

# The Monk

Character created with [Hero Designer](#), version 2.42

Alternate Identities :

Player Name : NPC

Genre : High Fantasy

Campaign : Western Shores

## CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
30	STR	10	0	15-	HTH Damage 6d6 END [6]
30	DEX	10	30	15-	OCV 10 DCV 10
10	CON	10	0	11-	
9	BODY	10	-2	11-	
18	INT	10	8	13-	PER Roll 13-
23	EGO	10	26	14-	ECV: 8
13	PRE	10	3	12-	PRE Attack: 2 1/2d6
8	COM	10	-1	11-	
2	PD	2	0		2 PD (0 rPD)
2	ED	2	0		2 ED (0 rED)
8	SPD	3.0	10		Phases: 2, 3, 5, 6, 8, 9, 11, 12
4	REC	4	0		
20	END	20	0		
19	STUN	19	0		
5"	Running	6	-2		
2"	Swimming	2	0		
6"	Leaping	6	0		

**72** Total Characteristics Points

## EXPERIENCE POINTS

Total earned: **0**

Spent: **0**

Unspent: **0**

Base Points: **140**

Disad Points: **110**

Total Points: **240**

## POWERS

Cost	Name	END
10	<b>Body Control:</b> Elemental Control, 20-point powers	

Cost	Name	END
5	1) +2 SPD (20 Active Points); Costs Endurance (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (1 1/2d6 Drain to Spd after stopping using the power; -1/2)	2
3	2) +2 SPD (20 Active Points); Increased Endurance Cost (x4 END; -1 1/2), Costs Endurance (-1/2)	8
5	3) +20 STR (20 Active Points); No Figured Characteristics (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (1 1/2d6 Drain to Str after stopping using the power; -1/2)	4
8	4) +10 DEX (30 Active Points); Costs Endurance (-1/2), No Figured Characteristics (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (1 1/2d6 Drain to Dex after stopping using the power; -1/2)	3
6	5) Flight 8", x4 Noncombat (21 Active Points); Restrainable (-1/2), Only In Contact With A Surface (-1/4)	2
8	6) Combat Luck (12 PD/12 ED) (24 Active Points); Restrainable (-1/2), Costs Endurance (Only Costs END to Activate; -1/4)	2
12	7) HA +4d6, Armor Piercing (+1/2), Autofire (5 shots; +1/2) (40 Active Points); Hand-To-Hand Attack (-1/2), Restrainable (-1/2), Required Hands Two-Handed (-1/2)	4
4	8) Missile Deflection (Arrows, Slings, Etc.) (10 Active Points); Restrainable (-1/2), Required Hands Two-Handed (-1/2), Costs Endurance (Only Costs END to Activate; -1/4), Will Not Work Against Heavy Missiles (-1/4)	1
4	9) <b>Laying on of Hands:</b> Healing BODY 2d6 (20 Active Points); Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Others Only (-1/2)	2
3	10) <b>Regeneration:</b> Healing 2 BODY (20 Active Points); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2), Does Not Work On Some Damage One Type of Damage (Enchanted demon blades; -1/4)	2
2	11) Healing 1 BODY, Can Heal Limbs (15 Active Points); Extra Time (Regeneration-Only) 1 Minute (Character May Take No Other Actions; -1 3/4), Concentration (0 DCV; Character is totally unaware of nearby events; -3/4), Self Only (-1/2), Does Not Work On Some Damage One Type of Damage (Enchanted demon blades; -1/4)	1
4	12) Physical Damage Reduction, 50% (20 Active Points); Costs Endurance (-1/2), STUN Only (-1/2), Restrainable (-1/2)	2
3	13) Mind Scan 4d6 (Human class of minds) (20 Active Points); Character Cannot Attack Through Link (-1 1/2), Stops Working If Mentalist Is Stunned (-1/2)	2
15	Endurance Reserve (145 END, 6 REC) Reserve: (20 Active Points); REC: (6 Active Points); Concentration, Must Concentrate throughout use of Constant Power (0 DCV; -1), Incantations (Requires Incantations throughout; Complex; -1), Personal REC (-1/2), Slow Recovery 1 Minute (-1/2)	0
3	LS (Eating: Character only has to eat once per week; Extended Breathing: 1 END per Turn; Sleeping: Character only has to sleep 8 hours per week)	0

**95** Total Powers Cost

## MARTIAL ARTS

Cost	Martial Arts Maneuver
4	Martial Block: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
4	Martial Disarm: 1/2 Phase, -1 OCV, +1 DCV, Disarm; 40 STR to Disarm
4	Martial Dodge: 1/2 Phase, - OCV, +5 DCV, Dodge, Affects All Attacks, Abort
4	Martial Escape: 1/2 Phase, +0 OCV, +0 DCV, 45 STR vs. Grabs

Cost	Martial Arts Maneuver
3	Martial Grab: 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 40 STR for holding on
4	Martial Strike: 1/2 Phase, +0 OCV, +2 DCV, 8d6 Strike

**23** Total Martial Arts Cost

## SKILLS

Cost	Name
3	Breakfall 15-
3	Acrobatics 15-
3	Climbing 15-
3	Contortionist 15-
5	Defense Maneuver I-II [ <b>Notes:</b> No attacker is considered to be from 'behind'. No multiple attacker bonus]
0	AK: Irolo 8-
2	KS: Religion 11-
1	KS: Demons 8-
2	Navigation (Land) 13-
3	Persuasion 12-
3	Paramedics 13-
5	Rapid Attack (HTH)
3	Sleight Of Hand 15-
3	Stealth 15-
3	Streetwise 12-
3	Survival 13-
3	Tracking 13-

**48** Total Skills Cost

## TALENTS

Cost	Name
2	Trackless Stride

**2** Total Talents Cost

## EQUIPMENT

Cost	Equipment	END
	<b>Quarterstaff:</b> (Total: 25 Active Cost, 8 Real Cost) Energy Blast 4d6 (20 Active Points); OAF (-1), STR Minimum 10 (-1/2), No Range (-1/2), Real Weapon (-1/4) (Real Cost: 6) plus +1 with HTH Combat (5 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 2)	2
	<b>Knife:</b> Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR), Reduced Endurance (0 END; +1/2), Ranged (+1/2) (20 Active Points); OAF (-1), Real Weapon (-1/4), STR Minimum 4 (-1/4) [ <b>Notes:</b> Can Be Thrown]	0
\$18	Ink (1 ounce, in glass vial) [ <b>Notes:</b> Body 1_Def 1]	0

Cost	Equipment	END
\$0	Quill [ <b>Notes:</b> Body 1_Def 0]	0
\$1	Fishing Hook and Line [ <b>Notes:</b> Body 1_Def 1]	0
\$0	Bread (1 loaf)	0
\$5	Pipes, Wooden/Recorder [ <b>Notes:</b> Body 2_Def 3]	0
\$5	Backpack [ <b>Notes:</b> Body 3_Def 2]	0
\$100	Book, Blank, Large [ <b>Notes:</b> Body 2_Def 1]	0

Equipment costs shown above are for reference only, and are not included in Total Cost.

## DISADVANTAGES

Cost	Name
10	Money: Destitute
0	Normal Characteristic Maxima
10	Age: 60+
10	Reputation: , 14- (Known Only To A Small Group)
10	Hunted: Demonblades 8- (As Pow, Harshly Punish)
15	Oath to Hunt demons: (Common, Strong)
25	Hunting the child: (Very Common, Total)
10	Truthfulness: (Uncommon, Strong)
5	Skinny: (Infrequently, Slightly Impairing) [ <b>Notes:</b> You are notably underweight. Your Comeliness can be at best 14 and should be lower. A high Body stat is unrealistic, the limit is 15. You are at -2 for any Disguise or Shadowing (if there is a crowd) attempt]
15	Code: (Common, Strong) [ <b>Notes:</b> This code means that you can never refuse a challenge from another fighter. You can, if you choose, answer a challenge by sending a student to meet the challenger.]

**110** Total Disadvantages Cost

## APPEARANCE

Hair Colour: Grey  
 Eye Colour: Brown  
 Height: 1.65 m  
 Weight: 66.00 kg  
 Description:

## BACKGROUND

## PERSONALITY

## QUOTE

## POWERS/TACTICS

## CAMPAIGN USE

Character created by Peter Wass

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