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## Way of the open hand wikidot

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Hit Points Hit Dice: 1d8 for Monk Level Hit Points at 1st Level: 8 + your Constitution modifier Hit Points at Higher Levels: 1d8 (or 5) + your constitution modifier by monk level after 1st Armor Proficiencies: No Weapons: Simple Weapons, Short Swords Tools: Choose a Type of Craft Tools or a Saving Throws Musical Instrument: Strength, Dexterity Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth Gear Starts with the following items, plus the items awarded for their background: (a) a short sword or (b) any simple weapon (a) a pack of dungeons or (b) an explorer pack 10 darts defence without armor From the 1st level, while you do not wear armour and not with a shield, your AC equals 10+ your skill modifier + your wisdom modifier. Martial arts On the 1st level, his martial arts practice gives him mastery of combat styles that use unarmed attacks and monk weapons, which are short words and any simple melee weapons that don't have two-handed or heavy ownership. You earn the following benefits while you are unarmed or with only monk weapons and you are not using armor or with a shield: You can use dexterity instead of force for attack and damage rolls from your unarmed strikes and monk weapons. You can roll a d4 instead of the normal damage of your unarmed strike or monk weapon. This changes as you gain monk levels, as shown in the Martial Arts column of the monk table. When you use attack action with an unarmed strike or a monk weapon in turn, you can make an unarmed strike as a bonus action. For example, if you take attack and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you have not yet taken a bonus action this turn. Some monasteries use specialized forms of monk weapons. Monk, for example, you can use a club that is two wooden lengths connected by a short chain (called nunchaku) or a wedge with a shorter, straighter blade (called kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon on the weapons page. Ki From the 2nd level, his training allows him to harness the mystical energy of ki. Your access to this energy is represented by a series 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 spend these points to feed various ki features. You begin to know three of these features: Flurry of Blows, Patient Defense, and Step of the Wind. Learn more ki features as you gain levels in this class. When you pass a ki dot, it's not available until you finish a short or long break, at the end of which you draw all your spent ki back on yourselves. You have to spend at least 30 minutes of the rest meditating to get your ki points back. Some of your ki features require your goal to launch savings to withstand the effects of the feature. The DC saving release is calculated as follows: Ki save DC = 8+ your competition bonus + your Flurry of Blows wisdom modifier. Immediately after taking the strike action on your turn, you can pass 1 ki point to make two unarmed strikes as a bonus action. You can pass 1 ki spot to take the Dodge action as a bonus stock on your turn. Wind Passage. You can pass 1 ki point to take the disengage action or dash as a bonus action on your turn, and the jump distance doubles for the turn. Movement without armor From the 2nd level, your speed increases by 10 feet while you are not wearing armor or with a shield. This bonus increases when you reach certain levels of monk, as shown on the monk table. At the 9th level, you gain the ability to move along vertical surfaces and through liquids in turn without falling during movement. Dedicated weapon (Optional) Also at the 2nd level, he trains himself to use a variety of weapons such as monk weapons, not just simple melee weapons and short words. Every time you finish a short or long break, you can touch a gun, focus your ki on it, and then count that weapon as a monk weapon until you use that feature again. The chosen weapon must meet these criteria: The weapon must be a simple or martial weapon. You have to be competent with it. It must lack the heavy and special properties. Monastic tradition When you reach the 3rd level, you commit to a monastic. La teva tradició et concedeix funcions al 3r nivell i de nou a 6è, 11è i 17è nivell. Font tradició Astral Self Tasha's Cauldron of Everything Drunken Master Xanathar's Guide to Everything Four Elements Player's Handbook Kensei Xanathar's Guide to Everything Long Death Sword Coast Adventurer's Guide Mercy Tasha's Cauldron of Everything Open Open Shadow Player's Handbook Shadow Player's Handbook Sun Soul Sword Coast Adventurer's Guide Xanathar's Guide to Everything Unearthed Arcana Ascending Dragon Unearthed Arcana 75 - Subclasses, Part 5 The next subclass is an official homebrew created by WOTC affiliate DM, Matthew Mercer Cobalt Soul D&D Beyond The following subclass is an official content developed by Eberron writer Keith Baker and published in Dungeoneer's Guild Living Exploring Weapon Eberron The following domain is an official content developed by Wotc Soul Knife Designers ThinkDM Archived Arcana Astral Self Unearthed Arcana 60 - Barbarian and Monk Mercy Unearthed Arcana 67 - Subclasses, Part 1 Tranquility Unearthed Arcana 25 - Monk Deflect missiles From 3rd level, you can use your reaction to divert or grab the missile when hit by a range weapons attack. When you do, the damage you take from the attack is reduced by 1d10+ your skill modifier + your monk level. If you reduce the damage to 0, you can grab the missile if it is small enough for you to hold in one hand and have at least one free hand. If you take a missile this way, you can pass 1 ki point to make a range attack with a range of 20/60 using the weapon or piece of ammunition you just captured, as part of the same reaction. You make this attack with competition regardless of your weapons competitions, and the missile counts as a monk weapon for attack. Ki-Fueled Attack (Optional) Also at the 3rd level, if you pass 1 ki point or more as part of your action on your turn, you can make an attack with an unarmed attack or a monk weapon as a bonus action before the end of the shift. Improved capacity score When you reach the 4th level, and again in 8th, 12th, 16th and 19th level, you can increase a skill score of your choice by 2, or you can increase two skill scores of your choice by 1. As normal, you can't increase a skill score above 20 using this feature. Slow fall From the 4th level, you can use your reaction when you fall to reduce any damage that falls by an amount equal to five times your monk level. Quick Healing (Optional) Also at the 4th level, as an action, you can spend 2 ki points and shoot a martial arts death. You regain a number of success points equal to the number rolled plus your competition bonus. Additional attack From the 5th level, you can attack twice, rather than once, every time you take the strike action on your turn. Impressive strike From the 5th level, you can interfere with the flow of ki in the body of an opponent. When you hit another creature with a melee gun attack, you can pass 1 ki point to attempt an awesome strike. The goal must succeed in launching savings from the Constitution or be until the end of his next shift. Focused target (Optional) Also at the 5th level, when lost with an attack roll, you can spend 1 to 3 ki points to increase Attack roll by 2 for each of these ki points you spend, potentially turning the loss into a success. Ki-Empowered Strikes From the 6th level, their unarmed strikes count as magical in order to overcome resistance and immunity to non-magic attacks and damage. Evasion On the 7th level, its instinctive agility allows you to dodge the path of certain area effects, such as the lightning breath of a blue dragon or a fireball spell. When you are subjected to an effect that allows you to do a skill-saving throw to take only half the damage, instead, don't take any damage if you succeed in throwing savings, and only half the damage if you fail. Quiet mind From the 7th level, you can use your action to end an effect on yourself that is causing you to be delighted or scared. Purity of the body at level 10, your mastery of the ki flowing through you makes you immune to disease and poison. Language of the Sun and Moon From the 13th level, you learn to touch the ki of other minds so that you understand all the languages spoken. On the other hand, any creature that can understand a language can understand what you say. Diamond Soul From Level 14, your ki domain grants you competition in all save releases. Also, as long as you make a savings and fault throw, you can spend 1 ki point to re-sign it up and take the second result. Timeless body At level 15, your ki holds you up because you don't suffer from the fragility of old age, and you can't magically age. However, you can still die of old age. In addition, it no longer needs food or water. Empty body From level 18, you can use your action to pass 4 ki points to become invisible for 1 minute. During this time, it also has resistance to all damage, but the force of the damage. In addition, you can spend 8 ki points to cast the spell of astral projection, without the need for material components. When you do, you can't bring any other creatures with you. Perfect me at level 20, when you pull on initiative and have no ki points remaining, you recover 4 ki points. Points.

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