

## Monk Base List 3.6.4

### MIND OVER MATTER

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Quick Strike I *	caster	1 rd/lvl	self	U
2)	Focus I *	caster	1 rd/lvl	self	U
3)	Body Weaponry I	caster	1 rd/lvl	self	U
4)	Shattering Blow I	caster	—	self	U
5)	Body Armor I	caster	1 min/lvl	self	U
6)	Quick Strike II *	caster	1 rd/lvl	self	U
7)	Focus II *	caster	1 rd/lvl	self	U
8)	Body Weaponry II	caster	1 rd/lvl	self	U
9)	Body Armor II	caster	1 min/lvl	self	U
10)	Lion's Heart *	caster	1 min/lvl	self	U
11)	Focus III *	caster	1 rd/lvl	self	U
12)	Shattering Blow II	caster	—	self	U
13)	Body Weaponry III	caster	1 rd/lvl	self	U
14)	Body Armor III	caster	1 min/lvl	self	U
15)	Focus IV *	caster	1 rd/lvl	self	U
16)	Quick Strike True *	caster	1 rd/lvl	self	U
17)	Shattering Blow True	caster	—	self	U
18)	Body Armor IV	caster	1 min/lvl	self	U
19)	Body Weaponry IV	caster	1 rd/lvl	self	U
20)	Focus True *	caster	1 rd/lvl	self	U
25)	Body Armor True	caster	1 min/lvl	self	U
30)	Body Weaponry True	caster	1 rd/lvl	self	U
50)	Mind Over Matter	caster	1 rd/lvl	self	U

**1. Quick Strike I** — Caster have a +20 bonus to his initiative rolls for the duration of this spell.

**2. Focus I** — Caster gets a +10 bonus for all Adrenal Moves during the duration.

**3. Body Weaponry I** — Caster have a +10 bonus to all Martial Arts attacks for the duration of the spell.

**4. Shattering Blow I** — Caster can strike an inanimate object and deliver damage to it (taking no damage himself). Caster makes a normal Martial Arts Strikes attack against the object. In addition, there is a chance that the object that is struck will break if it has any flaws (e.g., cracks, fractures, etc.) in it. The chance is equal to 25% plus 5% per degree of severity of the critical delivered in the attack (i.e., 'A' critical = 5%, 'B' critical = 10%, etc.). This chance is modified by +10% to +50% depending on the severity of the flaws.

**5. Body Armor I** — For the duration of this spell, the caster's skin hardens and is treated as AT 3 (this is only effective if the caster is wearing no armor at all).

**6. Quick Strike II** — As *Quick Strike I*, except bonus is +40.

**7. Focus II** — As *Focus I*, except bonus is +20.

**8. Body Weaponry II** — As *Body Weaponry I*, except bonus is +20.

**9. Body Armor II** — As *Body Armor I*, except caster's skin is treated as AT 4.

**10. Lion's Heart** — For the duration of this spell, the caster may ignore the effects of any 1 wound which causes him additional hits, stun, stunned/unable to parry, bleeding and percentage subtractions from his abilities. At the end of this spell's duration, all effects apply normally. Only one wound can be ignored in this fashion at a time (i.e., the caster cannot have more than one *Lion's Heart* spell active at any given time).

**11. Focus III** — As *Focus I*, except bonus is +30.

**12. Shattering Blow II** — As *Shattering Blow I*, except the chance of breaking the object is 50% plus 5% per degree of severity of the critical.

**13. Body Weaponry III** — As *Body Weaponry I*, except bonus is +30.

**14. Body Armor III** — As *Body Armor I*, except caster's skin is treated as AT 8.

**15. Focus IV** — As *Focus I*, except bonus is +40.

**16. Quick Strike True** — As *Quick Strike I*, except bonus is +60.

**17. Shattering Blow True** — As *Shattering Blow I*, except the chance of breaking the object is 50% plus 10% per degree of severity of the critical.

**18. Body Armor IV** — As *Body Armor I*, except caster's skin is treated as AT 11.

**19. Body Weaponry IV** — As *Body Weaponry I*, except bonus is +40.

**20. Focus True** — As *Focus I*, except bonus is +50.

**25. Body Armor True** — As *Body Armor I*, except caster's skin is treated as AT 12.

**30. Body Weaponry True** — As *Body Weaponry I*, except bonus is +50.

**50. Mind Over Matter** — Caster may use any one of the lower level spells on this list, once per round.

### SPECIAL NOTES

1) Section 7.1.13 provide useful information on structural integrity of objects.

2) Note that striking a static target in most cases should confer the same modifications as striking a prone target, i.e +50 OB.

3) Magical items get a Resistance Roll when struck by a Shattering Blow spell.