

MONK

Class Sheet

Description: A powerful offensive class with healing capabilities

Weapon(s): Gloves

Starting Weapon: Basic Gloves (1 d4)

Class Prerequisites: Warrior, Protector

Moves:

✓ **Energy Punch:** Can Roll+Energy instead of Melee for Melee attacks

☐ **Soul Punch:** Can apply Holy damage to Energy Punch

☐ **First Aid (1 SP):** Restore 1 d8 HP (up to Max HP) to any ally

☐ **Greater Recovery (3 SP):** When doing First Aid, can spend 3 SP Heal all status effects

☐ **Ki Lightning (2 SP):** Roll+Energy to generate a strike that does 1 d6 Lightning damage. Causes Paralysis.

☐ **Ki Storm (2 SP per enemy):** Can apply to multiple enemies.

☐ **Reflect Damage (2 SP):** Next time you are attacked, deal equal damage to your attacker that you received.

Class Mastery Move (Requires all other moves in this class to be acquired)

☐ **Divine Wave (5 SP):** Disperse a wave of energy that deals 1 d6-1 Holy damage to all enemies and heals 1 d6 HP to all allies.