

Monk - Warrior of Shadow

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: $AC = 10 + DEX \text{ mod} + WIS \text{ mod}$

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 $1d10 + DEX \text{ mod.} + Monk \text{ level.}$ 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.

Shadow Arts

LVL 3

Darkness. Cost: 1 Focus Point. Cast the Darkness spell without spell components. You can see within the spell's area. You can move its Darkness to a space within 60 ft. at the start of each of your turns.

Darkvision. You get Darkvision, range 60 ft., or its range is increased by 60 ft. if you already have Darkvision.

Shadowy Figments. You know the *Minor Illusion* spell.

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 $5 \times \text{your Monk level}$

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.

Shadow Step

LVL 6

Bonus Action. While in Dim Light or Darkness.

You can teleport up to 60 feet to an unoccupied space you can see that's in Dim Light or Darkness. Then you have Adv. on your next melee attack before the end of the turn.

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.

Improved Shadow Step

LVL 11

Cost: 1 Focus Point

Enhancement: You no longer need to start and end in Dim Light or Darkness. As part of this Bonus Action, you can make an Unarmed Strike immediately after you teleport.

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.

Cloak of Shadows

LVL 17

Magic action. While in within Dim Light or Darkness. Cost: 3 Focus Points. Duration: 1 minute, you are Incapacitated, or end your turn in Bright Light.

You are shrouded in shadows and have the following.

Invisibility. You are Invisible.

Partially Incorporeal. You can move through occupied spaces (as Difficult Terrain). If you end your turn there, you are moved back to the last unoccupied space you were in.

Shadow Flurry. Flurry of Blows doesn't cost Focus Points.

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.