













# The Monk

Names: Amida, Botan, Hirni, Anka, Cho, Ren, Ja, Gan, Iwao, Maki, Kasem, Yukiko, Thi, Phirun, Siyu, Zhen, Seiko

Level	 	 Name: _____		
	Armor	 STR Strength -1 <input type="checkbox"/>	 DEX Dexterity -1 <input type="checkbox"/>	 CON Constitution -1 <input type="checkbox"/>
Hit Points	 Max (8+Constitution)	 INT Intelligence -1 <input type="checkbox"/>	 WIS Wisdom -1 <input type="checkbox"/>	 CHA Charisma -1 <input type="checkbox"/>
	Damage			

## Looks

Choose one from each, or write your own:

**FACE:** Intense, Passive, or Jovial

**HAIR:** Long ponytail, Bushy, or Bald

**SKIN:** Tattooed, Scarred, or Pure and unmarred

**BODY:** Sinewy, Stocky, or Flabby

## Race

☐ **Human**  
You've visited many temples across the land. When **you encounter a religion**, the GM will tell you something not commonly known about them.

☐ **Dwarf**  
Your work brings you peace. When **you spend time doing strenuous manual labor**, it counts as a form of Meditation.

☐ \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Starting Moves

☒ **Pilgrimage**  
When you **dedicate a new journey to personal growth**, choose a goal for yourself:

- Embrace a new part of the world.
- Experience inner peace and tranquility.
- Learn from new philosophies and cultures.
- Expand your capabilities as a martial artist.
- Prove the superiority of your body.

Once per session, if you meet the goals of your pilgrimage, mark +1 XP. If you are given an opportunity for growth, and you willingly pass it up, your pilgrimage fails. The GM will give clear warning when you are about to fail, before the opportunity disappears.

☒ **Martial Stances**  
When you **take a combat stance**, choose one of the options below. You remain in that stance until you state otherwise. Changing from one stance to another requires an exaggerated flourish.

- **Ox:** Take +1 ongoing to Defy Danger when using STR or CON.
- **Tiger:** When you Hack and Slash, deal additional damage equal to half your level (round up) on a 10+.
- **Monkey:** When you Defend, deal damage equal to half your level (round up) every time you spend a Hold.

☒ **Meditate**  
When you **take time to relax and meditate** in a calm place, set your Flow to 1. You may spend a Flow at any time to do one of the following:

- Ask the GM one question from Discern Realities.
- Spout Lore as if you rolled 7-9.
- Be sustained by the energy of the universe (and some dew) instead of consuming a ration.

☒ **Hard Work For A Long Time**  
You've spent your life remaking your body: breaking bones, searing skin, splitting muscle, then mending all the wounds. Over and over until your skin thickened and your skeleton hardened. Blows no longer shatter your bones and claws cannot rend your flesh, for your body is not marred so easily. You can **use your body to Hack and Slash** as effectively as any weapon. When you fight without weapons you have the range *hand*.

Choose one:

☐ **Bladed Bones**  
When you **wield no weapons**, Hack and Slash gains the following tags: *precise*, *piercing +1*. Wearing armor makes you *clumsy*.

☐ **Rooted Limbs**  
When you **wear no armor or shield** you have 1 armor. When **both feet are firmly set on the ground** you ignore the *forceful* tag and cannot be pushed or shoved.

## Bonds

Fill in at least one with the name of a companion, or write your own:

\_\_\_\_\_ has lessons to teach, and I will be their student.

\_\_\_\_\_ is a trial worth testing my skills against.

\_\_\_\_\_ wraps their world in assumptions. I can help them see things as they are.

I must be wary of \_\_\_\_\_, they have control of their body, but not their mind.

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Alignment

### ☐ Lawful

Restore balance where the world wobbles.

### ☐ Good

Give your worldly possessions to others.

### ☐ Neutral

Encourage growth by any means necessary.

☐ \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Load

Max (6+STR)



## Gear

**Dungeon Rations** (5 uses, *ration*, 1 weight)

**Adventuring Gear** (5 uses, 1 weight)

Choose your clothing:

☐ **Sturdy Traveling Clothes** (*worn*, 0 weight)

☐ **Leather Armor** (1 armor, *worn*, 1 weight)

Choose one:

☐ **Bandages** (3 uses, *slow*, 0 weight)

☐ **Wooden Staff** (*close*, *two-handed*, 1 weight)

☐ **Halfling Pipeleaf** (6 uses, 0 weight)

## Advanced Moves

When you gain a level from 2-10, you may choose from these moves:

### ☐ Battle of the Mind

When you Defy Danger through physical means and roll a 12+, gain +1 Flow.

### ☐ Zen Archer

You apply the effects of your stance when you Volley.

### ☐ Martial Student

Choose a stance from the list below and add it to your available stances:

- **Dunkard:** Gain +1 armor while you Hack and Slash or Defend.
- **Serpent:** When you fight without weapons you have the range *close*.
- **Fox:** Treat a 6 (not 6-) as a 10+ when you Defy Danger using DEX or INT.

### ☐ Be Water

Whenever you Meditate, gain an additional Flow. You can spend your Flow, one for one, to immediately gain the effect of any stance, even if you're already in a different stance or no stance at all.

### ☐ Discipline

Whenever you Meditate, gain an additional Flow. You may spend your Flow, one for one, to ignore the penalty of a debility on a single roll.

### ☐ Temple Initiate

When you Meditate, gain 1 Communion in addition to any Flow. You can spend Communion to:

- Pick a non-ongoing Cleric spell whose level is one lower than your level or less. To cast the spell, roll+WIS. On a 7-9 the spell is forcefully reclaimed by its Deity, and cannot be cast again until you Meditate once more.

### ☐ Eye of the Storm

When an ally asks your advice, tell them what you honestly believe is the best course of action. If they do what you suggested, they gain +1 forward and you gain +1 Flow.

### ☐ Knight Errant

*You cannot take Zen And The Art Of Appetites*

When you dedicate yourself to a Pilgrimage, choose one of the following boons:

- An unwavering sense of direction to \_\_\_\_\_.
- Senses that pierce lies.
- A voice that transcends language.

The GM will then choose one of the vows from the Paladin's Quest. If you break your vow, your pilgrimage fails.

Also, take one advanced move from the Paladin playbook at your level. You may not take **Divine Favor**, **Exterminatus**, or **Perfect Knight**. Any moves that apply to Quests also apply to your Pilgrimage.

### ☐ Zen And The Art Of Appetites

*You cannot take Knight Errant*

Replace your Pilgrimage with the Barbarian's **Herculean Appetites**. Do not pick from the Barbarian's list of appetites. Instead, pick from among your Pilgrimage options, or the options below:

- Enlightenment
- To fight the ultimate opponent
- Perfection of mind and body

Also, take **Outsider** and one advanced move from the Barbarian playbook. You may not take **What Is Best In Life**, **Appetite For Destruction**, or **Still Hungry**.

When you gain a level from 6-10, you may choose from these moves:

### ☐ Clear Your Mind

When you Meditate, gain an additional Flow. You can spend one Flow to cast the Cleric spell **True Seeing**. Do not roll to cast the spell, just do it. The effect lasts for a couple of minutes; you suffer no penalties to spellcasting while it is ongoing.

### ☐ Battle of the Fist

*Requires: Battle of the Mind*

When you roll 12+ on Hack and Slash or Volley, gain +1 Flow.

### ☐ Temple Priest

*Requires: Temple Initiate*

When you Meditate, gain an additional Communion. When an ally follows your advice from **Eye of the Storm**, you can gain Communion instead of Flow.

While you have at least one Communion, you may cast **Cure Moderate Wounds** or any cleric Rote without spending Communion to do so. When you cast a cleric spell, on a 6- you lose all Communion.

## Notes

## Advanced Moves (cont.)

### ☐ Martial Master

*Requires: Martial Student*

Select an additional stance from the Martial Student list, or one of the following, and add it to your available stances.

- **Demon:** Hack and Slash gains the tags *messy*, *forceful*.
- **Dragon:** Magical attacks against you cannot *ignore armor*.
- **Ogre:** When you Defy Danger through physical means, on a Hit you grapple or throw your opponent.

### ☐ Formless, Shapeless

*Requires: Be Water*

Whenever you **take a stance**, you can take two different stances at once and gain the benefits of both. When you spend Flow to gain the effects of a stance, pick two different stances and gain both effects.

### ☐ One Kick Practiced 10,000 Times

- **Bladed Bones:** When **you attack using your body**, Hack and Slash deals b[2d6] damage on a 10+.
- **Rooted Limbs:** Ignore the *clumsy* tag on armor. When **you have no shield**, gain +1 armor.

### ☐ Champion Errant

*Requires: Knight Errant*

You gain one of the following Paladin moves:

- Evidence of Faith (ignore the requirements)
- Lay on Hands

In addition, take one advanced move from the Paladin playbook. You may not take **Divine Favor**, **Exterminatus**, or **Perfect Knight**.

### ☐ Warrior Philosopher

*Requires: Zen And The Art Of Appetites*

When you take this move and **spend some uninterrupted time reflecting on your past pilgrimages**, you may mark yourself with a symbol of your enlightenment (a set of recitation beads, an endless knot, ritual scars or tattoos, etc.) any well traveled mortal creature who sees this symbol knows instinctively that you are a font of wisdom, and treats you appropriately.

In addition, take one advanced move from the Barbarian playbook. You may not take **What Is Best In Life**, **Appetite For Destruction**, or **Still Hungry**.

### ☐ Death Is Also a Seeker

While on a pilgrimage, take +1 ongoing to **Take Your Last Breath**, on a 7-9 Death will choose a new pilgrimage for you. This pilgrimage is for Death, not you, and they will require you to return to them to present the learning you gained. This journey replaces your current pilgrimage. If you fail this pilgrimage you are marked as Death's own and will cross the threshold soon; the GM will tell you when.

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