of Alizia 1m,  
Lesser Heal 1m,  
Calm Your Heart 2 m,  
Cure Disease 2m,  
Bestow Breath of Alizia 3m,  
Bestow Blessed Endurance 3m,  
Regenerate Limb 3m,  
Cleanse Mind 4m,  
Grant Alizia's Touch 4m,  
Bestow Vitalia's Bond 5m,

Abilities:

Chi Shield 1m- This ability will stop any one numeric attack

Channel Compassion- This ability will heal 5 essence per second at a cost of 1m per heal to any living target, that the Caring One maintains contact with.

Compassion's Sacrifice- If the Target is in the Critical stage of their death count, the Caring One may use this skill to bring them back to life at 5 essence and this count towards the targets Life effects per weekend.

