

Monk Base List 3.6.5

MONK'S BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leaping I *	caster	1 rd	self	F
2)	Landing *	caster	varies	self	U
3)	Traction	caster	10 min/lvl	self	U
4)	Edgerunning	caster	1 min/lvl	self	U
5)	Leaping III *	caster	1 rd	self	U
6)	Cornering I *	caster	—	self	U
7)	Levitation *	caster	1 min/lvl	self	U
8)	Landing True *	caster	varies	self	U
9)	Wallwalking	caster	1 min/lvl (C)	self	U
10)	Great Leap *	caster	1 rd	self	U
11)	Cornering III *	caster	1 rd	self	U
12)	Wall Flip *	caster	—	self	U
13)	Wallrunning	caster	1 min/lvl(C)	self	U
14)	Leaving I	caster	—	self	U
15)	Breezerunning	caster	1 min/lvl(C)	self	U
16)	Fluidrunning	caster	1 min/lvl	self	U
17)					
18)	Leaving III	caster	—	self	U
19)	Breezerunning True	caster	1 min/lvl(C)	self	U
20)	Ceilingwalking	caster	C	self	U
25)	Ceilingrunning	caster	C	self	U
30)	Run True	caster	1 rd/lvl	self	U
50)	Monk's Bridge	caster	1 rd/lvl	self	U

1. Leaping — Allows the target to leap up to 30' laterally or 15' vertically in the round that the spell is cast. If a skill roll is required he gets a +30 bonus to his Jumping skill.

2. Landing — Allows the target to land safely after a fall up to 10' per level of the caster. If the fall is voluntarily and prepared GM might wish to extend the safe limit to up to 15' per level of caster.

3. Traction — Caster can run on even, unstable surfaces (sand, ice, etc.) as he would on a hard, stable surface.

4. Edgerunning — Caster can run on even, narrow (at least 2" wide) surfaces as if he were on normal ground.

5. Leaping III — As *Leaping I*, except the caster can execute 3 "leaps" in succession. Each leap must be within 90° of the last leap's direction.

6. Cornering I — Allows caster to execute a turn up to 180° with no deceleration or unbalance (this spell can be used with any *Running* spells).

7. Levitation — Allows caster to move up and down vertically at a rate of 10' per round. Horizontal movement is possible only through normal means.

8. Landing True — As *Landing*, except caster can land safely from any fall 99% of the time.

9. Wallwalking — Caster can walk on solid surfaces up to 90° as if he were on normal ground.

10. Great Leap — As *Leaping I*, except limit is 10' per level laterally and 5' per level vertically.

11. Cornering III — As *Cornering I*, except caster may execute 3 such turns in one round.

12. Wall Flip — If the caster has a wall within 10', he can leap up to the wall, bounce off and land up to 25' from the wall (facing any direction—no orientation roll required).

13. Wallrunning — As *Wallwalking*, except caster may run.

14. Leaving I — Caster teleports to a point up to 100' away. There can be no intervening "barriers" in a direct line between the caster and the point. A "barrier" is defined as anything the caster could not physically go through (e.g., a closed door is a barrier, a pit is not).

15. Breezerunning — Caster can run on air if there is a wind blowing. However, he cannot run into the wind; and when running in any other direction, the wind's speed will modify his movement rate (i.e., like the effect of wind on a sail boat).

16. Fluidrunning — Caster may run on any fluid surface as if on level ground.

18. Leaving III — As *Leaving I*, except range is 300'.

19. Breezerunning True — As *Breezerunning*, except may run against the wind, and his movement rate is unaffected by the wind speed.

20. Ceilingwalking — Caster can walk on **any** solid surfaces as if he were on normal ground (includes ceilings).

25. Ceilingrunning — As *Ceilingwalking*, except caster may run.

30. Run True — Caster can use any one of the lower level "running" spells (on this list) each round.

50. Monk's Bridge — Caster can use any one of the lower level spells (on this list) each round.

SPECIAL NOTES

1) Section 7.1.12 for more information on encumbrance limits for spells.