




# MONK

Name: \_\_\_\_\_ Snorden the Guzzler  
Race: \_\_\_\_\_ Dwarf  
Title: \_\_\_\_\_ Novitiate of the Gharad Uldar  
Role: \_\_\_\_\_ Support / Healing  
Play style: \_\_\_\_\_ Telekinetic support build  
with Brewmaster and  
Suppression Specialization

NAME: Snorden the Guzzler				TITLE: Novitiate (of the Gharad Uldar)				LEVEL: 4	
RACE: Dwarf				CLASS: Monk				GENDER: Male	
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 105		
MELEE-Staff		+3	5%	3% 98+	Damage	0	HEIGHT: 4'6"		
RANGED-All		-1	5%	3% 98+	Damage	0	WEIGHT: 200lbs.		
FAITH-Psionic		+14	5%	7% 94+	Diff Roll	+1	SIZE MODIFIER		
							Medium	0	
							STATS	+/-	
							MOVEMENT	3	
							STRENGTH	12	
							AGILITY	8	
							STAMINA	14	
							INTELLECT	10	
							WISDOM	16	
							AVOIDANCE	9	
							PERCEPTION	9	
							RESOLVE	12	
							INITIATIVE	8	
							CHARM	9	
STEALTH SPEC		Suppression							
PRIMARY LOAD OUT	MAIN HAND	Psychic Quarter Staff (1d4+1d6 dam, Stun 16%; Ward-off; 2H; +5 hit already added)							
	OFF HAND								
SECOND LOAD OUT	MAIN HAND								
	OFF HAND								
BELT SLOTS		Tankard (see Trinket)		#					
Cord Belt		#		#					
1 slots		#		#					
MONEY POUCH (GP.SP)		5.5							
ARMOR & ITEMS (by slot)	LEGS	Leather Trousers				2	DEFENSE		
	TORSO	Quilted Shirt				2	AC 25		
	SHOULDERS	Quilted Mantle of Improved Belief (once/day gain +2 Faith as an instant)				2	ARMOR 16		
	FEET	Quilted Boots				2	DODGE 9		
	HANDS	Quilted Gloves				2	NOISY 0		
	ARMS	Ascendant Quilted Bracers (+2 Psionic Crit, already added)				2	STIFF 0		
	HEAD	Quilted Cap				2	DOUBLE 0		
	BACK	Quilted Cape				2	TRIPLE 0		
	NECK						RESISTANCES +/-		
	TRINKET	Bottomless Tankard of Greater Soul Resurgence (auto refills from stores in backpack when empty, if failing a Diff roll next power has +2 to Diff roll)					ARCANE 30		
OTHER						ELEMENTAL 43			
BACK PACK		Minikeg of "Snorden's Brew"		Sleeping Roll	x	NATURAL 30			
Travellers		Fortifying Dwarven Ale: drink strength 3, restores 1d10+5 HP per portion		Teachings of the Gharad Uldar (s)		HOLY 24			
20 Slot Pack						DEMONIC 28			
MAX CAPACITY		20 portions: 20/		#		MENTAL 26			
12 slots				#		INIT. SCORE 8+1d12			
HP (MAX:59)									
FAITH (MAX:20)									
MAX TIER: 2									
If passing Diff Roll gain up to 3 Faith									
If failing Diff Roll lose Faith equal to Diff+1									
STEALTH (BASE: 7)									
Available Stealth (No-Light) = Base x2									
Available Stealth (Dim-Light) = Base x1									
Available Stealth (Bright-Light) = Base x0.5									
EXPERIENCE: 160									
REPUTATION	COMMON: 16 GHARAD ULДАР: 12								

  
v1.3

PASSIVE SKILLS:		DETAILS:
Armor Proficiencies		Cloth
Weapon Proficiencies		Knives, Bludgeons, Staves
Languages		Common & Dwarven
Tunnel Sight		retain a limited capacity to see in shades of grey while in natural subterranean darkness, at a range equal to 1/2 Perception
Stocky		never suffer the movement penalties for wearing triple layer armor (See Armor Glossary) and ignore ALL Difficult Terrain movement penalties
Pacifist		If in the previous round the monk caused no direct damage: gain +10% crit w/ faith powers and have -1 required stealth (per 5 lvls); also -1 difficulty & no Stealth loss for any Faith power that heals or directly benefits a party member
Lay on Hands		once/day, bring targets health up by 50% of max, must touch, can be done in combat by using any healing power in base contact with target, effectively replacing that powers normal effects
SECONDARY SKILLS:		RANK: DETAILS:
Stone Masonry	1	Can repair small & medium items of their craft
Brewmaster	1	May brew normal alcoholic beverages on a small scale (single man operation). Could be mobile if own a cart with 60+ slots designated for brewing equipment. May choose one type of alcoholic beverage and become a master in its creation
	2	and brew "special" beverages of that type (with the right recipe).
Suppression Spec	1	All stealth reduction costs for Suppression skills are reduced by 1
	2	Successfully using any Suppression skill grants you +1 Initiative Score for the remainder of the battle; bonus cannot exceed +6
"Suppress & Run"	3	If you do not move your full movement distance during the movement phase of your turn, you may use any remaining movement to move again at the end of your turn, provided you used a Suppression instant or action; this does not count as Disengaging from Combat (i.e. could move 2" then use an Suppression instant and/or action, and then move 2")
EXTRA:		
Fame Brewmaster	Snorden is well known and loved by the common people for his hand crafted Dwarven Ale, lovingly named "Snorden's Brew". Not only is it of exceptional quality and taste, it is also known to have fortifying and restorative properties. His brewery is located at the Monastery of the Gharad Uldar who are more than happy to have him bring a tidy profit into the monasteries coffers. Wherever Snorden travels he brings a mini-keg with him so that he can offer his brew to those in need of health and good cheer.	
Tankard Trick	Due to his adherence to the teachings of the Gharad Uldar, Snorden is able to use Telekinesis. While this certainly has applications when conflict arises, Snorden is most fond of using his powers to telekinetically control his fabled "Bottomless Tankard" to pour ale into his own mouth. Not only is this a great party trick, he can also use it to administer the healing properties of "Snorden's Brew" to himself or his allies. (see Telekinetic Grip in Faith Powers list)	
The Guzzler	Snorden is known as "the Guzzler" because he is rather fond of his own brew, which he can guzzle at alarming speeds due to his famous Tankard Trick. The copious amounts of ale he consumes is of course simply to ensure the highest levels of "quality control".	

## Snorden the Guzzler

### STEALTH (Primary) SKILLS

\*All Suppression Skills Cost 1 less stealth, from Suppression Specialist Rank 1 (already calculated below)

Known	Skill Name	Current Rank	Max Rank	Discipline	Required Stealth	Stealth Cost*	Use	Description
✓	Swift Kick	3	3	Suppression	3 / 4 / 5	1	OT instant	kicks the target for 1 damage during their own turn (counts as an unarmed melee attack/kick) AFTER they have annouced intent to use a special skill, ability or spell • if hitting there is a 25%/Rank chance to interrupt the targets special ability • counts as instant on next turn
✓	Confuse	2	3	Suppression	4 / 5 / 6	0	action	confuses a single target within a range of 6" • if target fails an Initiative Test reduce thier Initiative Score by 6 per Rank • this cannot reduce Initiative Score below zero • target cannot take a turn if its Intiative Score is zero • target regains 1 Initiative Score at the start of every turn until returning to their orginal score • can only be used once per target per battle
✓	Soothe	1	1	Suppression	5	0	action	soothes a single target with in a range of 4" • if passing a stealth check automatically removes any taunt or taunt-like effect, effects that would make a target attack it's allies (l.e. mind control) or any type of enrage effect (l.e. frenzy) • if failing that target will automatically detect you and focus all its attention on you
✓	Incapacitate	3	5	Suppression	6 / 7 / 8 / 9 / 10	2	action	melee attack or thrown ranged attack that does minimum damage and incapacitates the target for 1 round per Rank (revives if damaged) • lasts for 5 minutes per rank outside of combat
✓	Evade	2	3	Survival	3 / 4 / 5	0	OT instant	activate when opponent attacks, double dodge contribution to overall AC for all attacks, x3 @ Rank 2, x4 @ Rank 3 • counts as an instant in your next turn • alternately can be used as an instant in your own turn to prevent one per Rank attacks caused from Disengaging From Combat
✓	Escape Artist	2	3	Survival	5 / 7 / 9	0	instant	instant, 25%/skill level chance to break all forms of CC • can use while CC'd
✓	Espionage	1	3	Subterfuge	2 / 4 / 6	0	instant	if passing a Wisdom OR Intellect test, discover information about enemy • Rank 1: current and max HP • Rank 2: resistances and AC • Rank 3: identifies any and all weaknesses

### General Stealth Costs Summary

Melee Skill or Attack that Causes Damage		Hit	Miss	Crit
Action		3	2	4
Instant		2	1	3
LoS Ranged Skill or Attack that Causes Damage		Hit	Miss	Crit
Action		2	1	3
Instant		1	0	2
All Other Skills or Attacks		Hit	Miss	Crit
Action		1	0	2
Instant		0	0	1
Regular Movement (non-sneaking) 1 per tabletop inch of movement				

### Giving Away Your Position

Position Relative to Target	Melee Instant or Action that Causes Damage	LoS Ranged Instant or Action that Causes Damage	All other instants or actions
Frontal Arc	Automatically gives position away to opponent	Give position away to opponent if failing a Stealth Check	Give position away to opponent if failing a Stealth Check
Side Arc	Give position away to opponent if failing a Stealth Check	Give position away to opponent if failing a Stealth Check	Does not give position away
Rear Arc	Give position away to opponent if failing a Stealth Check	Does not give position away	Does not give position away
Self-Target	n/a	n/a	Does not give position away

## Snorden the Guzzler

### FAITH POWERS

\*-1 difficulty & no Stealth loss for any Faith power that heals or directly benefits a party member (Pacifist Class Passive)

Known	Spell Name	Tier	Domain	Discipline	Difficulty*	Use	Range	Description
✓	Belief	0	Soul	Mantra	none	whole turn	self	awards 1 faith & +2 faith hit for every round spent using Mantra, +hit lost after battle • Vulnerable until start of next turn
✓	Empowerment	0	Soul	Mantra	none	whole turn	self	awards 2+1/5lvl's Faith, reduces faith gain to 0 for next round • Vulnerable until start of next turn
✓	Determination	0	Soul	Mantra	none	instant	self	consumes Faith • 10% chance per Faith consumed, that next 'strike', 'shot', or unarmed attack will do max damage • also increases fury gain by 10% per Faith consumed
✓	Observance	0	Soul	Mantra	none	instant	15	detects all Faith based buffs, enhancements, and effects within 15" • also allows for a limited ability to interpret and understand unknown languages based on observance of body language and facial ques • costs 1 Faith then must pass a Faith test
✓	Will	0	Soul	Mantra	none	action	self	once per day, may use next power without having enough Faith, must still roll Difficulty, does not result in any Faith gain but will still lose Faith if failing
✓	Kinetic Shield	1	Soul	Telekinesis	1/1inch radius	instant	15	creates a near invisible kinetic shield/barrier (max 1" radius/level) around a FIXED point with 10 Armor & 1d10 +2/1" radius HP, reducing the HP to 0 breaks the shield • on crit double the HP of the shield • No physical objects can pass through while it is active (i.e. has HP >0) however non-LOS powers ignore the shield • When models attempt to move through the shield it inflicts physical damage equal to b/w 1 and the Stamina of the model to both the model and the shield • roll to hit vs Armor for both model and shield • When attacking the shield, if there is insufficient shield HP to block out all of the damage inflicted in a given attack against it, the remaining damage can proceed through to targets inside the shield • If there is remaining damage after the shield breaks it uses the same hit roll as that which broke the shield (i.e. shooting an arrow through the shield uses the same hit roll for the shield and the intended target) • Caster may choose to end the shield at any time, with no cost, even out of turn • If shield is hit with a silencing effect it is automatically destroyed • If at any point two Kinetic shields overlap (including one inside another), the shield that was in play first absorbs the HP of the other shield
✓	Telekinetic Snare	2	Soul	Telekinesis	4 + size modifier, per target	instant or OT instant	15	telekinetically snares X number of targets of equal or lesser size than the caster, disabling or pinning thier main source of movement (i.e. legs if on land, wings if flying, tail if swimming, etc...) for 1 round (2 on crit), effectively reducing movement to 0 • this does not count as an immobilize effect • can be used during the enemy turn to prevent targets from disengaging from combat but counts as an instant in your own next turn • roll versus Psionic resist • difficulty is base 4 plus the size modifier (target minus caster) down to a minimum of 1
✓	Telekinetic Force	2	Soul	Telekinesis	5 + size modifier, per target	instant or action	10	Use telekinesis to move X number of active targets (can be self targeted) • place narrow end of template anywhere within 10" and position in any desired direction, move all targets from narrow to wide end within the template • if moved slowly or with no intent for damage (no-damage, no crit) counts as an instant • if moved quickly or with intent of damage (i.e. fall or collision damage) counts as an action and causes damage based on psionic hit, crit & dam modifiers, & psionic resistance • if target is holding onto something immovable must also pass a Faith vs Strength stat roll off • resisting or failing the roll-off results in no movement and therefore no damage • targets lifted into the air will immediately drop if Telekinetic Force is not maintained each round (by recasting) resulting in natural fall damage • difficulty is base 5 plus the size modifier (target minus caster) down to a minimum of 1
✓	Telekinetic Grip	2	Soul	Telekinesis	1-4 per object	instant or action	15	Gain the ability to move or manipulate X number of objects (items, mechanisms, projectiles, etc...) anywhere within range at a difficulty based on the size of each object (S=1, M=2, L=3, XL=4) • if moved slowly (no-damage, no crit) counts as an instant and can be used to exert fine motor skills (i.e. open the latch on a door, empty a vial, write with feather pen, etc...) • if moved quickly (causing damage based on psionic hit, crit & dam modifiers) counts as an action and inflicts weapon damage where applicable (use weapon damage of stones of equivalent size if not a weapon) • if object is being worn or carried caster must pass a Faith vs Strength stat roll-off and treat similar to Disarm • if used on ammo inflict base damage+1d8 • objects lifted into the air will immediately drop if Telekinetic Grip is not maintained each round (by recasting)
✓	Healing Hands	2	Soul	Psimaturgy	1/lvl	action	2	1d4 HP x level of caster
✓	Expel Disease	2	Soul	Psimaturgy	4/cure	instant or action	15	expels 1 per 4 Difficulty disease/poison against resist of level*4 of disease caster or 40 +10/poison type, can infect another target within 6" • can use as instant at 6/cure