

Monk - Warrior of The Open Hand

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.

Open Hand Technique LVL 3

Flurry of Blows Enhancements affecting the Target:

Addle. Can't make Opportunity Attacks until its next turn.

Push. Must make a STR save or be pushed up to 15 feet.

Topple. Must make a DEX save or fall Prone.

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.

Wholeness of Body LVL 6

Bonus Action. Use number of times = WIS mod. Resets on a Long Rest.

You heal your HP = *Martial Arts die + your WIS mod.*

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.

Fleet Step LVL 11

You can use **Step of the Wind** immediately after taking any other Bonus action.

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.

Quivering Palm LVL 17

Cost: 4 Focus Points. Only one effected creature at a time.

Duration: Number of days before it ends harmlessly = Monk level.

On an Unarmed Strike hit, you start vibrations in the target.

You can end them harmlessly (no action required). If the target is on the same plane as you, use an Attack action to end them. The target then takes 10d12 Force damage or makes a CON save for half damage.

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.