

MONK

NAME: _____

WHAT DO YOU LOOK LIKE?

ARMOR

HP



BASIC MOVE

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence.

MONK MOVES

When you drop a random aphorism in a social interaction, gain a +1 to CHA rolls for the remainder of the conversation.

When you deliver a killing blow, you can quickly move into melee range of the next closet enemy.

When you attempt to channel the Ki Arts, roll+modifier shown. On a 7-9, choose one. On a 6-, neither.

- The move affects its intended target.
- You don't open yourself up for a counterattack.

MONK KI ARTS

(WORK WITH YOUR GM TO EXPAND THIS LIST.)

1. **Temple upon the Mountain**, roll+STR. You half all damage until end of next turn.
2. **Fist of Iron**, roll+STR. Add +2 to damage roll on this attack.
3. **Ride the Lightning**, roll+DEX. Channel electricity through your fist, doing double damage to enemies wearing metal armor.
4. **Cloak Stance**, roll+WIS. You're difficult to hit and impose -2 to the next attack against you.
5. **Herculean Aura**, roll+STR or DEX. Choose which modifier to add and increase the damage die for this attack to a d8.
6. **Steel Advance**, roll+WIS. Choose up to 2 enemies and rapidly attack each target.
7. **Wind Stands True**, roll+DEX. Half the damage of the next attack that hits you and immediately make an attack.
8. **Ghostwalk Blessings**, roll+STR. Your skin hardens, allowing you fall up to 40 ft. without taking damage.
9. **Calling the Corners**, roll+WIS.
 - Instantly light or snuff out a candle or torch.
 - Chill or warm nonliving material for a short time.
 - Mold earth, fire, water, or mist into a crude form

INVENTORY

STR

Inventory slot for STR

DEX

Inventory slot for DEX

CON

Inventory slot for CON

INT

Inventory slot for INT

WIS

Inventory slot for WIS

CHA

Inventory slot for CHA

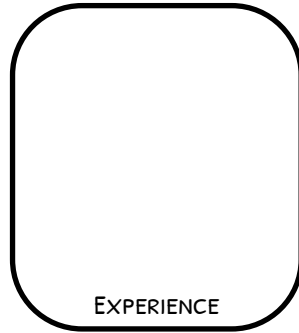
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

GEAR: ○ ○ ○

EXPERIENCE

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Monk Advancement list.



MONK ADVANCEMENTS

(YOU GET ONE PER LEVEL.)

- Graceful.* Gain +1 Dexterity.
- Indomitable.* Gain +1 Strength.
- Resolute.* Gain +1 Wisdom.
- Worldly.* Take an advancement from another class. (Choose a cool one, not an attribute bonus.)
- Dangerous.* You deal +1 damage.
- Opportunist.* **Whenever a creature close by is hit by someone else,** you can make a melee attack against that creature.
- Stunning Strike.* **On a 12+ with a Remarkable Weapon,** in addition to the normal effects, you stun your enemy.
- Extra Strike.* **When you're first in an initiative roll,** you make 2 attacks.
- Unarmored Defense.* Light clothing counts as 1 armor.
- Disciplined.* Work with the GM to create a new Ki Art to add to your list.
- Toughness.* You may heal yourself for 1d6 damage plus your level. You may do this a number of times per day equal to half your level; minimum 1. *(available after 5 advances)*

OR WORK WITH THE GM TO COME UP WITH SOMETHING COOLER!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

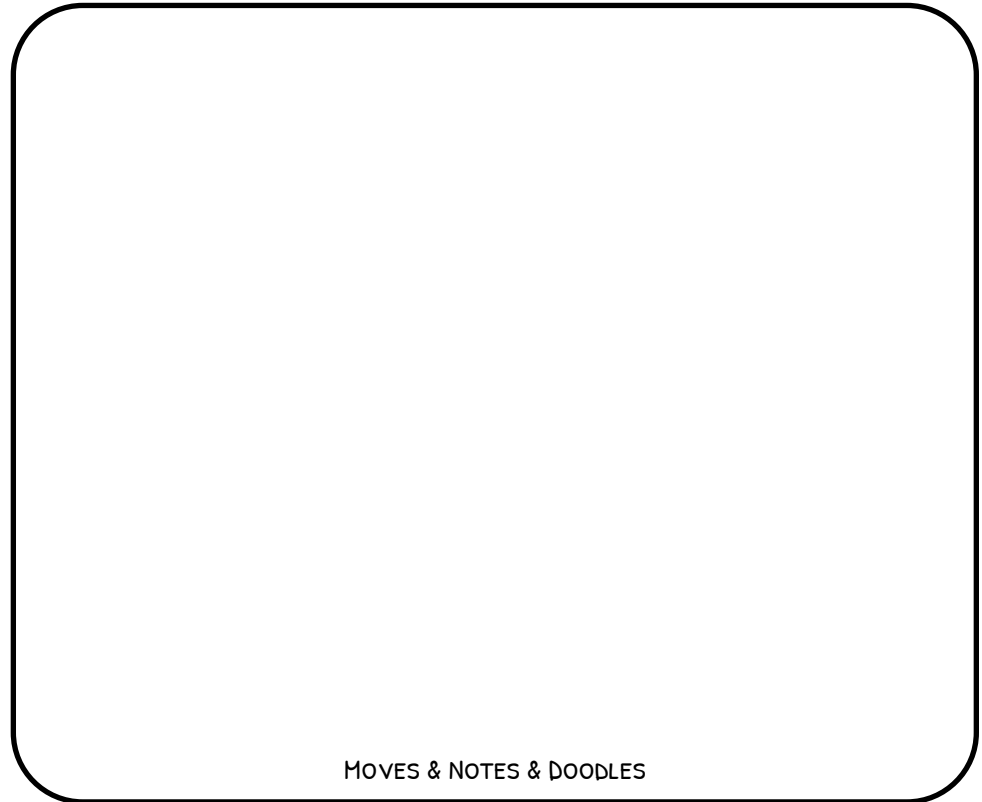
When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25gp to empty all of your Equipment Bubbles.

CHARACTER CREATION

(THE GM WILL HELP YOU OUT.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!



MOVES & NOTES & DOODLES