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## Way of the open hand monastery

Level Proficiency Bonus Martial Arts Ki Points Unarmored Movement Features 1st +2 1d4 - - Unarmored Defense, Martial Arts 2. +2 1d4 2 +10 ft. Ki, Unarmored Movement 3rd +2 1d4 3 +10 ft. Monastic Tradition, Deflect Missiles 4th +2 1d4 4 +10 ft. Ability Score Improvement, Slow Fall 5th +3 1d6 5 +10 ft. Extra Attack, Stunning Strike 6th +3 1d6 6 +15 ft. Ki-Empowered Strikes, Monastic Tradition feature 7th +3 1d6 7 +15 ft. Evasion, Stillness of Mind 8th +3 1d6 8 +15 ft. Ability Score Improvement 9th +4 1d6 9 +15 ft. Unarmored Movement improvement 10th +4 1d6 10 +20 ft. Purity of the body 11. +4 1d8 11 +20 ft. Monastic Tradition Feature 12th +4 1d8 12 +20 ft. Ability Score Improvement 13th +5 1d8 13 +20 ft. Tongue of the Sun and Moon 14. +5 1d8 14 +25 ft. Diamond Soul 15. +5 1d8 15 +25 ft. Timeless Body 16th +5 1d8 16 +25 ft. Ability Score Improvement 17th +6 1d10 17 +25 ft. Monastic Tradition feature 18th +6 1d10 18 +30 ft. Empty Body 19th +6 1d10 19 +30 ft. Ability Score Improvement 20th +6 1d10 20 +30 ft. Perfect Self As a monk gives you the following class features. Hit Points Hit Cube: 1d8 per Monk Level Hit Points on 1. Level: 8+ your constitutional modifier hit points at higher levels: 1d8 (or 5) + your constitution modifier per monk level according to 1st Proficiencies Armor: No Weapons: Simple Weapons: Simple Weapons, Short Sword Tools: Choose a type of Artisan Tools or a Music Instrument Saving Throws: Strength, Skill Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, in addition to the equipment granted by your background: (a) a shortword or (b) any simple weapon (a) a dungeoneer pack or (b) an explorer pack 10 darts unarmored defense Starting at the 1st level while you are not wearing armor and no shield swinging, your AC is equal to 10+ your Dexterity Modifier. Martial Arts On the 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortwords and all simple melee weapons that do not have two-handed or heavy property. You gain the following benefits while you're unarmed or using only monk weapons and you're not playing armor or a shield: you can use skill instead of strength for attack and damage roles of your unarmed strikes and monk weapons. You can roll a d4 instead of the normal damage of your unarmed strike or monk weapon. This cube changes when you receive monk levels, as shown in the Martial Arts column of the Monk Table. If you use the attack action with an unarmed strike or a monk's weapon on your train, you can unarmed blow as a bonus promotion. For example, if you take the attack action and attack with a quarter stick, you can also make an unarmed strike as a bonus action, provided you have not yet performed a bonus action in this case. Performed. Some monasteries use special forms of monk's weapons. You can use, for example. B a racket that is two lengths of wood connected by a short chain (called nunchaku) or a sickle with a shorter straight blade (called Kama). Whatever name they use for a monk's weapon, you can use the game statistics provided for the weapon. Ki From the 2nd level you can use the mystical energy of ki with your training. Your access to this energy is represented by a number of Ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk Table. You can output these points to refuel various Ki features. You begin to know three such functions: Flurry of Blows, Patient Defense and Step of the Wind. You will learn more ki features as you gain levels in this class. When you output a Ki point, it is not available until you end a short or long pause, at the end of which you pull all your used Ki back into yourself. You must meditate for at least 30 minutes of the rest to recover your Ki points. Some of your Ki features require your goal to make a saving throw to withstand the effects of the feature. The savings throw DC is calculated as follows: Ki save DC = 8 + your skill bonus + your wisdom modifier Flurry flurry Immediately after you turn on the attack action, you can spend 1 ki point to make two unarmed punches as a bonus action. Patient Defense You can spend 1 ki point to take the Dodge action as a bonus promotion. Step of the wind You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance will be doubled for the turn. Unarmored Movement From the 2nd level, your speed increases by 10 feet while you don't wear armor or a shield. This bonus increases when you earn certain monk levels, as shown in the Monk table. On the 9th level, you get the ability to move along vertical surfaces and over liquids in your train without falling during the train. Monastic tradition When you fill the 3rd level, you commit yourself to a monastic tradition: the path of open hand, the path of the shadow, or the path of the four elements, all of which are detailed at the end of the class description. Your tradition grants you features on the 3rd level and again on the 6th, 11th and 17th levels. 3rd level distraction missiles allow you to use your response to deflect or catch the missile when hit by a long-range weapon attack. If you do this, the damage you take from the attack will be 1d10+ your + your monk level is reduced. If you reduce the damage to 0, you can catch the rocket if it is small enough for you to hold it in one hand and you have at least one hand free. If you catch a missile this way, you can spend 1 ki point to make a long-range attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make Attack with mastery, regardless of your weapon capabilities, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet. Ability Score Improvement If you reach the 4th level and back on the 8th, 12th, 16th and 19th levels, you can increase a skill score of your choice by 2 or increase two skill values of your choice by 1. As usual, you cannot use this feature to increase a skill score above 20. Slow fall Starting at the 4th level, you can use your reaction if you fall to reduce any falling damage you take to an amount equal to five times your monk level. Starting from the 5th level, you can attack twice, rather than once, when you take the attack action. Stunning Strike From the 5th level, you can disturb the flow of Ki in an enemy's body. If you hit another creature with a melee weapon attack, you can spend 1 Ki point to attempt a stunning strike. The goal must be successful in a constitutional rescue throw or stunned until the end of the next turn. Ki-Empowered Strikes From the 6th level count your unarmed strikes as magical to overcome resistance and immunity against non-magical attacks and damage. Evasion On the 7th level, your instinctive agility allows you to evade certain area effects, such as a blue dragon flash breath or a fireball spell. If you're exposed to an effect that allows you to make a skill-saving throw to take only half the damage, you won't take any damage instead if you're successful in saving throw, and only half-damage if you fail. Silence of the Spirit From the 7th level, you can use your action to end an effect on yourself that enchants or frightens you. Purity of the Body On the 10th level, your mastery of the Ki that flows through you makes you immune to disease and poison. Tongue of the Sun and Moon From the 13th level, one learns to touch the Ki of other spirits so that you understand all spoken languages. In addition, any creature that can understand a language can understand what you are saying. Diamond Soul Starting on the 14th level, their mastery of ki grants you mastery in all saving throws. In addition, if you make a save throw and fail, you can spend 1 ki point to roll it again and get the second result. Timeless Body On the 15th level, your Ki supports you, so you don't suffer from the frailty of old age, and you can't magically age. But you can still die in old age. In addition, you no longer need food or water. Empty body the 18th level, you can use your action to use 4 ki points to become invisible for 1 minute. During this time you will also have resistance to all damage except force damage. In addition, you can output 8 ki points to cast the astral projection spell without the need for material components. If you do this, you won't be able to use other creatures with Perfect Self At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points. Monastic traditions Three traditions of monastic persecution are widespread in the monasteries scattered across the Multiverse. Most monasteries practice only a tradition, but a few honor the three traditions and teach each monk according to his suitability and interest. All three traditions are based on the same basic techniques, diverging as the student grows more skillful. Thus, a monk does not have to choose a tradition until he reaches the 3rd level. Way of the Open Hand Monks of the Way of the Open Hand are the ultimate masters of combat, whether armed or unarmed. They learn techniques to push and stumble on their opponents, manipulate Ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm. Open Hand technique From the moment you choose this tradition on the 3rd level, you can manipulate your enemy's Ki if you use your own. Whenever you encounter a creature with one of the attacks granted by your flood of strikes, you can impose one of the following effects on that target: It must be successful or vulnerable to being beaten on a skill rescue throw. It has to make a power saving the throw. If it fails, you can push it up to 15 meters away from you. There can be no reactions until the end of the next turn. Wholeness of the body On the 6th level you get the ability to heal yourself. As an action, you can recover hit points that match three times your monk level. You must pause for a long pause before you can use this feature again. Rest From the 11th level you can enter a special meditation that surrounds you with an aura of peace. At the end of a long pause, you get the effect of a sanctuary spell that lasts until the beginning of your next long rest (the spell can end early as normal). The DC save for the spell is equal to 8+ your Wisdom Modifier + your Competency Bonus. Trembling Palm On the 17th level, you get the ability to set up deadly vibrations in a person's body. If you hit a creature with an unarmed strike, you can spend 3 Ki points to begin these imperceptible vibrations that last for a number of days that match your monk level. The vibrations are harmless unless you use your action to end them. To do this, you and the goal must be on the same level of existence. If you use this action, the creature must make a constitutional protection. If it fails, it is reduced to 0 hit points. If it is it takes 10d10 necrotic damage. You can have only one creature at a time under the effect of this feature. You can choose to stop the vibrations harmlessly without using an action. Use.