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Dnd 5e unarmed strike monk

In: Weapons, Unarmed, Off-Hand Weapons Share a monk unarmed strike is a weapon in the unarmed arms group. It can be used by characters with the Unarmed Combatant monk class function. [PH3:63] A monk unarmed strike is an off-hand weapon. A character can use a monk unarmed strike to make attacks even while holding another one-handed weapon in the other hand, and may use the other one-handed weapon to make attacks, even if it's not an off-hand weapon. The Enhanced Monk Unarmed Strike performance increased the monk unarmed strike's damage dying from 1d8 to 1d10. Player's Handbook 3 reference Weapons Unarmed Off-hand weapons Community content is available under CC-BY-SA unless otherwise noted. As a monk, you get the following Class features. Hit Dice: 1d8 per monk levelHit Marks at 1st level: 8+ your Constitution modifit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monk level to 1stYou is proficient with the following items, in addition to any skills provided by your race or Background.Armor: noneWeapons: Simple weapons, shortsTools: any one type of artisan's tools or any one musical instrument of your choiceSaving Throws : Power, AgilitySkills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and StealthYou start with the following equipment, in addition to the Equipment granted by your background:• (a) A shortword or (b) any simple weapon• (a) a Dungeoneer's Pack or (b) an Explorer's Pack• 10 arrows Start at 1st level, while you wear no armor and don't swing a Shield, your AC equals 10+ your Agility modifier + your Wisdom At 1st level , your practice of Martial Arts gives you mastery of Combat styles that use unarmed strikes and monk weapons, which are short-lived and any simple Melee Weapons that do not have the Two-Hander or heavy property. You get the following benefits while you're unarmed or just wield monk weapons and you don't carry weapons or wield a shield.• You can use agility instead of force for attacking and damaging roles from your unarmed strikes and mon Sobbing weapons. • You can roll a d4 in place of the normal damage of your Unarmed Strike or monk • When you use the attack action with an Unarmed Strike or a monk weapon in turn , you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterback, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a Bonus Action this turn. Certain monasters use specialized forms of the monk weapons. For example, you can use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a Crescent with a shorter, straight blade (called a kama). Whatever name you use for a Weapon, you can use the game Statistics provided for the weapon used for the Weapon. Start at 2nd level, your training training you to use the Mystic energy of ki. 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 spend these points replegging different ki features. You start knowing three such functions: Flurry of blows, patient defenses, and stepping off the wind. You learn more ki features if you get levels in this class. When you spend a coffin point, it is not available until you complete a short or long rest, at the end of which you pull all your expensive ki back into yourself. You need to meditate at least 30 minutes of the rest to recycle your coffin of points. Some of your ki features require your target to make a savings cast to withstand the feature's effects. The savings cast DC is calculated as follows: Ki save DC = 8+ your Skill Bonus + your Wisdom Modifier immediately after you've taken the attack action in turn, you can spend 1 ki point to make two unarmed strikes as a Bonus Action.You can spend 1 ki point to take the Dodge action as a Bonus Action on your turn. You can spend 1 ki point to take the Disengage of Dash action as a Bonus Action in your turn, and your jump distance is doubled for the turn. From starting at 2nd level, your speed increases by 10 feet while not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you get the ability to move along vertical surfaces and over liquids in your turn without falling during the move. When you reach 3rd Level, you commit yourself to a monastery tradition, such as the Way of the Open Hand. Your tradition gives you features at 3rd Level and again at 6th, 11th, and 17th level. Starting at 3rd Level, you can use your response to deflect or capture the missile when you are hit by a ranged weapon attack. When you do, the damage you take from the attack has been reduced by 1d 10+ your Agility Modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it's small enough for you to hold in one hand and you have at least one hand for free. If you catch a missile this way, you can spend 1 coffin point to make a ranged attack (range 20 feet/60 feet) with the weapon or piece of Ammunition you just caught, as part of the same response. You make this attack with skill regardless of your weapons skill, and the missile counts as a monk badge for the Attack.When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase a capability score above 20 using this feature. Starting at 4th level, you can use your response when you fall to fall damage you take is reduced by an amount equal to five times your monk level. Get started at Level. you can attack twice, instead of once, when you put the Attack action on your Turn.Starting at 5th Level, you can interfere with the flow of coffin into an opponent's body. When you have another creature hit with a melee weapon attack, you can spend 1 ki point trying a beautiful strike. The target must pass on a Constitution savings throw or be stunned until the end of your next innings. From 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. Starting at 7th level, you can use your action to end one effect on yourself causing you to become enthralled or Frightened.At 7th level, your instinctive agility can dodge you out of the way of certain area Effects, such as a blue dragon's lightning breath or a Fireball game. When you're subjected to an effect that allows you to make an Agility saving throw only half to take damage, you instead take no harm if you pass on the spare throw, and only half damage if you fail. At 10th level, your mastery of the ki flows through you makes you immune to disease and poison. From starting at 13th level, you learn to touch the ki of other thoughts so you understand all the spoken languages. Moreover, any creature that can understand a language can understand what you are saying. From the 14th level give you mastery of ki your skill in all Savings Ewes. In addition, when you throw a saving and fail, you can spend 1 ki point to re roll it and take the second result. At 15th level, your ki sustains you so you suffer none of the weakness of old age, and you can't magically be aged. However, you can still die of age. In addition, you no longer need food or water. From the 18th level, you can use your action to spend 4 casket points to become invisible for 1 minute. During that time you also have resistance to all damage, but force damage. In addition, you can spend 8 ki points to throw the Astral Projection game, without scoring material components. When you do, you can't take any other creatures with you. At 20th level, when you're rolling for initiative and have no coffin points left, you regain 4 casket points. Three traditions of monastic pursuit are Common in the monastery spread across the multiverse. Most monasters practice one tradition exclusively, but some honor the three traditions and instruct each monk according to his or her aptitude and interest. All three traditions rely on the same basic techniques, which diverge after laced after laced as the student becomes more adept. So, a monk should choose a tradition only at reaching 3rd Level.Monks of the Path of the Open Hand are the ultimate masters of Martial Arts Combat, whether armed or unarmed. They teach Techniques to push and poo their opponents travel, manipulate coffin to cure damage to their bodies, and practice meditation that can protect them from harm. Get Started you choose this tradition at 3rd Level, you can manipulate your enemy's ki when you harness your own. When you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: It must pass on an Agility Savings throw or tend. It should make a Power Savings Throw. If that fails, you can push it up to 15 feet away from you. It can't take reactions until the end of your next turn. At 6th level, you get the ability to heal yourself. As an action, you can recycle Hit Points equivalent to

three times your monk level. You must complete a Long rest before you can use this feature again. Starting at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you get the effect of a sanctuary game that lasts until the beginning of your next Long Rest (the game could end early as normal). The savings throw DC for the game equals 8+ your Wisdom modifier + your Skill Bonus. At 17th level, you get the ability to set up lethal vibrations in someone's body. When you hit a creature with an Unarmed Strike, you can spend 3 ki points starting these imperceptible vibrations, which last equally to your monk level for a number of days. The vibrations are harmless unless you use your action to end them. To do this, you and the target must be on the same subsistence plane. When using this action, the creature must make a Constitution savings throw. If that fails, it's reduced to 0 Hit points. If it succeeds, it takes 10d10 necrotic damage. You can only have one being under the effect of this function at a time. You can choose to end the vibrations harmlessly without using an action. Subclass Name Suggested Capabilities Capabilities

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