

MONK



To determine if a character can be a Monk he must do the following: The character must ask a high priest if he may be accepted into his order. The High Priest will only accept the best applicant out of twenty. To determine if the character was chosen, the High Priest (the referee or a player that is a level 15 Monk) will ask the player to pick a number from 1-20. Then the High Priest will roll a 20 sided die. If the number is the number chosen by the applicant (character), he was chosen and may start as a level one Monk. If the number was not chosen, he or she may still be a Monk, but must first prove himself or herself to the priest.

Once rejected by one order then no other order will accept the applicant. He

must ask a High Priest required starting a new class. When the character is accepted, the character must be on the list of members to the order.

The character must be less than the fighter level and thief level added together, then the Monk is accepted into the order. If not then he will never be a Monk. A 9th level fighter and a 7th level thief would need a 16 or lower on a 20 sided die. Once accepted, the player begins as a level one Monk.

Once a player becomes a Monk, he or she will not be under the control of the High Priest, and will not be required to remain with the priest. It is assumed that the monk skills will be learned in short order for those who went through the fighter and thief processes. Those just starting as a Monk would have had training before being classed as a Monk.