

Monk - Warrior of Mercy

CHARACTER NAME

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Martial Arts

LVL 1

Without armor or shield, For use on unarmed or monk weapon attacks.

Damage: LVL 1 1d6, LVL 5 1d8, LVL 11 1d10, LVL 17 1d12

- Can use DEX instead of STR for attack and damage & for save DC against your Grapple or Shove options.
- Can make one Unarmed Strike as a Bonus Action.

Unarmored Defense

LVL 1

Without armor or shield: **AC** = 10 + *DEX mod* + *WIS mod*

Monk's Focus

LVL 2

All Focus Points are Renewed on a Short or Long Rest.

Flurry of Blows. Bonus Action. Cost: 1 Focus Point.

Make two Unarmed Strikes.

Patient Defense. Bonus Action. *Free* to Disengage, or spend 1 *Focus Point* to both Disengage and Dodge.

Step of the Wind. *Bonus Action.* *Free* to Dash, or spend 1 *Focus Point* to both Dash and Disengage. Also, your jump distance is doubled for the turn.

Unarmored Movement

LVL 2

Without armor or shield. **Speed increases.**

LVL 2 +10 ft, LVL 16 +15, LVL 14 +20, LVL 18 +30

Uncanny Metabolism

LVL 2

1 / Long Rest On Initiative roll. **Refresh all Focus Points** and **Heal HP** = 1 *Martial Arts die* + *Monk level*.

Deflect Attacks

LVL 3

Reaction: **Reduce Bludgeoning, Piercing, or Slashing damage** taken by 1d10 + *DEX mod.* + *Monk level*. If damage is reduced to 0 you can spend 1 Focus Point and a creature you can see that's not behind Total Cover, within 5 feet (melee attack) or within 60 feet (ranged attack) must make a DEX save or take damage = 2 *Martial Arts dice* + your *DEX mod*. The same damage type as original hit.

Hand of Harm

LVL 3

1 / Turn. Cost: 1 Focus Point.

Damage from an Unarmed Strike deals additional Necrotic damage = 1 *Martial Arts die* + your *WIS mod*.

Hand of Healing

LVL 3

Magic action. Cost: 1 Focus Point. Target: Touch.

Heal HP = 1 *Martial Arts die* + your *WIS mod*.

When you use Flurry of Blows, you can replace one of the Unarmed Strikes with this without using a Focus Point.

Implements of Mercy

LVL 3

You have **Proficiency** in the **Insight** and **Medicine** skills and **Proficiency** with the **Herbalism Kit**.

Ability Score Improvement

LVL 4, 8, 12, 16

You gain the Ability Score Improvement or another feat of your choice for which you qualify.

Slow Fall

LVL 4

Reaction. **Reduce falling damage** by 5 x your *Monk level*

Extra Attack

LVL 5

Attack action. You can **attack twice** instead of once.

Stunning Strike

LVL 5

1 / Turn. Cost: 1 Focus Point.

Monk weapons & Unarmed Strikes stun until your next turn, or a CON save to half its Speed 'til your next turn, and the next attack against it before then is made with Advantage.

Empowered Strikes

LVL 6

Your Unarmed Strike can deal your choice of Force damage or its normal damage type.

Physician's Touch

LVL 6

Hand of Harm. Can also give the creature the Poisoned condition until the end of your next turn.

Hand of Healing. Can also end one of the following conditions that's on the creature: Blinded, Deafened, Paralyzed, Poisoned, or Stunned.

Evasion

LVL 7

On a *DEX* save for half damage, instead take no damage on a save, or half if you fail.

Acrobatic Movement

LVL 9

Without armor or shield. You can move along vertical surfaces and across liquids

Heightened Focus

LVL 10

Flurry of Blows. Gains ability to make three Unarmed Strikes instead of two.

Patient Defense. Gains ability to add a number of Temporary HP = 2 *Martial Arts dice*.

Step of the Wind. Gains ability to move with you, a willing Large or smaller creature within 5 feet until the end of your turn. It's movement doesn't provoke Opportunity Attacks.

Self-Restoration

LVL 10

Remove the Charmed, Frightened, or Poisoned condition from yourself at the end of each of your turns. Also, you don't get levels of Exhaustion from not eating or drinking.

Flurry of Healing and Harm

LVL 11

Use a number of times = your *WIS mod*. Refresh: On a Long Rest.

Flurry of Blows Enhancements (no extra Focus Points):

- Can replace Unarmed Strikes with *Hand of Healing*.
- When an Unarmed Strike does damage, you can use *Hand of Harm* with that strike.

Deflect Energy

LVL 13

You can now use your *Deflect Attacks* feature against attacks that deal any damage type.

Disciplined Survivor

LVL 14

You have proficiency in all saving throws. When you fail a saving throw, you can spend 1 Focus Point to reroll it.

Perfect Focus

LVL 15

When you roll Initiative and don't use Uncanny Metabolism, you regain Focus Points until you have 4 if you have less.

Hand of Ultimate Mercy

LVL 17

1/Long Rest. Magic action. Range: Touch. Target: A creature that died within the past 24 hours. Cost: 5 Focus Points

Returns to life with HP = 4d10 + your *WIS mod*. Removes Blinded, Deafened, Paralyzed, Poisoned, and Stunned.

Superior Defense

LVL 18

Cost: 3 Focus Points. Duration: 1 minute or until Incapacitated.

You have **Resistance** to all damage except Force damage.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. Irresistible Offense is recommended.

Body and Mind

LVL 20

Your **DEX** and **WIS** scores increase by 4, to a max. of 25.