

NAME

Human : Wesley, Basil, Paul, Dhardo, Leighton, Roshi
 Elven : Kanishka, Luther, Heller, Katagiri, Edith

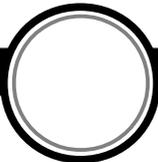
LOOK

Distant Eyes, Warm Eyes, Wandering Eyes
 Lithe Body, Athletic Body, Potbellied
 Traveling Robes, Peasant Clothes, Holy Garments
 Balding, Wavy Hair, Unkempt Hair, Straight Hair

ASSIGN THESE SCORES TO YOVR STATS : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1

Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

DAMAGE  **ARMOR**  **HP**  Max HP is 6 + Con

ALIGNMENT

- Good** : Have an adventure (or complete a dangerous journey) without ending a life.
- Neutral** : Calm, kill or disable an extremist.

RACE

- Human** : When you sleep or Meditate you gain a Flow.
- Elven** : You may Meditate while doing other things as long as they don't require much of your attention.

BONDS

_____ knew me before I learned of the flow of the world.
 _____ still manages to anger me.
 I have an obligation to _____ that I do not want to have to see through.
 The beliefs of _____ are odd, frightening, and yet somehow alluring.

THE FLOW

"The Flow" is the destined, emergent, stochastic ramblings of the universe through all the things that abide in it. The Flow moves all creatures, nations and objects towards their ultimate destiny. Sometimes it moves as a flood, tearing down all in it's path. Sometimes as a stream, slowly rounding stones into pebbles. A Witness of The Flow, whether formally trained or accidentally exposed, can occasionally catch glimpses of fates and purposes. Those who embrace this knowledge usually seek to either guide people to the most agreeable possible version of their destiny (good) or to aid all things in reaching their purpose (neutral)

STARTING MOVES

- Tapped In** :
 The flow of the world is not entirely hidden from your senses.
 Choose one :
 - Flow of The River** : Take 1 Flow whenever you roll a 10+
 - Balance of the Cosmos** : Take 1 Flow whenever you roll a miss.
 You may not have more than four Flow at a time.
- Move With The Eddies** :
 The flow of the world guides your feet, hands and tongue. When you remain flexible to the universe's Will you may spend a Flow to incur the aid of fate and take +1 on a roll.

- Meditation (WIS)** :
 When you engage in your meditation techniques in a quiet place, Roll + WIS. If you take hallucinatory drugs as well take +1 to the roll. On a 10+ the cosmos will tell you something important about your situation or the near future you could not otherwise know. On a 7-9 you may become aware of the implications of something you have witnessed or heard about.

LEVEL _____
XP _____

FLOW MONK



GEAR

Your Load is 8 + STR. You start with Rations (5 uses, 1 weight).

Choose your weapon :

Staff (Close, Two Handed, 1 weight)

Dagger (Hand, 1 weight)

And your armor :

Leather Cloak (1 Armor, 1 weight)

Necklace of Arcane Negation (1 use, 0 weight)

Choose two :

Bag of Books (5 uses, 1 weight)

Scribe's Writing Kit (10 uses, 1 weight)

Adventuring Gear (5 uses, 1 weight)

Writ of Authority from the Monastery (0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

Iron Fisted : Your order trained you to be as dangerous

bare handed as others are armed. When you make Hack And Slash rolls while unarmed your class damage is D8.

Lover of Life : You've learned to fight with an eye towards preserving life. You can spend a Flow to add the Stun tag to any blow you deal. You have the tendency to knock people out and never kill them unless you mean to.

Martial Artist (DEX) : When you are unarmored and free to move around your Armor is equal to your DEX.

Poet : When you return from an adventure and CAROUSE take +1 on the CAROUSE roll and +1 ongoing when making the RECRUIT move in that steading in the future. You may speak with a sentient creature as long as you speak in rhyme.

Leaper : You can leap over two stories straight up into the air. You can also spring forward that distance or twice that with a running start.

Mastery of Mind and Body : You are immune to poisons, diseases, thought probing and mind control.

Drinking Straight From the Flow : You may spend an extra Flow point to double the benefit of 'Move with the Eddies'

Blessed : Spend a Flow to change your damage to the best of two rolls or damage against you to the worst of two rolls.

When you gain a level from 6-10, choose from these moves or from the 2-5 list.

Savior (CHR) : (Requires Lover of Life) When you tend to someone who has been slain in the last few seconds but whose body is relatively intact spend 1 Flow and Roll + CHR. This must be done before they speak with Death. On a 10+ they stay alive with a single hit point. On a 7-9 you choose :

- * They stay alive, but incur a debility which will never heal.
- * They die, but their soul rests in peace. (Player Characters are still entitled to a Last Breath roll)

Perfect Landings : (Requires Leaper) Regardless of how far you fall, you never take damage when landing.

Attuned To The Flow : Your maximum Flow is doubled to eight points.

Cold-Iron Fisted : (Requires Iron Fisted) When you strike bare handed you may spend a Flow to ignore a creature's immunities or exploit a vulnerability to an elemental or material.

Crippler : You may spend a Flow while dealing damage to also force your foe to take a debility, impediment, crippling wound, or physical infirmity. Examples include shattered bones, ruptured kidneys, and gouged out eyes.

Attempted Apotheosis (WIS) : You gain the Cleric's Cast A Spell move. Whenever you meditate you gain the effects of the Cleric's Commune move. Your level for the purposes of preparing and casting spells is halved (round down).

Lessons in the Pain : Gain a point of Flow every time you take damage.