

TORCHBEARER

Dungeoneers & Dragonslayers



Credit Due

This is a Torchbearer Dungeoneers & Dragonslayers product.

Design
Richard Wagner

Art
Richard Wagner

Torchbearer Concept
Thor Olavsrud

Torchbearer Design
Thor Olavsrud and Luke Crane

Torchbearer © 2014 Thor Olavsrud.
This game is based on previous work by Luke Crane.
This supplement is © 2014 BY Richard Wagner.

Torchbearer is published by the Burning Wheel, New York, NY 11102
www.TorchbearerRPG.com | www.burningwheel.com

Term Sheet

This is a plain language license for those who wish to create material for the Torchbearer roleplaying game for non-commercial digital publication. The license is between the authors, Luke Crane and Thor Olavsrud, and the licensee.

1. This license grants the holder the right to create new supplementary material for the Torchbearer roleplaying game. The licensee may use Torchbearer rules and terms except when such use would reprint artwork or large or key sections of text of the rulebook. Character and monster statistics and descriptions are excepted and may be reprinted.

1a. Supplementary material eligible for the license includes but is not limited to: adventures, new artwork, monster statistics, town events, camp events, twists, weapons, spells and prayers, skills, traits, towns, traps, magic items and character classes

2. To be eligible for the Torchbearer Dungeoneers & Dragonslayers non-commercial license, the licensee must use the associated logos and trade dress to designate the publication as part of this license.

3. All Torchbearer Dungeoneers & Dragonslayers products are published without review. However, the authors reserve the right to revoke the license for reasons including but not limited to: poor presentation, offensive content or poor fit for the Torchbearer rules.

4. We grant the licensee the right to distribute supplementary publications for Torchbearer in a digital format. Nothing may be charged for said publication and no fee or royalty will be paid by the licensee to the authors.

5. The authors make no claim to the copyright of the licensed work except in areas limited by this license. All rights to trademarked terms are retained by the authors.

6. We reserve the right to revoke this license at our discretion. If the license is revoked, the material must remove all reference to Torchbearer and the authors, including logos, rules and trade dress. Fill out credits Do not modify BWHQ credits or legal.

TORCHBEARER

Dungeoneers & Dragonslayers

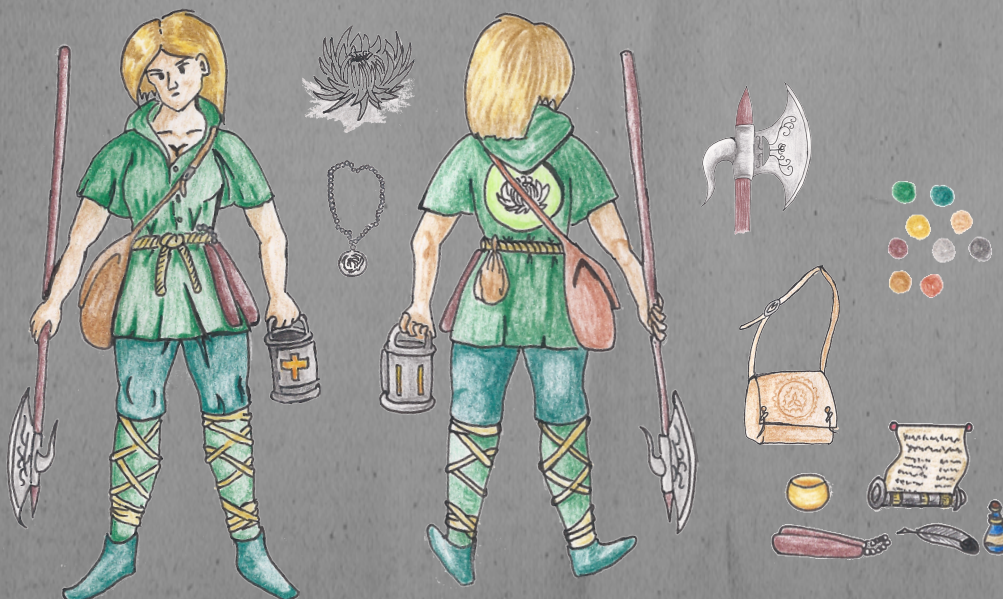
The Monk

A monk is representing his monastery as scholar and warrior on an equal level. After their basic training, a monk is sent into the wilderness to put their learned methods into practice and learn what life can teach them on their path toward enlightenment.

Human Monk Class Overview

Human Monk Starting Options

Class	Monk	Special Skill	Choose one of the following skills and give it a rating of 3: Criminal, Hagglor, Pathfinder
Raw Abilities	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 and higher than 6	Iron Discipline	The monk's iron discipline guides her way through the obstacles, life is putting in their path. Thus a monk must always resist temptation.
Special Rule	Must tithe wealth	Weapons	Polearm, Staff, Spear, Flail, Dagger
Skills	Fighter 3, Scholar 3, Scout 3, Healer 2, Mentor 2	Armor	None
Starting Trait	Iron Discipline	Alignment	Must be Lawful



Monk Level Benefits

Level 1

Monk

The Monk wears no armor and neither shield nor helmet. She can use polearms, staffs, spears, flails and daggers but with some practice she usually prefers unarmed combat while fighting. Monks must be Lawful. If her alignment should ever change, all level benefits are lost and the monk becomes a warrior of the same Level.

A monk does not accumulate wealth. While Lawful temples and monasteries do fully provide for the monk (and by that represent the resource value of the character) she has to tithe all wealth and coins when returning to a temple or monastery.

Level 2

Unarmed Combat

Your total body is your weapon. When unarmed in a fight, you do not suffer the -1D penalty to all actions. You can distribute +1D to one action type (Attack, Defend, Feint or Maneuver). This bonus can be changed for every Round of the conflict.

Asceticism

Monks can go one much longer without food and water. They resources last twice as long due to this fact. They need can use every unit twice before discarding.

Level 3

Block Missiles

You can block incoming missiles with your bare hands. During kill, capture or drive off conflicts the monk gains an additional +1s to defend actions.

Cool Headed

You're never made angry as a result of a fight. When the angry condition is handed out by the GM after a fight, you do not mark a condition. Do not mark a lesser or alternate condition.

Level 4

Agile

Your help in fights and battles adds an additional +1D: When you help another player, you grant +2D instead of +1D.

Stop Falls

The Monk can break any fall while she is in arm distance of any wall or handholds like branches. By this, you do not get the injured condition after an fall she can control.

Level 5

Resist Poison

Add +1D to recover from sick condition or any test to resist poison.

Strong Will

Due to the iron will of the monk, she can resist any mind influencing affect a lot better than other adventurers. Any will check vs. mind influence grants an +1s bonus.

Level	Fate	Persona	Monk Benefits	
1	0	0	Monk	
2	3	3	Unarmed Combat	Asceticism
3	7	6	Block Missles	Cool Headed
4	13	9	Agile	Stop Falls
5	19	12	Resist Poisons	Iron Will