

Name

Look

You surrendered your given name, if you had one, when you joined your monastic order. Choose a name to signify your commitment to the order :
 Lost Lark, Southern Crane, Awakened to Emptiness, Turtle Hermit, Supreme Logician, Ever Vigorous, Medicine King, Courageous Giving, Unlimited Strength, Transcender of the Three Realms, Jewel Accumulation, Awesome Sound King, Never Disparaging, Sun Moon Bright, Thus Come One, Universal Worthy, Wonderful Adornment, Pure Flower Constellation King, Regulating Hero, Teacher of Gods and Humans, Blue Demon, Son of the Saint, One Thousand Masks

Focused Eyes, Thoughtful Eyes, Three Eyes
 Shaved Bald, Ritual Hairstyle, Inexplicable Headgear
 Lattices of Scars, Colorful Tattoos, or Soft Skin
 Concealed Body, Muscular Body, or Rotund Body

Assign these scores to your stats : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

Strength

Weak -1

dexterity

Shaky -1

constitution

Sick -1

intelligence

Stunned -1

wisdom

Confused -1

charisma

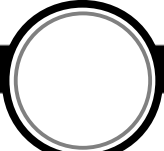
scarred -1

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 8 + Constitution

Alignment

- Lawful : Motivate another to discipline or self-restraint.
- Neutral : Guide someone or something from an extreme to a middle way.

Starting Moves

Deadly Grace :

While you are on your feet and unencumbered (not clumsy, not over load, etc.) you have +1 armor. In addition, you don't need to defy danger to bypass an enemy's superior reach.

Meditation :

You are attuned to the flow of the universe around you and allow it to guide your actions. When you spend time in quiet contemplation (about an hour or so), lose all Flow and roll +WIS. On a 10+ gain 3 Flow. On a 7-9, gain 2, and on a 6, gain 1, in addition to anything else the GM might add. Spend flow one for one (max: 1) to gain +1 forward on a roll.

Martial Stances :

Throughout your studies and travels you have learned to protect yourself. You pour your learning into your actions. Choose two stances and name them. When you Hack and Slash you may use your stance's weapon tag. Only one stance may be used at a time.

_____ : 'Forceful'
 _____ : 'Messy'
 _____ : 'Stun'

The Middle Path :

You've trained from a young age at a holy temple where you learned everything you know. Give your temple a name, place it on the map and choose its **ideology**:

- Physical perfection
- Divine oneness
- To gain the wisdom and knowledge of the world
- To teach others your ways
- To face worthy adversaries

Choose its **tenant**:

- Your order doesn't own material possessions, add **Vow: Poverty**
- Your order believes deceit leads to darkness, add **Vow: Truth**
- Your order abhors violence and believes it should be used as a last resort, add **Vow: Peace**
- Your order believes in helping others, add **Vow: Compassion**

Once per session, whenever you act in accordance with your Vow, gain 1 experience as well as 1 flow on your next meditation .

Race

- Human : When you Meditate, take +1 extra flow.
- Orphan : You are, in some way, an orphan, taken in by a monastery. You could have any race, but you grew up around people different from you, training to be like them. You may use the racial move of one of the PCs with whom you have a Bond. When you resolve that bond, you may switch to the racial move of another PC with whom you have a Bond.

BONDS

They don't realize it, but _____ is a great source of wise aphorisms.

_____ is teaching me an interesting technique (martial or otherwise).

_____ 's ways exemplify the temptation of the laity's life.

_____ still manages to anger me.

Acrobat

Acrobat : You can jump much, much farther and higher than a normal person. When you perform a gravity-defying stunt, roll+DEX. On a hit, you perform the stunt expertly. On a 10+ choose 2, on a 7-9 choose 1.

- You move with near superhuman speed and grace.
- You block off avenues of pursuit
- You make no sound and leave no trace
- An ally can follow you without difficulty

The Monk

Level
 XP

Gear

Your Load is **6** + STR. Choose your means of sustenance :

- A Begging Bowl (**0** Weight, Can procure **1** Ration / Day in a steading)
- Dungeon Rations (**5** Uses, **1** Weight)

Choose your weapon :

- Monk's Spade, Glaive, Spear or Quarterstaff (Reach, **+1** Damage, Two Handed, **2** Weight)
- Two small exotic weapons _____ (Close, **+1** Damage, Dual Wielded, **2** Weight)
- Fist Wraps / Gloves (Hand, Worn, **0** Weight), a worn bow (Near, **2** Weight) and arrows (**3** Ammo, **1** Weight)

You have a token of your monastery (**0** Weight) – Describe it. Choose Two :

- Adventuring Gear (**5** Uses, **1** Weight)
- Bag of Books (**5** Uses, **2** Weight)
- Bandages (**3** Uses, **0** Weight) and One Healing Potion (**0** Weight)

Advanced Moves

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

Eye of the Storm

When an ally asks your advice in a charged or chaotic situation, tell them what you honestly believe is the best course of action. If they do it, they take +1 forward.

Like a Scalpel

You always strike where the enemy is weakest. All your attacks gain the 'precise' tag and have 1 piercing.

Wise-man

You may parley without having leverage by saying something profound relating to the situation. If you do, you may Parley rolling +WIS instead of CHA.

Like a Book

When defending, you may roll +WIS instead of CON.

Healing Hands

When you press your hands against someone and focus your energies roll +WIS to heal 1D8 damage or cure a debility. On a 7-9 pick one:

- Lose access to this move until you again meditate
- The damage or debility is transferred to you

Multiclass Dabblers

Get one move from another class. Treat your level as one lower for choosing the move.

Zen Archer

You may apply your stance tag when you Volley.

Dedicated Warrior

Choose two more stances from below or from the original list. Name them. This move may be selected multiple times during level-up. Choose different stances each time.

_____ : '+2 Piercing'
_____ : '+1 Damage'
_____ : '+1 Armour'

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

Elemental Arts

Choose an element. You may apply that element to your attacks.

Be Like Water

You may use two stances at once.

True Compassion

When you heal an ally, you heal an extra d8 damage or an extra debility.

Nimble

If you wear no armour or shield, gain +2 armour.

Hadōken

You can strike foes at range with your mystical energy (two-handed, reach, near, ignores armor). When you Volley with this move, replace the ammo loss option with either of these options:

- You overtax yourself - take 1d4 damage.
- You lose access to this move until you meditate

Mystical Monk

Gain the wizard's 'Cast a spell' move and choose **ONE** spell or cantrip from the spell list that is level 3 or lower – when you meditate it is prepared (cast by rolling +INT). The spell selected by this move does not count towards any other spell limits.

Mastery of Mind and Body

You are very resistant and resilient to poisons, diseases, thought probing and mind control.

Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move.