


WARRIOR MONK

Bonus:	+2 Defense
Bonus:	+1 Movement Rate
Restriction:	No Armor / No Shield
Experience Points:	<div>F</div> <div>H</div> <div></div>

MA: Sweeps & Throws	MA: Strikes	Staffs	Special
PASSIVE SKILL RANKS 1-4			
+1 to AR	+1 Damage	Use as +1 SB	-2 Mo
+2 Damage	+2 AR	Use as +2 SB	+10 En
Ignore SB	Ignore Armor	Use as +3 SB	+2 Def
+4 Damage	+3 Damage	Use as +4 SB	+10 En
ACTIVE SKILL RANKS 1-4			
Successful attack pushes enemy back 2"	If successful, enemy loses Counter Attack	+1D10 AR	Shake off disruption
Jump 3" away to evade 1 attack	Dodge and move 3" to evade 1 attack	1 attack against 2 enemies	+5 Defense for 1 turn
Move into enemy flank for 1 +2D6 attacks	Move into enemy flank for 2 +1D6 attack	1 attack against 2 enemies in a line 2" away	MRx2 across all but blocking terrain
Jump behind enemy for 3 rear attacks	+1D6 AR. If successful, enemy has -5 Def for 1D6/2 turns (round up).	1 attack against 4 enemies	4 attacks against 1 enemy. Each successful attack halves his Defense Stat.