

# Shintar Monk Combat Studies

Taps into the abilities of the Shintar Monk.

Modification Point cost: 2

# Prerequisites

1. Seeker Abilities: “[Basic Defense / Offense](#)”
2. Seeker Abilities: “[Combat Prowess](#)”

# Pin (Ability)

This ability will give the Shintar Monk a + 1 added to his or her % roll to subdue an opponent physically.

Modification Point cost: 2

**Ability-points to invoke:** Passive ability that is always in effect.

**Area of Effect:** Opponent you are sparring with, or foe that is fighting with you.

**Avoidance-roll:** Pit your Dexterity vs. your opponent's Coordination.

**Damage:** None. If an opponent is pinned and attempts to force a way out of the pin, and succeeds, the GM will assign damages appropriately if applicable.

**Duration:** When you decide to let a pinned opponent free, this will be up to you (and of course, the situations that arise during game-play).

**Effect time:** It will take 1 turn (5 seconds) to preform a Pin on an opponent.

**Explanation:** This ability will give the Shintar Monk a 1% chance, + 1% per level advanced to subdue an opponent physically.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Only a foe that has a skeletal structure can be pinned.

**Invoke time:** Not applicable.

**Maximum adjustment:** +6%

**Notes:** None.

**Range:** Touch.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value: Scroll:** 6,000 white-gold

# Ukemi (Ability)

This ability will enable the Shintar Monk to take a fall, taking less damage.

Modification Point cost: 2

**Ability-points to invoke:** Passive ability that is always in effect.

**Area of Effect:** Self only.

**Avoidance-roll:** Shintar Monk must win an initiative-roll against the GM in order for this ability to work. The GM will roll his or her % dice with no adjustments.

**Damage:** None.

**Duration:** Passive ability that is always in effect.

**Effect time:** Instant.

**Explanation:** This ability will enable the Shintar Monk to take a fall, taking less damage. For every 10 levels advanced the Shintar Monk will take -1 damage on falls (i.e., -1 damage from level 0 to level 10, -2 from 11th to 20th, -3 from 21st to 30th, etc.)

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

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

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Self only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 3,000 white-gold