

The Warrior Monk

You may be a monk but you're also a fighter—ready to defend your temple and faith with force.

LOOK

EYES	▣ beady	▣ bloodshot	▣ mourning	☼ unclouded	☼ joyous	☹ wrathful
STANCE	▣ aggressive	▣ low	▣ regal	☼ closed-off	☼ ogre	☹ refined
DRESS	▣ adventurous	▣ ragged	▣ fine	☼ monastic	☼ faded	☹ fashionable
VOICE	▣ booming	▣ laughing	▣ laconic	☼ droning	☼ nervous	☹ lilting

RINGS

Add one to Water and Void. Subtract one from Earth, Water, Fire, Wind, or Void.

MATÉRIEL: choose either these, or those from your allegiance

You have an arquebus, bow and arrows, glaive, or maul; as well as a longsword or short sword. You have armor. You wear either Buddhist robes, or common clothing with a white hood under your helmet.

SECTION: choose either these, or those from your allegiance

100 Warrior Monks Arquebus or glaive. Short sword. Armor.

ATTACHMENTS: +1 Bond with whoever answers

- ➔ Who exemplifies a virtue to which I aspire? How have they demonstrated it?
- ➔ Who tempts me to abandon my beliefs?
- ➔ Who worships alongside me?

ROLE SPECIAL MOVES

Choose One to Start

The Pure Land Awaits



When you rush into conflict (martial or otherwise) without care or contemplation, roll with Void. On a hit, your fearsome initiative takes your enemy off balance; you or an ally roll your next move against them with advantage. On a 7-9, your heedless aggression drops your guard: exposing your flank or forgetting your manners, for example. A foe who acts swiftly may take advantage of your vulnerability. On a miss, your impetuous action sabotages your side's plan, plays right into your enemy's hands, or makes you look like a fool in front of someone who matters.

Mountain



When you defend your religion or its adherents, you may always **ENDURE** with Void.

Templar

You belong to a Buddhist monastery. Show us where on the map. By default it has a temple for worship, monks and/or nuns, simple residential barracks, some surrounding fields of crops, and peasants who tend those fields and worship at the temple. PCs who take advantage of monastic facilities may roll to **RESIST OR INDULGE THEIR ATTACHMENT** with disadvantage, and to **WITHDRAW FROM THE WORLD** with advantage. Choose two strong points ...

- ➔ The abbot or abbess is a luminary teacher: the GM creates them as a sympathetic officer
- ➔ A well-stocked library: PCs who study here may reconnoiter academic or scientific subjects
- ➔ Fine architecture or artwork: choose an extra option when you **CREATE ART** here, even on a miss
- ➔ Religious relics: monsters cannot approach them, and pilgrims visit from far and wide
- ➔ A rustic inn, gourmet kitchen, and resident tea master: VIPs patronize and fund the monastery

... and one weak point ...

- ➔ The surrounding fields are sparse, infertile
- ➔ A scandal has discredited the monastery
- ➔ A rival sect makes trouble for you
- ➔ The abbot or abbess can't stand you
- ➔ The facilities are ancient and crumbling
- ➔ Malevolent spirits haunt the grounds
- ➔ The temple grants food and shelter to any nonviolent visitors who help with chores or defenses.

The Warrior Monk

僧兵 SŌHEI

RULES QUICK REFERENCE

- Roles, p.155
- Allegiances, p.102
- Common moves, p.234
- Attachments, p.80
- Weapon moves, p.70

GAME TERM QUICK REFERENCE

- Advantage: roll three dice and ignore the single lowest result
- Disadvantage: roll three dice and ignore the single highest result
- Hold #: Receive a number of points you can expend to do something particular.
- +1 Forward: Receive a one-time bonus to a single specific kind of roll made in the future.
- +1 Ongoing: receive a permanent bonus when acting according to the specified circumstance.
- Mark XP: fill in one of the experience circles. If you fill in the fifth circle, erase them all and take an advancement

