

The Monk

Monks are devout, mentally focused warriors who draw the energy of the cosmos into their bodies to aid themselves in battle.

Names

HP: d8

Look

Eyes

Clothing

Body

Hair

Alignment

Good: When you use your martial training to come to the aid of a non-combatant, mark XP.

Neutral: When you create accord between two opposing groups or beliefs, mark XP.

Evil: When you prove your martial superiority and use it to gain power or control, mark XP.

Race

Human: When you have an art prepared, you can speak, understand, read, and write any language, even obscure, rare, or arcane ones. You may expend an art to add half its level to a single parley roll.

Osphen: You come from a martial school trained in arcane skills. Instead of choosing an order, gain this:

Order of the Arcane Spirit: Your order believes in the fusion of magic and the physical form, and trains to focus the energy of the universe into both the physical form and into arcane magic. Your key stat is charisma. You may cast a spell as a wizard of your level by expending an art; half the art's level, rounded up, must be equal to or greater than the spell's level, and the level of the spell must be lower than your level.

Elf: When you've got at least one art prepared and dodge, take +1-forward to hack and slash.

Orc: When you meditate before a battle, choose one:

- Take +1-damage forward.
- Take +1-forward to hack and slash.
- Mark XP if you're victorious.

Goblin: When you've got at least one art prepared and hack and slash a creature larger than you, take +2-armor forward against them.

Moves

Choose one: Order of the Iron Crucible or Order of the Storm's Eye

Order of the Iron Crucible: Your order believes in pushing the limits of the human body to sheer perfection. You harness the might of the ages through your physical form, harnessing massive amounts of energy in your bones and muscles. Your key stat is constitution and you get +1 hit point at every odd level.

Order of the Storm's Eye: Your order believes in pushing the limits of the human mind to sheer perfection. You harness the might of the ages through your stillness and awareness, harnessing massive amounts of energy in your mind and soul. Your key stat is wisdom and you get +1 to spout lore.

Get these:

Martial Arts Initiate: When you've got any arts prepared, your bare hands deal 1d6 damage in melee and you can hack and slash using your key stat. You're always considered armed when bare handed; if you have no arts prepared, you only deal 1d4 damage.

Cosmic Channeling: When you gather the energy of the cosmos into yourself, prepare a number of arts whose levels add up to your level. You cannot prepare arts that require an order other than your order.

Perform an Art: When you perform an art you've prepared, roll+key modifier. On a 10+, pull it off flawlessly. On a 7-9, choose one:

- You perform the art but leave yourself open to something.
- You perform the art, but tax your connection to the energy of the cosmos. You take -1-forward to perform an art, and -1-ongoing to perform *this* art until you gather the energy of the cosmos once more.
- You don't perform the art, but you're able to take some other action instead.

Arts

Level One

Swiftess: When you perform this art, hold 1. Spend 1 to perform a feat of amazing speed and agility.

Focused Dodge: When you perform this art, choose a single enemy you're aware of. Treat your armor as 1 higher against them for the duration of the current battle.

Battle Focus: When you perform this act, make a single hack and slash roll with a +1 bonus.

Light as a Feather: Perform this art when you fall or get thrown. If successful, ignore all the damage you'd take as a result of falling or getting thrown.

Arcane Fist, Lesser [Order of the Arcane Spirit]: When you perform this art, also cast a single spell of level 1 or lower, but do not trigger it's effects. For the duration of the current battle, anyone you deal damage to with your fists suffers the effects of the chosen spell.

Ironhide Mantra [Order of the Iron Crucible]: Perform this art when you

would take damage from an enemy of higher level than yourself. If successful, reduce the damage by 1 and you don't need to make a saving throw.

Crystal-Mind Prayer [Order of the Storm's Eye]: When you perform this art, ask three questions off of the Discern Realities list.

Energy Blast: When you perform this art, volley as though you were using your bare hands, at close range.

Stunning Fist: When you perform this art, inflict the damage of your next attack as stunning.

Level 3

Diamond-Cutting Fist Technique: When you perform this art, bend bars or lift gates as a fighter.

Graceful Feline Step: When you perform this art, you can run up and along vertical surfaces (such as walls), as long as you continue moving. You can also stand or walk along surfaces that would normally be too thin or weak to support you, such as thin ice or a tree branch. This art's effects last until you stand upon the ground once more.

Whirlwind Strike: When you perform this art, deal damage to everyone within melee range and take -1-forward.

Lightning-Quick Shadow Step: When you perform this art, instantly move to any spot you can see.

Flurry of Blows: When you perform this art, roll hack and slash 3 times, then choose to apply all or none of them.

Center of the Storm [Order of the Storm's Eye]: When you perform this art, choose up to 3 enemies within the same distance of you. You take +1-ongoing to defend against them for the duration of this battle.

Punishment-Enduring Spirit Mantra [Order of the Iron Crucible]: After you perform this art, hold 1 whenever you take damage for the rest of the battle. Spend 1 hold for a +1 on any hack and slash roll.

Arcane Focus [Order of the Arcane Spirit]: Perform this art when you deal damage with your bare fists. If successful, choose one:

The next time you expend an art to cast a spell, the art is considered 1 level higher.

The next time you cast a spell, take +1 to the roll.

I'm-Not-There-Technique: When you perform this art, the next 1d4 attacks against you deal no damage.

Level 5

Shadow's Evasion Technique: When you perform this art, it acts like lightning-quick shadow step. You may perform this art instantly, fast enough to evade an attack or something similar. You may also use it to catch someone off guard; if you do, take +1-forward against them.

Arcane Fist [Order of the Arcane Spirit]: When you perform this art, also cast a single spell of level 3 or lower, but do not trigger it's effects. For the duration of the current battle, anyone you deal damage to with your fists suffers the effects of the chosen spell.

Weak Point Awareness Mantra [Order of the Storm's Eye]: When you perform this art, add your wisdom modifier to your unarmed damage for the duration of the battle.

Bare-Handed Parry Technique [Order of the Iron Crucible]: When you perform this art, hold 3. Spend hold to prevent all damage to you or someone in your reach from a single attack.

Level 7

Iron-Body Meditation [Order of the Iron Crucible]: When you perform this art, hold 1 and take +1-forward to defend. Spend 3 hold to double your armor from non-armor sources until the next time you gather energy.

Cunning Ploy Technique [Order of the Storm's Eye]: When you perform this art, choose 3 allies and 3 enemies. When you aid any of the chosen allies, they take +wisdom modifier forward instead of +1. When any of the chosen allies deal damage to the chosen enemies, they add your wisdom modifier to their damage dealt.

Immaculate Fist Disjunction: [Order of the Arcane]: When you perform this art, remove all magical effects from whoever or whatever you next deal damage to with your bare hands. For each effect, if the casting level of the creator is higher than your level, take 1d6 points of damage per level difference.

Level 9

Arcane Fist, Greater [Order of the Arcane Spirit]: When you perform this art, also cast a single spell of level 5 or lower, but do not trigger it's effects. For the duration of the current battle, anyone you deal damage to with your fists suffers the effects of the chosen spell.

Center-of-the-Battle Stance [Order of the Storm's Eye]: When you perform this art, hold 3. As long as you have hold, you can move with superhuman speed to anywhere you can see. You can spend hold to:

- Defend someone as though you'd rolled a 10+.
- Give every ally you can see who can hear you a +1-forward.
- Deal damage to every enemy you can see.

Impossible Toughness Preparation [Order of the Iron Crucible]: When you perform this art, roll 1d4 per level and add that amount to your current and total hit points. Note the amount. The next time you gather the energies of the cosmos or fail on a perform an art roll, lose all hit points gained this way.

Advancement

Meditation: When you spend extra time and concentration to gather energy, hold double focus instead of +2.

Cosmic Awareness (Requires Order of the Storm's Eye): When you gather energy, hold +1d4 focus.

Iron-Ox Body Discipline (Requires Order of the Iron Crucible): You have +1-armor always. Add +1d4 HP when you take this move.

Martial Arts Disciple (Requires Martial Arts Initiate): Your bare hands deal one die size higher damage in melee and you have +1-armor as long as you're not wearing armor.

Iron Body Burns in the Furnace, and is Molded (Requires Order of the Iron Crucible): You can, at any time, channel an incredible (and dangerous) amount of energy through your body. If you do, hold 3 focus and give the MC 1 hold. The MC can spend his hold to deal 1d6 damage to you at any time starting at the end of the current encounter.

Brotherly: When you train, spar, or meditate with someone, add a bond with them (and they add one with you).

Martial Arts Master (Requires Martial Arts Disciple): Your bare hands deal one die size higher damage in melee and have piercing-1.

Ageless Form Meditation: As long as you gain focus at least once per day, you don't age. If a sunrise and sunset pass without you drawing energy from the cosmos, immediately suffer the cumulative effects of all avoided aging.

Stone-and-Iron Body (Requires Order of the Iron Crucible): You never suffer from diseases or poisons.

Cosmic Mediation Mastery: When you meditate, spend 1-hold to ask a question of the universe around you or an extra-planar spirit. You will be answered truthfully.

Bonds

Gear

You start with 3 gold.