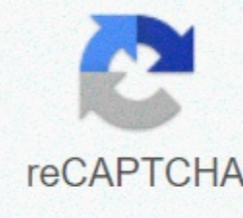




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Monk druid 5e sage advice

2018-02-16, 06:51 (ISO 8601) One of my players asks about multiclassing from a level 5 Open Hand Monk in a circle of the Moon Druid. I'm not sure about how his monk skills would interact with the wildshape, though. Can I ask the resident dMs would rule the following? - Unarranged defense: can you use it in wild form? - Martial Arts: Can animal forms use unarmored weapons, and if so, can they use their bonus action to carry out an additional attack? - Rafal of blows: can animal forms perform? - Missile deflection: usable in wild form? - Extra Attack: Usable in wildshape? Does this effectively give animals like the terrible multi-attack wolf? What do people think of that? I personally think that most of these are probably usable in animal form, but that would mean a level 5 monk would gain a huge number of features while wildshaped, greatly increasing their DPS. I wouldn't want to get too far past the druid of the unclassified moon... Any advice? 2018-02-16, 07:57 (ISO 8601) Originally posted by Eunostus One of my players asks about multiclassing from a level 5 Open Hand Monk in a circle of the Moon Druid. I'm not sure about how his monk skills would interact with the wildshape, though. Can I ask the resident dMs would rule the following? - Unarranged defense: can you use it in wild form? - Martial Arts: Can animal forms use unarmored weapons, and if so, can they use their bonus action to carry out an additional attack? - Rafal of blows: can animal forms perform? - Missile deflection: usable in wild form? - Extra Attack: Usable in wildshape? Does this effectively give animals like the terrible multi-attack wolf? What do people think of that? I personally think that most of these are probably usable in animal form, but that would mean a level 5 monk would gain a huge number of features while wildshaped, greatly increasing their DPS. I wouldn't want to get too far past the druid of the unclassified moon... Any advice? Responding to bullets in the same order you asked: Yes No (Unless you're in a beast shape that can catch feasible, like a monkey) Yes Eh, I mean, you might be biased because I actually played this multiclass, but I (and my group) didn't notice anything too crazy about letting all that work. Catching missiles should only be allowed by things with your hands or hand as paws like monkeys and bears.... but swatting them down? why cant a panther does that or a wolf snapping an arrow from the air with its jaws 2018-02-16, 08:08 (ISO 8601) Originally Posted danpit2991 capture missiles should be allowed only by things with your hands or hand as paws like monkeys and bears.... but swatting them down? why cant a panther does that or a wolf punching an arrow from the air with its jaws that's totally correct. I was just conveying my DM ruling gave me. I should have said that, I guess. 2018-02-16, 08:18 (ISO 8601) Animals can make unarmed strikes using normal monk dice. However, their cool natural weapon attacks are not unarmed blows. If he is already a monk now, it is too late, but a good option for a wildshape monk is Kensei, so they can make one of their natural weapons count as a monk's weapon. Similarly, any component of their AC that comes from natural armor does not stack with unarmed defense. It will be bonus animal dex plus bonus wis character, with no natural armor bonus. A multiclass monk is fun, but not necessarily outshine a regular druid month because the animal's druid moon shape keeps better based on druid level, not to mention the slaughter spell. It's just different. If houserules that they can make natural arms attacks like unarmed strikes without a significant investment in a monk subclass, then they do get a little too much from just a Level 1 bath in Monk. However, if it makes them invest more in Monk and go Kensei, the loss of druid levels is a steep price that balances it. Last edited by Errata; 2018-02-16 at 08:30 PM 2018-02-16, 08:31 PM (ISO 8601) Originally posted by Eunostus One of my players asks about multiclassing from a level 5 Open Hand Monk in a circle of the Moon Druid. I'm not sure about how his monk skills would interact with the wildshape, though. Can I ask the resident dMs would rule the following? - Unarranged defense: can you use it in wild form? - Martial Arts: Can animal forms use unarmored weapons, and if so, can they use their bonus action to carry out an additional attack? - Rafal of blows: can animal forms perform? - Missile deflection: usable in wild form? - Extra Attack: Usable in wildshape? Does this effectively give animals like the terrible multi-attack wolf? What do people think of that? I personally think that most of these are probably usable in animal form, but that would mean a level 5 monk would gain a huge number of features while wildshaped, greatly increasing their DPS. I wouldn't want to get too far past the druid of the unclassified moon... Any advice? Nedmoreed Defense works finely nased on the animal DEX Flurry kicks will work as long as you use the attack action to attack with Martial Arts (do damage as a monk weapon). I say it in because Multiattack is a separate attack action. If you use dead creature damage or multiattack, you can't use bonus attack or flurry features. Deviate the missiles, sure, I don't see why not. Not. not the multi-attack action. ReviveOldPost 2018-02-16, 09:46 PM (ISO 8601) Originally posted by Errata If he is already monk now, it is too late, but a good option for a wildshape monk is Kensei, so they can make one of their natural weapons count as a monk's weapon. I think Kensa's weapons must be simple or martial, which none of the beasts in which you can have as natural weapons. I would probably afford it anyway, but as per RAW... 2018-02-17, 12:22 (ISO 8601) Originally posted by DracoKnight That's totally correct. I was just conveying my DM ruling gave me. I should have said that, I guess. its cool was just curious dang this thread makes me want to do this MC... My monkey style kung fu will defeat ha ha 2018-02-17, 01:11 (ISO 8601) Add on the others and look at Deflect Missiles, I think it is worth pointing out that it is essentially two abilities: (a) Deflect / Reject / Nega missiles: you can use your reaction to deflect or catch the missile when hit by a weapon range attack. When you do this, the damage you take from the attack is reduced by 1d 10 + the dexterity modifier + monk level. (b) Reflect missiles: If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one free hand. If you catch a rocket this way, you can spend 1 ki point to make a remote attack with your gun or a piece of ammunition that you just caught as part of the same reaction. You do this attack competently, regardless of your weapon proficiency, and the missile counts as a monk's weapon for attack. Most creatures -- but hypothetically not all -- will be able to do (a), but only a subset of them will be able to do (b). A panther can deflect rockets in which they change the arrows in the air, causing them to miss (or at least reduce the damage); that same panther would probably just not be able to catch the arrow in their hand and then throw it as a weapon. (I say probably because it's easy to refluff this -- maybe it essentially treats the arrow almost like a ping-pong and throws it back without catching it, for example.) EDIT for clarity: This would probably be my judgment: you have different listed (and logical) requirements for the two parts of Deflect Rockets, so I'd let you use any part(s) your animal shape is physically capable of doing. Last edited by PhantomSoul; 2018-02-17 at 1:13. 2018-02-17, 06:33 AM (ISO 8601) Originally posted by Eunostus Can I ask the resident DMs would decide the following? - Unarranged defense: can you use it in wild form? Not. If the player's concept has been entirely closed on this operation, you might be willing to make (such as allowing it to operate in a few forms of monk trains for), but generally what works to defend a human form does not work to defend a form of snake or a Form. In terms of rules, wild shapes cannot do things that the animal is physically incapable of doing. I argue that few where any animals can perform seen kung fu or kwa movements, because they have been developed for humans. Even if you could do them, you wouldn't protect an animal so does a human. - Martial Arts: Can animal forms use unarmored weapons, and if so, can they use their bonus action to carry out an additional attack? For the most part, an animal cannot attack using monk martial arts, because a bear does not have the hands and fingers to perform a fong, nor the overall building to perform a chuai tui. The method the animal uses is the best you can expect an animal to do. As above, you might be willing to make some compromises (though I'd still hold with Multiattack not being attack action, so not all forms would do as well here). - Rafal of blows: can animal forms perform? Any form that can use Martial Arts can use Flurry kicks (and with the same warning about Multiattack). The others can't. - Missile deflection: usable in wild form? Simians, mostly yes. Most other forms, no. But again, as in the judgments above, you might let a given PC have it. - Extra Attack: Usable in wildshape? Does this effectively give animals like the terrible multi-attack wolf? That's actually what we have more than dm whim to tell us. We have JC's whim. A wolf with additional attack can bite twice. Extra Attack doesn't stack with Multiattack shapes like bears, though. It would still allow the bear's shape to attack twice with its claws, rather than once with claws and once with the bite (as per multiattack), for a small increase in damage. What do people think of that? I personally think that most of these are probably usable in animal form, but that would mean a level 5 monk would gain a huge number of features while wildshaped, greatly increasing their DPS. I wouldn't want to get too far past the druid of the unclassified moon... Any advice? This doesn't come online until level 7. Until then, wildforms aren't so strong anymore. The druid of the moon should be casting spells at this time, and use wild forms mostly for their added defense and for utility. The monk will indeed have a stronger form of brown bear than the single-class moon druid has polar bear if you allow all these things to work, and will probably feel less borked by the loss of shape than a wild-druid-only form. But a level 7 right monk is also better at doing damage and less squishy than a bear shape it should be. If the moon druids were as strong in the melee as the monks, with all the hit points added by wild shapes (not to mention the utility), and on top of that had full spelcasting, then they would be improperly balanced. Druids are casters above all else, even the druids of the moon. Edit: I know almost nothing about kung fu. I'm not even sure I used the terminology correctly. But I. I. illustrates my point better when I use it. Last edit by hyme; 2018-02-17 at 7:12. My D&D 5th ed. Druid Handbook 2018-02-17, 08:46 PM (ISO 8601) Originally posted by Moris_Elrod believe that Kensa's weapons must be simple or martial, which none of the beasts that you can have as natural weapons. I would probably afford it anyway, but as per RAW... Correctly. In general, the rules for the wild form do not lend themselves to mixing with other skills well. For one thing using their temporary hit points means that you can't cure them or even give them temporary hit points. There are some nice aspects to play a moon druid taken in isolation, but once you throw it into a party or a multiclass, the rules are too rigid and do not hold well. Other areas where it is too rigid is forcing each druid to have the wild shape as a basic capacity. I think it should be a resource that druid subclasses can override for use toward other abilities. I think in 6th there should be enough flexibility to allow the kind of specialist lycantrope that can pass into a certain type of creature that they choose when they take capacity (not a different one every time they move),

and they can build stronger physical beast characteristics as they level up, implemented in a way that combines them more gracefully with multiclassing or other party membership skills. This could be a class, subclass, racial template, or whatever makes sense to the system. An anthropomorphic combat specialist is clearly something that many players want and have a hard time working around with the druid moon. And someone who wants to focus on their fight doesn't necessarily want to invest in being a full caster, so to make it properly strong in battle and still balanced, must be divorced from the druid, who is a powerful caster, even without wild form. Last edited by Errata; 2018-02-17 at 08:47 PM 2018-02-17, 09:21 PM (ISO 8601) Originally posted by Errata Fair. In general, the rules for the wild form do not lend themselves to mixing with other skills well. For one thing using their temporary hit points means that you can't cure them or even give them temporary hit points. There are some nice aspects to play a moon druid taken in isolation, but once you throw it into a party or a multiclass, the rules are too rigid and do not hold well. Other areas where it is too rigid is forcing each druid to have the wild shape as a basic capacity. I think it should be a resource that druid subclasses can override for use toward other abilities. I think that in 6th there should be enough flexibility to allow some kind of lycantrope that can pass into a certain type of creature that they choose when they take capacity (not a different one every time they move), and they can build stronger physical beast characteristics than they level up, implemented in a way that they more graceful with multiclassing or other party members skills. This could be a class, subclass, racial template, or whatever makes sense to the system. An anthropomorphic combat specialist is clearly something that many players want and have a hard time working around with the druid moon. And someone who wants to focus on their fight doesn't necessarily want to invest in being a full caster, so to make it properly strong in battle and still balanced, must be divorced from the druid, who is a powerful caster, even without wild form. I completely agree. I would probably make this a barbaric thing if it had to be a subclass, making a lot of flavor sense and mechanics wise to the EMI. Spore druid is a step in the right direction with their alternative use for wildshape. I think more things like that should exist for druids. 2018-02-17, 22:44 (ISO 8601) Originally posted by hymer No. If the player's concept has been entirely closed on this operation, you might be willing to compromise (such as allowing him to operate in a few forms of monk trains for), but generally what works to defend a human form does not work to defend a form of snake or a form of spider. In terms of rules, wild shapes cannot do things that the animal is physically incapable of doing. I argue that few where any animals can perform seen kung fu or kwa movements, because they have been developed for humans. Even if you could do them, you wouldn't protect an animal so does a human. For the most part, an animal cannot attack using monk martial arts, because a bear does not have the hands and fingers to perform a fong, nor the overall building to perform a chuai tui. The method the animal uses is the best you can expect an animal to do. As above, you might be willing to make some compromises (though I'd still hold with Multiattack not being attack action, so not all forms would do as well here). Any form that can use Martial Arts can use Flurry kicks (and with the same warning about Multiattack). The others can't. Simians, mostly yes. Most other forms, no. But again, as in the judgments above, you might let a given PC have it. That's actually what we have more than dm whim to tell us. We have JC's whim. A wolf with additional attack can bite twice. 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If the moon druids were as strong in the melee as the monks, with all the hit points added by wild shapes (not to mention the utility), and on top of that had full spelcasting, then they would be improperly balanced. Druids are casters above all else, even the druids of the moon. Edit: I know almost nothing about kung fu. I'm not even sure I used the terminology correctly. But I think it illustrates my point better when I use it, and i will reject it with the following list monkey style crane style style eagle style leopard style snake style you will get the point I think an animal that style is based on can do kung fu better than a human imitation 2018-02-18, 02:51 (ISO 8601) @ danpit2991: I think we are looking at this from different angles. You see it from an inspired or mystical angle. I see it from an angle of physicality and anatomy. These styles are inspired by animals, and to some extent imitate them. But it's not them. Just stop for half a moment to think about what you're saying, from a concrete perspective: A crane performing crane style? She has no hands, can not perform elaborate hand blocks of style. And people don't have beaks, and they can't hit their prey with it, nor can they escape a dangerous flight position. My D&D 5th ed. Druid Handbook 2018-02-18, 17:59 (ISO 8601) @Hymer.. You've never seen kung fu panda????? and I send the following link 2018-02-18, 08:04 (ISO 8601) Originally Posted by Eunostus One of my players is wondering about multiclassing from a Level 5 Open Hand Monk in a Druid Month Circle. I'm not sure about how his monk skills would interact with the wildshape, though. Can I ask the resident dMs would rule the following? - Unarranged defense: can you use it in wild form? - Martial Arts: Can animal forms use unarmored weapons, and if so, can they use their bonus action to carry out an additional attack? - Rafal of blows: can animal forms perform? - Missile deflection: usable in wild form? - Extra Attack: Usable in wildshape? Does this effectively give animals like the terrible multi-attack wolf? What do people think of that? I personally think that most of these are probably usable in animal form, but that would mean a level 5 monk would gain a huge number of features while wildshaped, greatly increasing their DPS. I wouldn't want to get too far past the druid of the unclassified moon... Any advice? Hi! Well, I'd say you have several ways. 1. Allow on the ground as long as the shape of your beast is so capable, it could be argued that the use of the beast's members is not so different. 2. Allow only a subset because you feel some things are RAI others are not. 3. Allow only if the type takes a approaching the humanoid (4 members, mammal, ability to stand on two legs back for a sustained period of time). 4. Allows everything, but only for a creature that becomes the iconic creature of the player. 5. Allows everything, but step by step, when the character wins another level in Druid. I personally go with a mixture of 3 and 5, unless my player would be fine with having only ever ever had a beast shape. I say that the player gains monk's ability when he gets the equivalent level of Moon Druid +2 (so you can use The Defense of the Onolored and Martial Arts when Druid 3, Flurry kicks to level 4, etc.), and only with felines, bear-like and obviously monkeys. And I lift the restrictions on progressively compatible beast shapes too (well, if the character goes far enough, though). On the minus side, the player has to wait some time before starting to play his concept. On the plus side, I allow everything (including Martial Arts and Fob) to work with it. In this way, I give a true sense of realizing the concept of character and making it mechanically strong, without breaking the immersion for the players and for me. And I explain like an extra workout that the character has to follow to adapt his technique to the shapes of the beast. After all, Monk should get all his characteristics because he trained years to be a master of his own body. So you could expect an effort to translate this craftsmanship into shapes that you can only adopt for short bursts of time. I know I'm the minority, though. From what I remember, most DM allows directly on their interpretation of RAW ... - Defense unarmored (but calculated with beast statistics) - Deflect missiles. - Extra attack - Amazing blow. Others will be on a case-by-case basis. Last edited by Citan; 2018-02-18 at 08:05 PM. 2018-02-18, 09:20 PM (ISO 8601) somewhat off topic, but I actually met a German Shepherd who knows aikido. He was very controlled with how much pressure he put with his teeth while playing... but it was a little disconcerting the first time I played with it and realized it was actually trying to perform a gaeshi kote on me. If he'd really tried, it would hurt. His name was Patton and he belonged to a friend I trained with for years, who was a soldier who had just returned from Iraq, otherwise the dog was harmless, unless given the command to play or sic Rule 0: What DM says goes. Rule 0.5: What DM says goes. And if DM says stupid enough **** the players go too. 2018-02-18, 22:01 (ISO 8601) I think the fluff is very cool. I mean the picture fight a great evil using the mantis style (my favorite), then fly at it and turn into one I might try that. I also think the monk's skills would work in wild form. Come to the dark side; We have pop-tarts. Avatar of Linksls is not fun. It's not Blinsky ↓ He's... FIZOP THUNDERTOES!!!! Originally posted by DivisibleByZero We, as humans, have incisors. Incisors. are made for the breaking of meat and meat. Meat tastes good. If we shouldn't eat people, then why are they made of meat? 2018-02-19, 3:37 (ISO 8601) Originally posted Ivor_The_Mad I think the fluff is very cool. I mean the picture fight a great evil using the mantis style (my favorite), then fly at it and turn it into a giant one. I might try that. I also think the monk's skills would work in wild form. I want to make a Monk/Druid now. Maybe Monk 2/ Druid X, or vice versa, I haven't decided yet. I guess it depends on whether I want to focus on the caster or the martial aspect. Aspect..

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