

NAME: Alexei the Monk**LOOK****BACKGROUND:**

Adventurer (Good Samaritan, Bard, Martial Hero [D])

SIMPLE ROBES, BALD, TATTOOS (FINERY OF MY ORDER - ORDER OF THE SACRED WORD)
MISSING LEFT PINKY FINGER (ADDED TO COLLECTION IN NANCLEDRA)

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

STRENGTH		DEXTERITY		CONSTITUTION		INTELLIGENCE		WISDOM		CHARISMA	
8 9		9		18		16		13		13	
WEAK -1		SHAKY -1		SICK -1		STUNNED -1		CONFUSED -1		SCARRED -1	
10		0		+3		+2		+1		+1	
STR		DEX		CON		INT		WIS		CHA	
DAMAGE		06		ARMOR		2+		HP		24	
MAX HP		24		LEVEL		46		XP		4/13	

• VS. HANDHELD WEAPONS ONLY

ALIGNMENT

Good: Help someone without them even asking.

RACE

Human: When you first enter a civilized settlement, someone who respects the custom of hospitality to monks will take you in as their guest.

BONDS (Max 5)

- 1) The changes in Sacet worry me. I must understand the limits of this magic
- 2) August is a kindred mind, focused on the pursuit of knowledge. I respect that
- 3) There is scarred because of my carelessness. I will do what I can to help her
- 4) Narbo goes to great lengths for those he cares about
- 5)

GEAR (Max Load 8)

- 1 Beads (holy, 0 weight)
- 1 Cloak (warm, 1 weight)
- 1 Backpack
- 5/5 Dungeon Rations (1 weight)
- 2/5 Adventuring Gear (1 weight)
- 4/4 Candles (Light 1, 0 weight)
 - 1 Lantern (uses oil, Light 3, 1 weight)
- 2/2 Flask of Oil (1 weight)
 - 2 Tears of Gariksokadron (Oil, 1 use per week)
- 1 Magic Toiletries (Min +1 to social situations)
- 3/9 Bandages (slow, 0 weight) - Heal 4
- 1/1 Healing Potion (0 weight) - Heal 10 or debility
- 1/1 Oil of Tagit (dangerous, applied, 0 weight) *sleep*
- 1/1 Goldenroot (dangerous, applied, 0 weight) *ally*
- 1/1 Antitoxin (0 weight)
 - 1 Gleb's Journal (0 weight)
 - 2 Jar of Chaos Essence (0 weight)
 - 1 Mask of Hakoum Shahina (0 weight)

5 Horses (banded)

HORSE (Max Load 10)

- 10/15 Dungeon Rations (3 weight)
- 3/5 Bag of Books (2 weight)
- 3/3 Torch (Light 2, 1 weight)

245 Coins (900, sell items)

TOTAL WEIGHT: 5

Note: Max HP = 6+Constitution; Max Load = 8+STR

MOVES**Bardic Lore**

You have an area of expertise.

- Grand Histories of the Known World.

When you first encounter an important creature, location, or item (your call) covered by your bardic lore, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what legend, song, or tale you heard that information in.

A Port in the Storm

When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

Charming and Open

When you speak frankly with someone, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully):

- How can I get you to _____?
- What are you feeling right now?
- What do you most desire?
- What do you wish I'd do?
- Whom do you serve?

Fight with Honour

When you enter a fight, roll+CON. On a 10+, hold 3 chi. On a 7-9, hold 2 chi. On a miss, hold 1 chi anyway, but your enemies already have the drop on you. Spend a chi during the fight to achieve one of the following effects:

- Block a blow meant for you or someone else (you take half damage).
- Break free from bonds or other confinement.
- Cross the distance between yourself and a foe, bypassing all obstacles.
- Deal your damage to a foe within reach.
- Leap over or across a physical obstacle.

You lose any remaining chi once the fight is over.

Fists of Fury

You are never unarmed—your body, and each of your limbs, is a weapon (hand, 0 weight), just as good as any other.

Hand of Monkey

If you are unarmoured and carry no shield, you have 2 armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm your foe.

Fuelled by Honour

If you accomplish your alignment condition during a fight, gain one chi, up to a maximum of three total.

Light as a Feather

When you run across a surface that cannot hold your weight, roll+DEX. On a 10+, you actually do it, gracefully and without trouble. On a 7-9, you make it across, but with consequences. The GM will tell you what.

Ask Me AnythingShow Me the Way
Honorable Society

ADVANCEMENT

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

Arrows in Hand

Requires: Fists of Fury. When you block or dodge a missile attack, roll+DEX. On a 10+, you snatch the missile out of the air and it deals no damage. On a 7-9, choose one:

- You avoid the attack completely.
- You snatch the missile out of the air and take half damage.

Fuelled by Honour

Requires: Fight with Honour. If you accomplish your alignment condition during a fight, gain one chi, up to a maximum of three total.

Honourable Society

You are a respected member of an honourable fighting society. When you send word to them for aid, you may recruit as if you have a useful reputation and are paying generously, even though you are not paying at all. Any hirelings they send you have at least loyalty +1 and warrior +1.

Light as a Feather

When you run across a surface that cannot hold your weight, roll+DEX. On a 10+, you actually do it, gracefully and without trouble. On a 7-9, you make it across, but with consequences. The GM will tell you what.

Ask Me Anything

When another PC comes to you for advice about a difficult problem, if you tell them what you really think they should do, they take +1 forward if they follow your advice, and you mark XP if they succeed.

Helpful

When you aid another PC, treat a miss as a 7-9 result. They always take +1 to their roll.

A Little Help From my Friends

When you successfully aid someone, you take +1 forward as well.

Show Me the Way

When you give a receptive NPC heartfelt advice about what they should do, roll+WIS. On a 10+, they follow your advice in whatever way they think is most beneficial for them. On a 7-9, they only follow your advice if you back them up and help them do it.

Bamboozle

When you parley with someone, on a hit, you also take +1 forward with them.

Bardic Expert

Requires: Bardic Lore. Choose a second area of expertise from the bardic lore list.

Fount of Knowledge

When you spout lore about something no one else has any clue about, take +1.

When you gain a level from 6-10, you may choose from these moves as well as the level 2-5 moves:

Glorious Honour

Requires: Fight with Honour. When you fight with honour, hold an extra chi, even on a miss.

Hands of the Monkey King

Replaces: Hand of Monkey. If you are unarmoured and carry no shield, you have 4 armour against hand-held weapons. If this reduces the damage you take to zero, you may also disarm your foe.

Superior Technique

Requires: Fight with Honour. Add these to the list of deeds you can spend a chi to perform:

- Break through a physical obstacle.
- Deal your damage to a foe within sight.
- Grab an item within reach. Now it is yours.

Show Me the Right Way

Replaces: Show Me the Way. When you give a receptive NPC heartfelt advice about what they should do, roll+WIS. On a 12+, they do exactly what you tell them to do. On a 10-11, they follow your advice in whatever way they think is most beneficial for them. On a 7-9, they only follow your advice if you back them up and help them do it.

Tough Love

When you tell another PC that they did something wrong, they take +1 forward to fixing it.

Very Helpful

Replaces: Helpful. When you aid another PC, you don't roll. They take +1 to their roll and if you would share in the consequences of their actions, you always get a chance to defend yourself first.

Con

Replaces: Bamboozle. When you parley with someone, on a hit, you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

An Ear for Magic

When you hear an enemy cast a spell, the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

Reputation

When you first meet someone who's heard of you, roll+CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

Unforgettable Face

When you meet someone you've met before (your call) after some time apart, you take +1 forward against them.