

WARRIOR MONK

A fan-made player profession for the Dragon Warriors roleplaying game by Patrick Murray (A.K.A. Rumtap).



Version

This version V2.2 March 2020.

Serpent King Games Fan Policy

This document includes material based on the *Dragon Warriors* setting, as created by and copyright © Dave Morris and Oliver Johnson, and used according to the terms of the Serpent King Games Fan Policy. We are not permitted to charge you to use or access this content. This document is not published, endorsed, or officially approved by Serpent King Games. For more information about *Dragon Warriors* products and Serpent King Games, please visit <http://www.serpentking.com>

Credits

Monk Image: HiClipart

This work features art by Daniel F. Walthall, found at: drivethrurpg.com/product/181517, available under a CC BY 4.0 license: creativecommons.org/licenses/by/4.0/.

Free! Fantasy Stock Art by Daniel F. Walthall is licensed under the Creative Commons Attribution 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by/4.0/>.

From the Eastern Lands

In the far east of Legend, can be found the mysterious lands of Ratubatan, Minj, Khitai and Yamato. Little is known of these places except for what few tales are bought back to the west by the most adventurous of travellers and merchants. One tale that is told of these lands is of great temples full of warrior monks that study the arts of mind, body and war. These warriors meditate and train to build their Chan (spirit) and Quan (physical) strength and in turn develop their Chi which is the inner force inside them that powers their abilities. Some Warrior Monks have been known to leave their temples and travel far and wide in the pursuit of greater wisdom and understanding.

- A. Strength, Reflexes, Intelligence, Psychic Talent and looks; roll 3d6 for each.
- B. Health Points = 1D6+6
- C. Basic Attack = 13; Basic Defence 5
- D. Basic Magical Defence = 4
- E. Basic Evasion = 5
- F. Basic Stealth = 14; Basic Perception = 6

Minimum Requirements

A player wishing to be a Warrior Monk must roll at least a 9 for Strength, 12 for Reflexes and 9 for Psychic Talent. A character with scores lower than these lacks the stamina, agility and focus to be a Warrior Monk.

Special Abilities

As with other professions the Warrior Monk begins with a few core abilities to reflect their years of training.

- Chi Meditation
- Feed the Spirit
- Iron Body Technique
- Martial Arts
- Monk Weapon Groups
- Track (as per Knight, see *Dragon Warriors*, p. 63)
- Unarmed Combat (as per Assassin, see *Dragon Warriors*, p. 43)

As the Warrior Monk grows in experience so does their set of skills. At 3rd Rank, the Warrior Monk may choose one skill from the list below and then again at 6th Rank, 8th Rank and at each rank thereafter.

- Breakfall (rank 3 onwards, as per Assassin, see Dragon Warriors, p. 46)
- Celestial Palm (rank 3 onwards)
- Climbing (rank 3 onwards, as per Assassin, see Dragon Warriors, p. 46)
- Inner Sense (rank 3 onwards, as per Assassin, see Dragon Warriors, p. 43)
- Iron Palm Technique (rank 3 onwards)
- Luohan Technique (rank 3 onwards)
- Lying Tiger Technique (rank 3 onwards)
- One with the Blade (rank 3 onwards)
- Step of the wind (rank 3 onwards)
- Stinging Wasp Technique (rank 3 onwards)
- Arrow Cutting (rank 6 onwards, as per Warlock, see Dragon Warriors, p. 39)
- Fight Blind (rank 6 onwards, as per Warlock, see Dragon Warriors, p. 39)
- Iron Broom Technique (rank 6 onwards)
- Jumping (rank 6 onwards, as per Assassin, see Dragon Warriors, p. 46)
- Masterhood (rank 8 onwards)

Chi Meditation

Warrior Monks spend a good deal of time in meditation and learn to focus their Chi to heal their bodies. A Monk can spend up to 1 hour per day using this meditation technique. At the end of the hour the monk recovers 2 health points up to their maximum total. This can be taken a second time to increase the healing benefit to 4 health points.

Feed the Spirit

The Warrior Monk eats a very careful diet of beans, wholegrain noodles, whole grain breads and fresh fruit and raw vegetables. This coupled with their strict exercise routine gives them a healthier constitution than most and helps to fight off disease. In game terms a monk may add +2 to the d20 roll to save against disease. This can be taken a second time for a +4 bonus.

Iron Body Technique

A Warrior Monk is a fast and agile adversary that spends many hours in training and meditation to focus their Chi to harden their body. This technique gives a Warrior Monk a base Armour Factor of 2. A Warrior Monk with that takes this skill a 2nd time can focus their Chi even further and gains an Armour

Factor of 3. The monk can only make use of this technique when not wearing armour.

Martial Arts

Warrior Monks are adept at making fast, agile and numerous attacks with weapons, hands and feet. To reflect this a Warrior Monk may deliver two attacks while in combat, one with a monk weapon, the second an unarmed strike. Alternatively, the Warrior Monk may put a greater focus on their defence. This functions in the same as the Knight skill *Main Gauche* (*Dragon Warriors* p 27) i.e. either:

- two attack rolls against the same opponent who does not need to split defence against you while the Warrior Monk has Defence zero for that round or
- the Warrior Monk may make a single strike and add +2 Defence for the round.

At Rank 4 the Warrior Monk becomes more adept at martial arts and may now either:

- make two strikes (one with a monk weapon, the other an unarmed strike) against opponents within range (does not have to be the same target and the target still does not need to split defence) and the Warrior Monk may use half their defence (round down) for the round or;
- the Warrior Monk may make a single strike and add +4 Defence for the round.

At Rank 8 the Warrior Monk becomes a true master of martial arts and may:

- make two strikes (one with a monk weapon, the other an unarmed strike) against opponents within range (does not have to be the same target and the target still does not need to split defence) and the Warrior Monk may use their full defence or;
- the Warrior Monk may make a single strike and add +6 Defence for the round.

Monk Weapon Groups

Warrior Monks train with a number of weapons but also spend a good deal of time learning unarmed combat and other non-combat disciplines. To reflect this a Warrior Monk may use the following weapons using their full Attack score:

- Unarmed combat

- Cudgel
- Dagger
- Mace
- Quarterstaff
- War Axe
- Bow
- Sling
- Throwing spikes

If obliged to fight with a different weapon the Warrior Monk does so at -2 Attack.

Note: this list was designed using the weapons listed in *Dragon Warriors*. Should your campaign include other weapons then they may also be added to this list at your Game Master's discretion. Any weapon added however should not use better than a D6 for armour bypass. Examples of alternative weapons are provided at the end of this profession.



Celestial Palm Technique

The Warrior Monk that learns this technique can focus their Chi when using Unarmed Combat to inflict greater damage, increasing the damage inflicted by 1. Despite the name it also applies to kicks as well as punches.

Iron Palm Technique

Through intense training and concentration, the Warrior Monk hardens their hands (and feet) to the point where they can dent metal. This technique grants the Warrior Monk +1 to armour bypass rolls when using Unarmed Combat.

Luohan Technique

Using this technique, the Warrior Monk learns to focus their Chi to be more aware of their surroundings. This technique increases the monks Perception score by 1. This can be taken a second time for an additional 1-point increase.

Lying Tiger Technique

Like the giant cat this technique is named for, the Warrior Monk learns to move silently and increases their Stealth score by 2. This may be taken a second time for an additional 2 points increase to Stealth.

One with the Blade

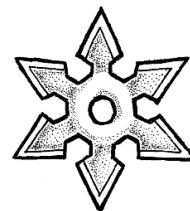
Many monks believe that a weapon is an extension of their own body, that the blade and the wielder are one. A Warrior Monk that chooses this skill chooses to focus their training on weapon use and may now add one of the weapons listed below to their Monk Weapon Group. This skill can be taken more than once.

- Battle axe
- Short sword
- Sword
- Long sword
- Spear
- Javelin
- Long bow

Note: as with Monk Weapon Groups, this list was designed using the weapons listed in *Dragon Warriors*. Should your campaign include other weapons then they may also be added to this list at your Game Master's discretion. Any weapon added under this skill however should not use better than a d8 or 2d4 for armour bypass.

Step of the Wind

A Warrior Monk with this ability is fast and deadly. Their base movement increases to 12 metres allowing them to move up to 3 metres to enter combat. This may be taken a second time to increase base movement to 14 metres with a 3.5 metre move into combat.



Stinging Wasp Technique

A Warrior Monk with this skill becomes adept in the use of throwing weapons. When using a throwing weapon to make a ranged Attack the Warrior Monk may add +1 to armour bypass.

Iron Broom Technique

This technique, which is like a Knights Disarm Technique (*Dragon Warriors* p 26) allows the Warrior Monk to take advantage of a clumsy strike against them and make a sweeping kick with their leg to disarm an opponent. If an attack roll made against the monk is a 20, the monk can try disarming their attacker by rolling higher than the attackers rank on 3d6. If successful, the weapon is kicked 1d6 metres away.

Masterhood

The Warrior Monk finds a secluded spot to meditate and focus their Chan and Quan. After 1d4 days of seclusion the power of the monk's Chi flows through their mind, body and soul. The Warrior Monk can increase each starting Characteristic by 1 to a maximum of 18 and can increase their maximum Health Point score by an additional 2 hp.

Equipment

Initially equipped with a backpack, robes, quarterstaff, dagger, flint and tinder, lantern and 2d4 florins.

Armour

The Warrior Monk has no training in the use of armour and suffers combat penalties as per a Sorcerer (*Dragon Warriors* p 71).

Advancement

- +1 to Attack each time the character increases in rank.
- +1 to Defence at 3rd rank, then +1 at 5th rank etc.
- +1 to the characters Health Points score each time they increase in rank.
- +1 to Magical Defence each time the character increases in rank.
- +1 to Evasion when the character reaches 5th rank, and another +1 at 9th rank.
- +1 to Perception each rank.
- +1 to Stealth at 4th, 7th and 10th rank.

Background

If playing as a Warrior Monk, the player may simply choose to come from a monastery of one of the eastern nations and build their own

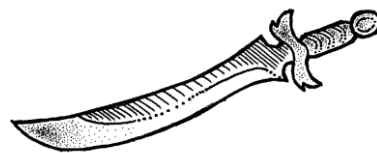
back story. Alternatively, the player may have been trained by a wandering monk, in this case they use the Mystic column from Background Table 1 – *Dragon Warriors* p 53.

Examples of Eastern Weapons

While the Warrior Monk player can simply use the weapons listed in the core books. With their game master's consent, they may wish to adopt eastern weapons for theme and flavour using the rules above. One way to do this is to choose a western weapon and keep its stats while simply using the name of a similar eastern weapon. Some examples of weapons from Khitai and their western equivalents are provided below.

- Chuí: a mace like weapon
- Gün: a staff
- Fu: a war axe
- Yue: a battleaxe
- Giang: a spear
- Dao: a sabre style sword
- Jian: a straight double-edged sword

Note: This list is only the writer's interpretations and players should, as always, do what works for them and their campaign.



The availability of any exotic weapons will depend upon the campaign setting. A small village in Cornumbria for example, is highly unlikely to have even heard of some of these weapons, let alone have one for sale. A weaponsmith could be contracted to build an unusual weapon, but the price is likely to be much higher than any western equivalent.

Feedback

I hope you enjoy the Warrior Monk. If you play this profession in a campaign, I'd love to hear about it. Your feedback and constructive criticism are most welcome and can be provided on the Dragon Warriors Forum. <http://forum.libraryofhiabuor.net/viewtopic.php?f=16&t=442>

Thank you.