

# NAME




# LOOK

*Dwarf:* Abhin, Daniki, Aras, Mavi, Kala, Qatji, Fehri, Baichi  
*Human:* Li, Kaze, Tara, Jade, Sakura, Konrad, Fei, Drake, Ji-dan, Chizu

Wise Eyes, Eager Eyes, or Deep Eyes  
 Shaved Head, Long Braid, or Headband  
 Monk's Robe, Martial Arts Uniform, or Loose Silk Clothing  
 Toned Body, Tattooed Body, or Graceful Body

Assign these scores to your 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
STR	DEX	CON	INT	WIS	CHA

DAMAGE  D8    ARMOR     HP  CURRENT MAX    YOUR MAX HP IS 8+ CONSTITUTION

# ALIGNMENT

- LAWFUL**  
Help resolve a dispute peacefully.
- GOOD**  
Place yourself in danger to defend someone helpless.
- NEUTRAL**  
Bring renown or honor to your monastic order.
- EVIL**  
Dominate an enemy, and make sure everyone knows about it.

# STARTING MOVES

**KI FOCUS**  
 When you **take a few minutes to meditate and focus your inner strength**, set your Ki to 3. Your maximum Ki is 3. You may spend 1 Ki to gain one of the following effects:

- Deal 1d6 damage to a foe within your reach
- Flow around an incoming attack, halving the effect
- Break an inanimate object no larger than yourself with a powerful yet precise blow
- Use the ability granted by your Monk's Path

You cannot gain or use Ki if you are wearing any armor, including shields.

# RACE

- HUMAN**  
When you **observe a humanoid enemy's fighting style**, ask the GM how much damage they do.
- DWARF**  
You ignore the forceful tag on any attacks made against you.

**MARTIAL ARTIST**  
 Your body itself is a weapon. Name your style of martial arts! Your unarmed strikes have a range of hand and the precise tag.

You can always use unarmed strikes against creatures with dangerous forms—such as fire elementals, iron golems, or creatures covered in spikes—without Defying Danger from these natural defenses.

# BONDS

Fill in the names of your companions in at least one:

Though \_\_\_\_\_'s ways are different than mine, I can still learn much from them.

\_\_\_\_\_ is troubled, and needs my help to find inner peace.

I have taught \_\_\_\_\_ a secret of my order.

My master would not approve of me traveling with \_\_\_\_\_.

**MONK'S PATH**  
 You follow a strict path of discipline to focus your inner strength on your journey to enlightenment. Give your order a name, and choose a path from the list on the third page. Each path gives you an additional move, a way to mark XP, and a restriction. If you **violate your path's restriction**, lose 1 Ki and take -1 forward.

**WIRE FU**  
 When you **perform an act of uncanny agility, balance, or coordination**, roll+DEX. \*On a 10+ choose one. \*On a 7-9 choose two.

- The action requires some of your focus, spend 1 Ki
- You expose yourself to danger or retribution, or you wind up somewhere you didn't intend to be
- Your action causes some unintended collateral damage or change to the environment
- You strain yourself, take -1 ongoing to all DEX moves until you take a few minutes to stretch and limber up

## GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight) and a mark or token of your monastic order, describe it! Choose two:

- Monk's staff (close, precise, two-handed, 1 weight)
- Bandages (3 uses, slow, 0 weight)
- Adventuring gear (5 uses, 1 weight)
- Antitoxin (0 weight)
- 3 shuriken (thrown, near, 0 weight)

## ADVANCED MOVES

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

### AWAKENING

When you **contemplate your surroundings to see the truth in things**, you may Spout Lore with WIS instead of INT.

### BE LIKE WATER

Add these to the list of deeds you can spend Ki to perform:

- Flow around a missile attack, preventing all of the damage
- Slip free from anything physically restraining you

### EMPTY HAND STYLE

When you Hack and Slash with an unarmed strike, on a 10+ you may also move your foe somewhere within your reach, knock them down, or pin them in place.

### INNER PEACE

When you meditate, set your Ki to 4 instead of 3. Your maximum Ki is 4.

### MONKEY MOVES

When you **try to get inside of a foe's reach, no matter their size**, take +1 to the attempt and +1 armor forward.

### ONE-HUNDRED PATHS

You have learned much from studying other paths to enlightenment. When you gain this move, choose a second Monk's path. You may use that path's special ability by spending 1 Ki. Note that this does not give you that path's restriction or extra ability to mark XP.

### PRESSURE POINTS

Weapons you wield with the precise tag, including your unarmed strikes, gain +piercing equal to your WIS.

### SHINOBI

You are preternaturally silent, and will never make any noise unless you choose to. You never need to Defy Danger to act quietly.

### STONE GUARD

While you hold Ki, you have 2 armor.

### WIND WALKER

When you use Wire Fu, on a 10+ you do not need to choose from the list, and on a 7-9 you choose only one from the list.

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

### CHAKRA

When you **manipulate the flow of ki within your own body**, take a debility of your choice and gain 1 Ki, up to your maximum.

### DAIROKKAN

When **something hidden threatens you**, the GM will give you a warning in the form of a hunch about where the danger lurks, but not necessarily its nature.

### ENLIGHTENMENT

When you meditate, the GM will give you a useful insight into a problem at hand. Take +1 forward when you act on this information.

### FLOWING DEFENSE

When you **use flowing movements and quick reflexes to turn an attack back upon itself**, you may Defend with DEX instead of CON.

### MARTIAL SPIRIT

Your unarmed strikes gain the magical tag. When you **deal damage with an unarmed strike**, if the damage dealt is less than your WIS, you may reroll your damage die. You must keep the second result.

### MOUNTAIN GUARD

*Replaces: Stone Guard*

You have 2 armor. While you hold Ki, you have 4 armor instead.

### NERVE STRIKE

*Requires: Pressure Points*

When you Hack and Slash with a precise weapon (including an unarmed strike), on a 12+ you disrupt your foe's ki, disabling one of his limbs or senses in addition to dealing your damage.

### ONE-THOUSAND PATHS

*Requires: One-Hundred Paths*

When you gain this move, choose a third Monk's path. You may use that path's special ability by spending 1 Ki.

### PATH MASTERY

You have attained the rank of master among your order, and will be recognized as such. You may use the master move of your Monk's Path.

### RISING PHOENIX

You don't take your Last Breath so long as you hold Ki. If you take damage while at 0 HP, lose 1 Ki instead.

### □ PATH OF CHARITY

You must reject as many worldly possessions as possible. Your Load is reduced to 4+STR, and you begin play with only one extra piece of gear. You may never own or use a piece of gear that costs more than five coins, and you may never possess more than ten coins worth of wealth or equipment.

When you **speak with simple wisdom and spend 1 Ki**, you may use WIS instead of CHA when you Parley, and on a hit you get to ask their player one question, which they must answer truthfully. You still require leverage to Parley as usual.

At the end of the session, if you **donated a significant amount of wealth or valuables to a worthy charity**, mark XP.

### □ PATH OF PURITY

You must keep yourself fastidiously clean at all times. Whenever you or your clothing becomes dirty, you must cleanse yourself at the next available opportunity, no matter how inconvenient. Additionally, you may not touch or be touched by members of the opposite sex.

When you **chant sacred prayers aloud and spend 1 Ki**, you may Turn Undead as if you were a Cleric, and this ability also affects spirits. On a 10+, the spirit is driven away or forced out of a person it possesses.

At the end of the session, if you **ritually cleansed and purified a sacred place**, mark XP.

### □ PATH OF PEACE

You can never kill another living being. You may not attack an enemy unless you are attacked first, and even then you must only subdue them, not slay them. You cannot eat meat unless you have no other option.

When you **Hack and Slash with an unarmed strike**, on a hit you may spend 1 Ki to disable one of your foe's weapons or stun them for several moments instead of dealing damage.

At the end of the session, if you **calmed a fight without anyone dying**, mark XP.

### □ PATH OF TRUTH

You can never tell any lies. This includes bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This does not prevent you from remaining silent if you'd rather not say something.

When you **Defy Danger to act despite fear, an enchantment, or an illusion and spend 1 Ki**, you automatically succeed as if you had rolled a 10+.

At the end of the session, if you **helped someone come to terms with an unpleasant or difficult truth**, mark XP.

### □ PATH OF THE DRAGON

You can never refuse a challenge or retreat from battle. If someone challenges you to a fight, you must accept, even if your foes outnumber you or are clearly much stronger.

When you **shout with great force and spend 1 Ki**, deal your damage to an enemy within near range. If they are within reach range of you, the attack is also forceful.

At the end of the session, if you **defeated someone stronger than yourself without help**, mark XP.

### □ PATH OF MIRRORS

You can never use any magical objects, even healing potions, nor may you willingly permit yourself to be the subject of a magical spell or effect.

When a **magical effect makes you Defy Danger**, on a hit you may spend 1 Ki to turn the magic back upon itself, describe how.

At the end of the session, if you **destroyed a magical object of some significance or gave it to a temple for safekeeping**, mark XP.

### □ PATH OF SHADOWS

You must keep your face covered at all times. You cannot meditate in the presence of any light brighter than a single candle. While you are standing in direct sunlight, you cannot spend Ki.

When you **step into a patch of deep shadow and spend 1 Ki**, you can step out of another one that you can see. The whole of you must step through, with all that you carry.

At the end of the session, if you **killed a foe without being detected**, mark XP.

## MASTER PATH MOVES

When you take the move *Path Mastery*, you may use the following special move associated with your Monk's Path:

**Path of Charity:** When you enter a friendly steading, a local temple will give you and your party free food, shelter, and medical care for as long as you stay, within reason.

**Path of Purity:** When you use your sacred prayers to turn the undead or a spirit, on a hit you also deal your damage to the target, ignoring armor.

**Path of Peace:** No sentient being will ever attack you unless you do something to provoke them.

**Path of Truth:** When someone in your presence tells a lie, you will always detect it.

**Path of the Dragon:** Your unarmed strikes gain the fiery tag.

**Path of Mirrors:** When you hold a magical object in your hands, any powers that it has are suppressed for as long as you hold it.

**Path of Shadows:** You can see clearly in even total darkness. When you hide in shadows or darkness, you cannot be detected by any normal means until you reveal yourself.

