

Nobiran Fighting Monk

Prime Requisite: STR, WIS

Requirements: 11+ for all

Hit Dice: d6

Maximum level: 14

lvl	XP	Title
1	0	Candidate
2	1500	Novice
3	3000	Initiate
4	6000	Student of Sand
5	12000	Student of Embers
6	24000	Student of Wood
7	48000	Student of Stones
8	96000	Student of Waters
9	275000	Student of Metals
10	455000	Student of Winds
11	635000	Student of Fire
12	815000	Master
13	995000	Grand Master

Nobiran Fighting Monks are soft spoken, peaceful people, always considerate and just. No monk is allowed to use a weapon or armor; he is to be the hands and feet of his deity, no more, no less. However, those hands and feet are not those of a pacifist! Hands & Feet fighting style grants +1 damage; thus, hands do 1+1d4 damage, and feet do 1+1d6 damage at a -2 attack throw. A monk's attack throw increases at +2 per 4 levels. Attacks cleave at +1 per 2 levels. Their skills in **unarmed fighting** allows them to strike with lethal damage.

As the favored of the Empyrean powers, all Nobirus characters receive a **Divine Blessing**, a +2 bonus to all saving throws. The **Blood of Kings** and heroes flows in every Nobirus; the character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1. Because of the Nobir's **Heroic Spirit**, the maximum class level for any Nobirus class is increased by 1 (to 13). All Nobirus characters have an ageless **Longevity** and enjoy a lifespan three times longer than that of normal men. Like elves, they are immune to ghoul paralysis.

Nobiran Fighting Monks spend their lives from birth training and shaping their minds and bodies. Through superior reflexes and strengthened bones and muscles, their bodies can handle much more strain than normal men (**Flesh Runes, Blade Dancing**), providing +3 AC and a -1 damage reduction on *all* dice. At level 7, this increases to +5 AC and -2 damage; at level 13, this increases again to +9 AC and -3 damage. As part of their training, each monk learns a Way: the Way of Rock, the Way of Water, or the Way of Darkness. Practicing these Ways is a **Performance**, a Martial Dance. After an hour of practicing this dance, the monk regains any one spell slot (Perform Spirit Ritual); this can be done multiple times, however, each spell slot can only be returned once. A first level monk can **Turn Undead** as a cleric of his level.

A monk's training never ends; thus, as a monk gains experience, he also gains powers. At **level 2**, monks become immune to all forms of poison, including magical poisons, through **Wholeness of Body**. At **level 3**, monks gain an **Aura of Protection (1)**: +1 AC and +1 saving throws vs evil. At **level 4**, monks can go into **Meditative Focus** once per day per level of experience. While in focus, the character gains a +1 bonus to all attack throws, proficiency throws, saving throws, and initiative rolls. A meditative focus lasts for 1 turn (10 minutes). At **level 5**, the **Divine Health** of the monk makes them immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes. At **level 9**, the monks gain **Speed of Thought**:, adding +1 surprise and +1 initiative, though the bonus does not apply to spells. At **level 10**, the righteous passion of the monks inspire **Holy Fervor**, adding +1 moral to any follower of the same religion. At **level 11**, the monks' experience gives them **Battlefield Prowess**, adding +1 to morale to all those lead on the battlefield. Finally, at **level 12**, the monk's deity grants them previously **Forbidden Spells**; the monk can choose any 4 spells, including arcane spells, to add to his spell list.

Nobiran Fighting Monks save as a cleric. After level 9, the monk gains a flat +1 HP per level. Also at level 9, the monk can build a Temple of the Way, a fortified church at half cost. Any followers are free, and gain an automatic +4 morale. Upon its completion, the temple attracts 1d6 1st-3rd level Nobiran Monks and 5d6x10 0th level Nobiran Monks.

Nobiran Monk Proficiency List

Alertness, Ambushing, Battle magic, Berserkergan, Blind fighting, Combat reflexes, Combat trickery, Contemplation, Contortionism, Familiar, Fighting style, Goblin-slaying, Mystic aura, Performance, Quiet Magic, Running, Sensing power, Survival, Swashbuckling, Unflappable casting, Vermin-slaying, Wakefulness, Weapon finesse, Weapon focus, x, x, x

Nobiran Monk Spell List

First level	Second level	Third level	Fourth level	Fifth level
Burning Fist	Augury	Continual Light*	Create Water	Atonement
Cure Light Wounds	Bless*	Cure Disease	Cure Serious Wounds	Command Person
Detect Evil*	Divine Grace	Detect curse	Death Ward	Create Food
Pass Without Trace	Hold Person	Feign Death	Dispel Magic	Cure Critical Wounds
Protection from Evil	Holy Chant	Glyph of Warding	Neutralize Poison	Dispel Evil
Remove Fear*	Produce Fire	Invul. to Evil	Prot. from Evil, Sust.	Prot. from Normal Wpns.
Salving Rest	Shimmer	Prayer	Smite Undead	Quest*
Sanctuary	Sleep	Prot. from Normal Miss.	Spirit of Healing	Restore Life and Limb
Spider Sense	Spiritual Weapon	Striking	Telepathy	Strength of Mind
Trance	Swift Sword	Winged Flight	Vigor	True Seeing

Burning Fist (based on the arcane spell “Sharpness”)

Divine 1; Duration: 3 turns; Range: self

When cast, both of the caster's hands appear to be ringed with flames. Attacks with bare hands gain +1 magical damage. Plain gloves do not interfere with the effects or damage, though gloves with effects, magical or otherwise, do. The effect lasts half an hour.

Spider Sense

Divine 1; Duration 6 turns; Range: 30'

Once cast, the caster can sense the presence of any danger or dangerous thing within 30' for an hour.

detect danger (8), 1 small area, object, or creature in range (x0.7), range 30' (x0.8), duration 6 turns (x2), no saving throw (x1), divine (x1), total cost 9 (lvl 1)

Nobiran Monk: Calculations

Hit dice 1: (d6) 1 point, 500 XP

Fighting value 1: 1 point, 500 XP

+2 per 4 levels; narrow weapon focus (bow/crossbow, swords/dagger)

unrestricted armor; 2 fighting styles

no damage bonus; cleaves 1 per 2 levels

Trade off: Unrestricted armor down to forbidden armor: +4 custom powers

Trade off: One fighting style: +1 custom powers

Trade off: Narrow to No weapons: +2 custom powers

Thief 1: 1 point, 200 XP

Trade off: +3 custom powers

Divine 1: 1 points, 250 XP

½ Cleric; 5 spells per level

Value codes: no weapons or armor

Custom Race: +1 points, max level 13

Nobiran 1: 250XP

½ cleric (stacks with Divine)

Divine Blessing: As the favored of the Empyrean powers, all Nobirus characters receive a +2 bonus to all saving throws.

Blood of Kings: The blood of ancient kings and heroes flows in every Nobirus. The character may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1.

Heroic Spirit: Because of the Nobir's courageous spirit, the maximum class level for any Nobirus class is increased by 1.

Longevity: All Nobirus characters are ageless and enjoy a lifespan three times longer than that of normal men. Like elves, they are immune to ghoulish paralysis.

Custom starting powers: (10)

Trade off: -4 initial; powers at 2, 3, 4, 5, 9, 10, 11, 12

Flesh runes (3): +2 AC, -1 dmg; +3AC, -2 dmg at 7; +6 AC, -3 dmg at 13

Blade-Dancing (1): +1 AC / +2 at 7 / +3 at 13

Performance (Martial Dance) (½): one of: Way of Rock, Way of Water, Way of Darkness

Unarmed fighting (½): Same as power, but must hold nothing (except clothing)

Perform Spirit Ritual (1): after 1 hour of meditation, can regain any 1 spell slot; can do this numerous times, but can only get a spells slot back once.

At 2: Wholeness of Body (1): immune to all forms of poison, including magical poisons.

At 3: Aura of Protection (1): +1 AC and +1 saving throws vs evil

At 4: Meditative Focus: The character can go into focus once per day per level of experience. While in focus, the character gains a +1 bonus to all attack throws, proficiency throws, saving throws, and initiative rolls. A meditative focus lasts for 1 turn (10 minutes).

At 5: Divine Health (1): immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes.

At 9: Speed of Thought (1): +1 surprise, +1 initiative, doesn't apply to spells

At 10: Holy Fervor (1) +1 moral to any follower of the same religion

At 11: Battlefield Prowess (1): +1 to morale to all lead on battlefield

At 12: Forbidden Spells (1): can add any 4 spells (including other clerics and arcane) to list

Saving throws: Cleric

Hit points after level 9: +1 per level

Prime Requisite: WIS (all 11)

Stronghold and followers: fortified church (½ cost, +4 morale, followers for free)

1d6 1st-3rd level Nobiran Monks, 5d6x10 0th level Nobiran Monks