

NAME	HEIGHT	BODY POINTS	INNER FORCE	ATTACKS
Warrior Monk	4	13	5	2/1*

MANOEUVRES		PG	X	MOD	+
DRAGON FIST	LEAPING STRIKE	36	50	+2	
	SMASH	24	60	0	
	CHOP	44	60	-1	
IRON FIST	HIGH	6	60	-2	
	LOW	14	60	-2	
TIGER FIST	HIGH	10	60	-2	
	LOW	42	60	-2	
THROW*	MANTIS	12	58	0	
	PYTHON	48	58	+1	
KICK	SCYTHE	2	64	-1	
	AXE	38	64	-1	
	SPINNING	28	64	+1	
	LEAPING	34	54	+3	
	SPEAR	32	54	0	
SPECIAL	ROLL AND STRIKE	22	54	-1	
	WILD BLOW	40	64	0	
	DISLODGE WEAPON	30	56	-4	
BLOCK	HIGH	26	56	-1	
	LOW	4	56	-1	
JUMP	LEAP OVER	18	62	-6	
	ROLLING DODGE	46	52	-4	
	DODGE	8	52	-4	
	ROLL AT FEET	20	52	0	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	LEAPING STRIKE	50		+2	
	AXE KICK	64		-3	
	THROW	58		0	
	SPEAR KICK	54		-2	
	IRON FIST	60		-4	
	BLOCK & CLOSE	56		0	
	DODGE	52		-5	
	JUMP BACK	62		-5	

By spending one point of Inner Force, the Warrior Monk may either increase the damage modifier of any Orange, Red or Blue manoeuvre by +3 in the following turn, or reduce any damage taken in the following turn by 3. The Warrior Monk may spend one point of Inner Force to ignore any ill effects when touched by or touching an undead creature. Inner Force may be increased by 1 when all manoeuvres have been improved. Throws may only be used against humanoid opponents of height 5 or less.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	19	49	13	19	13	27	49	57	23	19	19	13	13	13	49	63	25	39	3	45	49	15	53	13
4	5	49	9	33	11	27	9	55	23	41	41	15	45	17	15	63	41	39	3	11	11	15	43	19
6	19	49	45	33	11	27	49	19	19	29	53	15	45	45	11	45	53	53	19	19	19	45	43	45
8	5	49	9	33	11	27	23	55	37	43	21	15	45	17	11	63	43	39	3	11	11	15	43	27
10	31	53	9	19	45	27	7	57	19	23	43	45	45	13	11	53	25	31	19	53	19	45	23	45
12	31	49	9	19	53	45	9	57	19	19	43	45	45	19	11	19	25	31	19	19	49	15	19	45
14	19	49	49	23	13	27	31	19	23	53	53	13	13	13	11	13	13	39	13	45	49	13	23	49
16	51	57	9	57	59	61	9	55	57	57	43	15	57	21	57	63	43	43	51	21	59	59	57	61
18	5	49	9	33	11	27	9	55	37	43	43	15	45	17	11	63	43	39	3	21	11	15	43	27
20	5	49	9	33	23	27	9	55	23	43	43	15	45	21	11	63	25	39	3	11	11	15	43	27
22	19	49	9	23	13	19	31	19	37	53	19	15	45	17	11	13	25	39	3	45	49	13	43	49
24	53	41	45	33	45	45	9	1	19	41	41	7	45	53	11	19	53	7	19	21	11	15	43	27
26	5	49	9	33	11	19	9	55	23	19	43	15	19	17	11	63	25	19	3	11	11	15	43	27
28	7	31	45	19	11	27	9	23	23	23	43	53	31	41	31	63	25	31	3	41	11	15	23	27
30	19	49	9	33	11	27	9	57	23	29	43	15	45	17	19	63	25	39	3	11	11	15	43	27
32	53	53	45	33	11	45	53	19	19	29	43	45	45	53	11	53	25	13	19	31	19	45	43	19
34	5	49	9	33	11	27	9	1	37	29	29	15	45	17	11	63	25	41	3	41	11	15	43	19
36	5	7	31	33	11	27	9	1	7	41	43	15	31	7	31	63	7	39	3	7	11	19	43	27
38	31	53	9	19	45	45	7	57	19	29	43	45	45	17	11	19	25	31	19	11	31	45	43	45
40	19	49	31	33	11	27	49	23	23	53	13	23	13	17	11	63	25	39	3	11	9	15	53	27
42	19	49	9	19	13	45	49	57	37	31	19	13	45	19	11	63	41	39	13	45	49	15	31	45
44	5	19	45	33	45	27	19	57	19	19	43	15	45	19	19	19	19	19	19	19	11	45	43	45
46	5	49	9	33	11	27	9	1	37	43	43	15	45	17	15	63	25	39	3	11	11	15	43	27
48	5	19	45	19	45	45	49	57	19	19	19	19	45	19	19	63	25	19	19	19	49	45	19	49

	50	52	54	56	58	60	62	64
50	19	23	63	45	41	9	19	19
52	21	57	63	57	27	9	55	51
54	53	33	19	45	35	9	35	3
56	39	57	63	45	61	59	55	3
58	39	33	51	47	27	31	57	51
60	39	33	13	57	27	9	57	47
62	39	57	51	57	61	59	55	51
64	53	35	13	45	61	59	57	3

1 JUMPING AWAY

Tell Opponent: "Restore 1 point of Inner Force. Add +3 if you Score next turn."

3 AXE KICK

Tell Opponent: "Do no Red next turn."

5 SCYTHE KICK

Tell Opponent: "Do no Blue next turn."

7 DAZED

SCORE 8

Tell Opponent: "Lose 1 point of Inner Force and do only Green or Yellow next turn."

9 IRON FIST

Tell Opponent: "Do no Kicks next turn."

11 TIGER FIST

Tell Opponent: "No restrictions next turn."

13 LEG WOUND

SCORE 5

Tell Opponent: "Do no Kicks next turn."

15 DRAGON FIST

Tell Opponent: "Do no Blue next turn."

17 SPINNING KICK

Tell Opponent: "Do only Green, Yellow or Kicks next turn. Add +1, cumulative, to your modifier if you successfully perform this manoeuvre again next turn."

19 STRUCK OFF BALANCE

SCORE -1

Tell Opponent: "Do no Red or Orange next turn."

21 TURNED AROUND

SCORE -1

Tell Opponent: "Do only Green, Yellow or Spinning Kick next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn. If you performed a Rolling Dodge, turn to p. 21. If you tried to Leap Over, turn to p. 21 and add +1 if you Score next turn."

25 LEAPING KICK

Tell Opponent: "If on a Score page (and I am humanoid), turn to p. 41. Do no Orange next turn."

27 THROWING OPPONENT

Tell Opponent: "If on a Score page, turn instead to p. 41 and do no Throws next turn, but add +2 if you Score next turn. Otherwise, no restrictions next turn."

29 ROLLING AT FEET

Tell Opponent: "You have knocked me down - turn to p. 41. Do no Orange or Jumps next turn, but add +2 if you Score."

- 31 ARM WOUND SCORE 2
Tell Opponent: "Do no Fist attacks or Throws next turn."
- 33 DODGING
Tell Opponent: "Add +2 if you Score next turn."
- 35 EXTENDED RANGE BODY WOUND SCORE 6
Tell Opponent: "Do only Brown next turn."
- 37 JUMPING UP
Tell Opponent: "Do no Throws or Blue next turn, but add +2 to any Orange or Kick that Scores."
- 39 LEAPING STRIKE
Tell Opponent: "Do no Green or Yellow next turn."
- 41 KNOCKED DOWN SCORE -1
Tell Opponent: "Do only Green, Yellow or Blue next turn."
- 43 ROLLING TO FEET
Tell Opponent: "Do no Orange next turn."
- 45 BLOCKING HIGH SCORE -2
Tell Opponent: "No restrictions next turn. If you choose to, you may turn to p. 13, strike me with Scythe Kick (2) and do no Blue next turn."
- 47 EXTENDED RANGE LEG WOUND SCORE 5
Tell Opponent: "Do only Extended Range (except Kicks) next turn."
- 49 BLOCKING LOW SCORE -2
Tell Opponent: "Do no Kicks next turn."
- 51 EXTENDED RANGE KICKING
Tell Opponent: "Do only Extended Range (except Leaping Strike) next turn."
- 53 BODY WOUND SCORE 6
Tell Opponent: "Do no Red or Orange next turn."
- 55 EXTENDED RANGE JUMPING AWAY
Tell Opponent: "Restore 1 point of Inner Force. Do only Extended Range next turn."
- 57 EXTENDED RANGE ATTACKING
Tell Opponent: "You may spend 1 point of Inner Force in order to restore 1 Body Point. Do only Extended Range next turn."
- 59 EXTENDED RANGE PUNCHING
Tell Opponent: "Do only Extended Range next turn."
- 61 EXTENDED RANGE THROWING
Tell Opponent: "Do only Extended Range next turn, except if on a Score page, turn instead to p. 41, do no Throws next turn and add +2 if you Score."

63 SPEAR KICK

Tell Opponent: "Do no Fist attacks next turn. If Scoring damage, turn to p. 19."