

## Information



A statused member of the Monastery can take the title of Monk.

- Guildleader: Delta (Human)

## Background

The Monastery is a mysterious guild that teaches its members how to tap into the life essence known as Ki. It is a disciplined and organised guild which extols the virtues of balance and understanding in all things. Individual Monks vary in ability widely. Some focus on Magic, others Spiritual power or physical prowess, however the Monastery does not teach these aspects and expects its members to pledge status with a secondary guild early in their career. They most often function as scouts however, relying on the variety of their skills to be able to adapt to most situations.

## Notable Guildmembers

- Master Shinobi - A prominent member of Valley Security.
- Master Delta - Leader of the first group of Adventurers to earn the title of Hero.
- Toshiro - Hero who assisted Orlando's Crew

## Requirements to Join

The Monastery will only allow those who dedicate themselves to their way of life to join, thus you may only join if the Monastery is your Primary Guild.

### Guild Skills

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Discern Disease](#)
- [Discern Spiritual Influence](#)

### Status Skills Ranks 20 - 63

These skills are available to all Guildmembers at normal use of character points and the expenditure of one point of status.

- [Buy Ki](#)
- [Concentrate Ki](#)
- [Meditate Ki](#)
- [Forearm Parry](#)
- [Combat Awareness](#)

### Status Skills Ranks 64 - 127

These skills are available to all Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of status.

- [Focus Ki - Magic](#)
- [Focus Ki - Power](#)
- [Forearm Parry Mastery](#)
- [Combat Awareness Mastery](#)
- [Weapon Attunement](#)
- [Stun](#)

## **Status Skills Ranks 128+**

These skills are available to all Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of status.

- [Enhanced Combat Awareness Mastery](#)
- [Enhanced Forearm Parry Mastery](#)
- [Stun Mastery](#)
- [Jack of All Trades \(Primary Guildmembers Only\)](#)