**Class Features**

Monk Class

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Kata Movement Bonus | Chakra | Jutsu Known |
| 1st | +2 | Monastic Kata, Monk Strikes | — | — | — |
| 2nd | +2 | Chakra, Kata Movement Bonus | +10ft | 3 (level 2 jutsu) | 2 |
| 3rd | +2 | Monastic Focus (3), Deflect Missiles | +10ft | 5 (level 3 jutsu- shadow) | 3 |
| 4th | +2 | Martial Feat | +10ft | 5 | 3 |
| 5th | +3 | Extra Attack, Chakra Recovery | +10ft | 7 (level 5 jutsu) | 4 |
| 6th | +3 | Monastic Focus (6) | +15ft | 7 (level 6jutsu- light) | 5 |
| 7th | +3 | Evasion | +15ft | 9 | 5 |
| 8th | +3 | Feat | +15ft | 9 | 6 |
| 9th | +4 | Unfaltering Step | +15ft | 10 (level 9 jutsu) | 6 |
| 10th | +4 | Dauntless | +20ft | 10 | 7 |
| 11th | +4 | Monastic Kata Improvement | +20ft | 11 | 7 |
| 12th | +4 | Martial Feat | +20ft | 11 | 8 |
| 13th | +5 | Tongue of Sun and Moon | +20ft | 12 (level 13 jutsu) | 8 |
| 14th | +5 | Timeless Body | +25ft | 12 | 9 |
| 15th | +5 | Monastic Focus (15) | +25ft | 12 | 9 |
| 16th | +5 | Feat | +25ft | 13 | 10 |
| 17th | +6 | Monastic Kata Improvement | +25ft | 13 (level 17 jutsu) | 11 |
| 18th | +6 | Empty Body | +30ft | 14 | 11 |
| 19th | +6 | Martial Feat | +30ft | 14 | 12 |
| 20th | +6 | Perfected Weapon, Personal Monastery | +30ft | 15 | 12 |

As a monk, you gain the following class features.

**Hit Points**

* Hit Points at 1st Level: 8 + your Constitution modifier
* Hit Points at Higher Levels: Roll 1d8 (**minimum roll of 5**) + your Constitution modifier per monk level after 1st.

**Proficiencies**Class type: Martial. This tag allows this character to gain certain feats at this classes Feat levels.

* Armor: None
* Weapons: Monastic kata
* Tools: Choose one tool

**Saving Throws:** Strength, Dexterity  
 **Skills:** Choose one from: Acrobatics, Athletics, History, Insight, Religion, and Stealth not granted by your monastic kata.  
**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:

* (a) a dungeoneer’s pack or (b) an explorer’s pack
* You gain additional equipment based on your monastic kata you choose at level one
* You have one melee weapon of the type you gain proficiency with, in your monastic kata granted to you at level 1
* You have one ranged (or 10 if the weapon is a thrown weapon) weapon of the type you gain proficiency with, in your monastic kata granted to you at level 1
* You have one armor set of the type you gain proficiency with, in your monastic kata granted to you at level 1. If your monastic kata grants you multiple types select only one set from among those types. You may choose to gain a set of light, medium, or heavy armor.
* you gain one tool you gain proficiency with, in your monastic kata granted to you at level 1

**Monk Strikes**  
  
You unarmed strikes deal 1d6 bludgeoning damage + (stat based on your monistic kata) in place of the normal damage of your unarmed strike. This dice improves to a 1d8 at level 11.  
  
These strikes count as magical for the purposes of overcoming magical resistances and immunities to non-magical attacks.

Monk Strike

|  |  |
| --- | --- |
| Monastic Kata | Modifier |
| Kensai | 1d6 + Strength Modifier (1d8 at 11th level) |
| Shinobi | 1d6 + Dexterity Modifier (1d8 at 11th level) |
| Shugoki | 1d6 + Strength Modifier (1d8 at 11th level) |
| Kyoshin | 1d6 + Intelligence Modifier (1d8 at 11th level) |
| Sohei | 1d6 + Wisdom Modifier (1d8 at 11th level) |
| Aramusha | 1d6 + Charisma Modifier (1d8 at 11th level) |

**Monastic Kata**  
  
Starting at 1st level select a monastic path that alters how your characters fight wildly and have you focus on one type of weapon (generally).   
Choose from one of the following monastic kata:

* Kensei
* Shinobi
* Shugoki
* Kyoshin
* Sōhei
* Aramusha

Monastic Kata Ability Modifier

|  |  |
| --- | --- |
| Monastic Kata | Modifier |
| Kensai | Strength Modifier |
| Shinobi | Dexterity Modifier |
| Shugoki | Constitution Modifier |
| Kyoshin | Intelligence Modifier |
| Sohei | Wisdom |
| Aramusha | Charisma Modifier |

Your choice grants you features 11th and 17th level.  
Your choice alters your chakra feature at 2nd level.  
If an ability references your Monastic Kata ability modifier use the following table to know which ability modifier to use.

If an ability references your unarmed strike attacks but only damage, roll damage as though you had hit a creature with your unarmed strike both rolling the additional monk strikes damage dice and adding your relevant modifier.

If you are granted a weapon from this class and wish to swap it for another, talk to your dm. You may do so freely as long as that weapon contains the same properties as the weapon you are giving up.

**Kensei**  
  
At 1st level, choosing the kensai as your monastic kata grants the following features:  
  
Proficiencies:

* You gain proficiency with longswords, shortswords and Katana (if your dm allows them for that setting).
* You gain proficiency with shortbows
* You gain proficiency with light and medium armor
* you gain proficiency with Athletics

Kensai abilities (level 1)

* You may make a single weapon attack with a longsword, shortsword (or Katana if your dm allows them for that setting) or an unarmed strike as a bonus action when you take the attack action on your turn.
* You may change the type of damage you deal to strike with different parts of the blade. Whenever you attack with a longsword you may choose to have it deal piercing, bludgeoning or slashing damage instead of any other of the three types of damage (it only changes piercing, bludgeoning or slashing damage).

Minimum armor defense  
 Regardless of armor class your armor provides, provided you are proficient with it you your minimum armor class is equals 10 + your Dexterity modifier + your strength modifier.  
  
If you are wielding only one weapon in your hand and nothing in your other, or are two handing your weapon, and you are proficient with that weapon you gain +2 to your ac. (this stacks with your minimum armor defense).  
  
Hit Point Bonus  
Kensai gain an additional +1 to their max hp every time they level up in this class as well as when they choose this monastic kata at level 1

**Shinobi**  
  
At 1st level, choosing the shinobi as your monastic kata grants the following features:

Proficiencies

* You gain proficiency with daggers, shortswords, scimitars and kusari (if your dm allows them for that setting)
* You gain proficiency with darts and kunai (if your dm allows them for that setting) and Shuriken (if your dm allows them for that setting)
* you gain proficiency with Poisoners tools
* you gain proficiency with stealth, double your proficiency bonus with this skill.

Shinobi abilities (level 1)

* When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.
* **Viper’s Strike**: Once on your turn, if you have a poisoners kit you may coat your weapon or a small bit of cloth around your fist (unarmed strike) with an oil that augments its attack. This oil is quick to dissolve so it only lasts until the start of your next turn or if it is used once. Choose Fire, Cold, Acid, Poison, Necrotic damage. That weapon deals an extra 1d6 of that damage type. (this ability improves at certain levels)
* You may take hide action as a bonus action.

Unarmored Defense  
While you are wearing no armor and not wielding a shield your armor class equals 10 + twice your dexterity modifier.  
  
Hit Point Bonus  
You gain no hp bonus as a shinobi

**Shugoki**  
  
At 1st level, choosing the shugoki as your monastic kata grants the following features:  
  
Proficiencies

* You gain proficiency with all melee weapons with the heavy property
* You gain proficiency with Javelins
* You gain proficiency with smith’s tools
* You gain proficiency with light, medium, and Heavy Armor
* You gain proficiency with athletics and intimidation. You may use your constitution modifier in place of your charisma modifier for intimidation checks.

Shugoki abilities (level 1)

* Your unarmed strikes count as heavy weapon attacks (as long as you have 15 strength)
* **Shugoki Shove**: as a bonus action you may push a creature within 5 feet of you that is a size smaller than you. You push them away from you up to a distance equal to your kata movement bonus, minimum of 5ft (you may push them away less than your maximum kata movement if you choose to). If the creature is the same size as you, you may attempt to push it in the same way by making a contested athletics check. *Gut check!*
* **Massive body:** You count as one size larger for the purposes of using your shugoki shove, grappling, shoving, and carry weight. You are always a bit larger than most others of your species (this does not increase your size)

Minimum armor defense  
Regardless of armor class your armor provides, provided you are proficient with it you your minimum armor class is equals 10 + your Dexterity modifier + your Constitution modifier.  
  
Hit Point Bonus  
Shugoki gain an additional +2 to their max hp every time they level up in this class as well as when they choose this monastic kata at level 1

**Kyoshin**At 1st level, choosing the Kyoshin as your monastic kata grants the following features:  
Proficiencies

* You gain proficiency with a melee weapon of your choice without the heavy property.
* You gain proficiency with arcana

Kyoshin abilities (level 1)

* **Shadow bound weapon: w**henever you complete a short or long rest you may bind a weapon to your chakra. If you bind a new weapon in this way your old weapon appears within 5 feet of you. It also appears within 5 feet of you if you die. you can’t be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon, causing it to teleport instantly to your hand (no action required). That weapon gains the thrown property with a range of 60ft/120ft. When you summon the weapon, it appears as though it is unmelding from your shadow or sliding out of a sleeve or pocket, it can also manifest itself in a different way out of sight if you so choose. When you throw the weapon, you can mentally command it to simply leap from your hand and fly at your target. You can attack this way even if you are restrained but you must be able to see your target. Your weapon uses your intelligence modifier for all attack rolls and for damage. Your weapon appears to be a shadow apparition of the weapon you bind with your chakra. A creature can trace your chakra back to you from the weapon with a successful Investigation check (the chakra trails back to you for the next 6 seconds) DC= 8 + your proficiency bonus + your intelligence modifier.
* You gain the fighting style feat, you can only select the "thrown weapon" fighting style from the list of fighting styles as part of the Kyoshin feature.

Shadow Defense  
  
While you are wearing no armor and not wielding a shield your armor class equals 10 + dexterity modifier + your intelligence modifier. Your body is wreathed in a light shadow energy that is barely discernable to the eye.  
  
Hit Point Bonus  
  
Kyoshin gain an additional +1 to their max hp every time they level up in this class as well as when they choose this monastic kata at level 1.

**Sōhei**  
  
At 1st level, choosing the Sōhei as your monastic kata grants the following features:  
  
Proficiencies

* You gain proficiency with improvised weapons (does not grant a weapon at level 1)
* you gain proficiency with quarterstaffs
* You gain proficiency with shields
* You gain proficiency with shortbows
* You gain proficiency in perception or insight

Sōhei abilities (level 1)

* You may make a single weapon attack with an unarmed strike, quarterstaff or improvised weapon as a bonus action. (no attack action required)
* You may take dash action as a bonus action.
* You may use your wisdom modifier instead of dexterity or strength for all weapon attack and damage rolls you make with quarterstaffs and shortbows.

Unarmored Defense  
While you are wearing no armor equals 10 + dexterity modifier + your wisdom modifier. You can still wield a shield and gain the benefits of this defense.  
  
  
Hit Point Bonus  
Sōhei gain an additional +1 to their max hp every time they level up in this class as well as when they choose this monastic kata at level 1.

**Aramusha**At 1st level, choosing the Aramusha as your monastic kata grants the following features:  
  
Proficiencies:

* You gain proficiency with a one handed melee weapons (gain two of those weapons instead of one)
* You gain proficiency with light and medium armor
* You gain proficiency with hand crossbows (and any other one-handed range weapons that apply to the setting) (gain two of those weapons instead of one)
* You gain proficiency in persuasion or deception

Aramusha abilities (level 1)

* You gain the fighting style feat, you can only select the "dual wielding" fighting style from the list of fighting styles as part of the Aramusha feature.

Minimum armor defense  
Regardless of armor class your armor provides, provided you are proficient with it you your minimum armor class is equals 10 + [your Dexterity modifier or strength modifier (whichever is higher)] + your Charisma modifier.  
  
If you are wielding at least one weapon in each hand that you are proficient with, you gain +1 to your armor class.  
  
Hit Point Bonus  
Aramusha gain an additional +1 to their max hp every time they level up in this class as well as when they choose this monastic kata at level 1.

**Chakra**Starting at 2nd level, your training allows you to harness the mystic energy of chakra. Your access to this energy is represented by a number of chakra points. Your monk level determines the number of points you have, as shown in the chakra Points column of the Monk table. You regain all spent chakra points when you finish a short or long rest.

You can spend these points to fuel various jutsu.  
  
You know a number of jutsu's from the monk jutsu list equal to the column called Jutsu Known in the monk table and you gain additional jutsu at certain levels. Certain jutsu require certain subclasses or levels. Whenever you gain a level in this class you may swap one jutsu known for another that you are able to obtain.  
  
(*See Jutsu List at the bottom of this guide*)  
  
Your DC for your monk saves is based on your Monastic Kata  
  
The formula is 8 + proficiency + {monastic kata ability modifier}   
  
**Kata movement bonus**  
  
Starting at 2nd level, your speed increases by 10 feet. This bonus increases when you reach certain monk levels, as shown in the Monk table.   
  
**Monastic Focus 3**When you reach 3rd level, select a monastic focus that could be gained at level 3. Gain that feature. Unlike other classes you choose features at certain levels rather than a traditional subclasses.   
(*See after main class features*)  
  
**Deflect Missiles**

Starting at 3rd level, you can use your reaction to deflect the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by your unarmed strike damage + your monk level.

**Feat**When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, Gain a feat.   
  
This class also gains an additional ability score increase of your choice by 1 at 4th and 12th and 19th level. As normal, you can’t increase an ability score above 20 using this feature.  
 **Extra Attack**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.  
  
**Chakra Recovery**Beginning at 5th level, you may spend 1 Minute to recover all of your **Monk class features** that recover on a short rest.  
  
During this time you may not perform any actions, bonus actions, reactions. You cannot climb or swim unless you have a climb speed or swim speed. If you perform an action this will break your recovery and you must start over to gain the benefits of this ability. Once you use this ability you cannot use it again until you finish a long rest.  
  
**Monastic Focus 6**  
  
When you reach 6th level, select a monastic focus that could be gained at level 6. Gain that feature. Unlike other classes you choose features at certain levels rather than a traditional subclasses.   
(*See Subclass Guide*)  
  
**Evasion**

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon’s lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Unfaltering Step**

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during your move.

**Dauntless**  
  
Beginning at 10th level, your mastery of chakra grants you proficiency in all saving throws, immune to disease and immune to the poisoned condition. You gain resistance to poison damage.

**Monastic Kata Improvement**  
Starting at 11th level your Monastic Kata improves and your capabilities grow.

**Kensei**- You may now attack twice as a bonus action as part of your Kensei ability

**Shinobi**- you gain +2 to dexterity this improvement increases your ability cap for that ability to 22.   
  
You may now use your vipers strike twice during your turn instead of once.

**Shugoki-** When you push a creature as a bonus action with your Shugoki shove you deal damage to that creature equal to your constitution modifier.   
  
When you make your first attack roll each turn with a heavy weapon, you may attack two creatures within 5 feet of each other with one attack roll. You roll once for damage. If the attack roll is high enough to hit each of the creatures deal damage to both of them, otherwise if the attack roll is high enough to hit only one of the creatures, you only hit that creature. (you use your size and large weapons to sweep and hit both of them)

**Kyoshin**- You gain +2 to hit on all your thrown weapon attacks, you may now fling your weapons with a range of 120/180. You gain 4 more maximum chakra points.

**Sōhei**- You may now attack twice as a bonus action as part of your Sōhei ability

**Aramusha**- You may add your charisma modifier to your weapon attacks you make while dual wielding.

**Tongue of the Sun and Moon**

Starting at 13th level, you learn to touch the chakra of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.  
  
**Timeless Body**

At 14th level, your chakra sustains you so that you suffer none of the frailty of old age, and you can’t be aged magically and each 10 years only count as one year for ageing purposes. You can still die of old age, however. In addition, you no longer need food or water.  
  
**Monastic Focus 15**  
  
When you reach 15th level, select a monastic focus that could be gained at level 15. Gain that feature. Unlike other classes you choose features at certain levels rather than a traditional subclasses.   
(*See Subclass Guide*)

**Monastic Kata Improvement**  
  
Starting at 17th level your Monastic Kata improves and your capabilities reach their peak

**Kensei**- Your mastery of Kensei weapons grants you extraordinary accuracy. If you miss with an attack roll using a monk weapon or unarmed strike on your turn, you can reroll it. You can use this feature only once on each of your turns.

**Shinobi**- You now are able to exploit a creature’s momentary distraction when it is hit by an attack. Whenever a creature you can see is hit by an attack made by a creature other than you, you can use your reaction to make a weapon or unarmed attack against that creature. Your weapon gains a use of your viper’s strike.

**Shugoki**- You gain +2 to constitution or strength (choose when you gain this ability) this improvement increases your ability cap for that ability to 22.  
  
Now when you attack with a heavy weapon, you may attack two creatures within 5 feet of each other with one attack roll. You roll once for damage. If the attack roll is high enough to hit each of the creatures deal damage to both of them. Otherwise, if the attack roll is high enough to hit only one of the creatures, you only hit that creature. (you use your size and large weapons to sweep and hit both of them)

**Kyoshin**- You gain the ability to set up lethal shadow blades in someone’s body. When you hit a creature with an unarmed strike or your shadow bound weapon, you can spend 4 chakra points to start these shadow blades to slice, which last for a number of days equal to your monk level. The shadow blades are harmless and undetectable unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.  
  
You can have only one creature under the effect of this feature at a time. You can choose to end the shadow blades harmlessly without using an action.

**Sōhei**- Your mastery of life energy opens the door to the ultimate mercy. As an action, you can touch the corpse of a creature that died within the past 24 hours and expend 4 chakra points. The creature then returns to life, regaining a number of hit points equal to 4d10 + your Wisdom modifier. If the creature died while subject to any of the following conditions, it revives with them removed: blinded, deafened, paralyzed, poisoned, and stunned.  
Once you use this feature, you can’t use it again until you finish a long rest.

**Aramusha**- You can activate two stance jutsu’s if one of them is the Tiger stance jutsu. You gain the tiger stance jutsu if you do not know it, it does not count against the number of jutsu's known.

**Empty Body**

Beginning at 18th level, you can use your action to spend 4 chakra to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage.

Additionally, you can spend 8 chakra points to cast the astral projection spell, without needing material components. When you do so, you can’t take any other creatures with you.  
  
**Perfected Weapon**

At 20th level choose a weapon type you are proficient with and unarmed strikes, you cannot roll a 1 with attack rolls with that weapon and unarmed strikes, If you roll a 1 reroll that roll until you get a new roll greater than 1.

**Personal Monastery**   
  
Starting at 20th level, like your predecessors before you, you now gain the ability through the power of your chakra to manifest a gate to a personal demi-plane. You must consume 25,000 GP worth of gems and or gold pieces to make a permanent gate to your new monastery. You are deemed the master of this monastery until your death or until someone of your choosing is ready to bear the mantel of master. This demi-plane is large enough to house a full set of fields for growing crops, a local forest, a mountain with waterfall, and a monastery that takes the relative shape of the creators desired design.  
  
The created monastery is fashioned with the most bare-bones designs and needs. (talk with your dm on what this means to your campaign)  
  
The gate that is created becomes permanent and will blend in with its local surroundings. It will be apparent to all who approach it unless you desire it to be hidden at the time of creation. If you hide it only an Investigation check vs your monk DC will forcibly reveal its location. You may leave a trail, cryptic clues, a puzzle, or even a dangerous path to reach this gate if you so choose (or anything you see fit to set as a requirement to enter, but keep in mind these requirements must also be achievable by you if you wish to enter the gate).  
  
Creating this gate requires 15 chakra to make and stops your chakra from recovering until the next long rest.  
  
Whenever you create a new gate the cost to make the gate doubles in GP value for each previously made gate, unless a previous gate was destroyed (for example via the wish spell). For each gate that has been destroyed reduce the cost of the gate you are attempting to create by half. All gates you create lead to the same demi-plane and their openings to that demi-plane exist inside of the plane wherever you wish them to be at the time of creation.  
  
If you have been named master of a personal monastery from another master, you may instead, apply all the changes and create gates to that demi-plane instead of creating your own.

**Monastic Focus level 3**Choose one of the following focuses at 3rd level, and gain its features.

**Hands of Mercy**Proficiencies: you gain proficiency with Medicine and Herbalists tools.  
  
You gain the Healing hands jutsu, this jutsu doesn't count against the number of jutsu’s known. If you already know this jutsu you may replace it with another you could learn at this level.  
  
You may use the hands of mercy jutsu as a bonus action instead of an action.  
  
Last Rites: You learn that the mercy of death is a type of mercy, you use your chakra to inflict wounds. When you hit a creature with an unarmed strike or melee weapon attack, you can spend 1 chakra point to deal extra 1d8 necrotic damage. You can use this feature only once per turn.  
  
**Shadow Arts**You can see normally in darkness, both magical and nonmagical, to a distance of 60ft.  
  
You learn the minor illusion cantrip, this spell uses your Monastic Kata ability modifier for spellcasting.  
  
You gain access to any of the Jutsu with the shadow arts requirements.

**Draconic Disciple**Draconic Presence. If you fail a Charisma (Intimidation) or Charisma (Persuasion) check, you can use your reaction to reroll the check, as you tap into the mighty presence of dragons. Once this feature turns a failure into a success, you can’t use it again until you finish a long rest.

Draconic Strike. When you damage a target with a monk weapon or unarmed strike, you can change the damage type to acid, cold, fire, lightning, or poison.

Tongue of Dragons. You learn to speak, read, and write Draconic or one other language of your choice.

Breath of the Dragon: You may now cast the Dragon's Breath spell using your chakra (following its normal casting time). This spell can only target yourself as opposed to a creature you can touch. You cannot be forced to lose concentration when forced to make concentration checks on this spell when you cast it with this ability. The spell costs two chakra to cast.  
  
At higher levels you may upcast it using additional chakra, one additional chakra for each level, but cannot upcast it greater than:  
  
Monk level 3-4: cannot upcast  
  
Monk level 5-6: As a 3rd level spell (total of 3 chakra)  
  
Monk level 7-8: As a 4th level spell (total of 4 chakra)  
  
Monk level 9+: As a 5th level spell (total of 5 chakra)

**Astral Technique**Your attacks may reach an additional 5 ft. Creatures may still trigger opportunity attacks within your normal range as though you didn't have this additional reach if you so choose. Creatures trigger opportunity attacks if they move out of your new range.  
  
8 trigrams rotation: As a bonus action you may spend one chakra to force each creature within 10 feet of you of your choice to make a dexterity saving throw or take damage equal to an unarmed strike. Kensei who use this ability may use one of their one handed weapons damage instead.  
  
**Drunken Technique**Proficiencies: you gain proficiency with performance and brewers tools.Leap to Your Feet: When you’re prone, you can stand up by spending 5 feet of movement, rather than half your speed. Standing up does not trigger attacks of opportunity.Drunkards impredictability: You lose some of the disadvantages of being prone.

* The first 25 feet of movement you take each turn while prone does not cost additional movement. This movment takes the form of stumbling, crawling backwards on all fours, rolling and other odd movements that are faster than a normal crawl.
* You do not have disadvantage on attack rolls as a result of the condition
* Attack rolls do not gain advantage on you if the attacker is within 5 feet.(You still trigger other conditions as a result of being knocked prone such as from a creatures ability.)

**Curse of the Oni's Vigor**  
When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary hit points equal to your Monastic Kata ability modifier + your monk level (minimum of 1 temporary hit point)

**Monastic Focus level 6**  
Choose one of the following focuses at 6th level, and gain its features.

**Stillness of mind**  
If you start your turn under the effects of the charmed, frightened or under a spell or ability that charms you, you may end one of those effects. You may do this even if you do not have control over your mind or body. If you end an effect in this way, you lose your action for that turn.  
  
*Though you still have and recover you bonus action, reaction, and movement.*  
  
If you fail a saving thrown you may spend 1 chakra to reroll that saving throw and take the new result.  
  
**Shadow Step**

You gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.  
  
**Light Arts**  
  
When you heal a creature with 0 hp you always restore the maximum amount of hp to that creature  
  
You learn the Light and control flames cantrips, this spell uses your Monastic Kata ability modifier for spellcasting.  
  
You gain access to any of the Jutsu with the Light Arts requirements.  
  
**Unorthodox Technique**When a creature misses you with a melee attack roll, you may use your reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you. You can do this a number of times equal to your monastic kata ability modifier, you recover all of the uses on a short rest.  
  
When you miss with an attack you may spend 2 chakra to attempt to change that attack to a hit. Roll your unarmed strike damage and add the total to the attack roll.

**Tempered by steel**As a bonus action you may spend one chakra, if you do you gain resistance to piercing, bludgeoning, and slashing damage until the start of your next turn.

**Monastic Focus 15**  
  
Choose one of the following focuses at 15th level, and gain its features.  
  
**Master Death**When you are reduced to 0 hit points, you can expend 1 chakra point (no action required) to have 1 hit point instead.  
  
**Chakra Acceleration**You’ve honed your awareness and reflexes through mental aptitude and pattern recognition. Once per turn, if you’ve already taken your reaction, you may spend 1 chakra point to take an additional reaction. You can use only one reaction per triggering effect.  
  
**Sage's teachings**Whenever you activate a stance jutsu you may select a creature within 30 feet of you that can see or hear you and spend one chakra. That creature gains the benefits of that stance if they choose to, if they are already in a stance, they lose the effects of that stance and gain the effects of the new one as usual.   
  
Once you grant another creature the effects of a jutsu stance you may not do so again until you finish a short rest.  
  
If the stance jutsu references a kata stat or unarmed strike the creature may use your stats and unarmed strikes for that stance.  
  
While you are in a jutsu stance, and are within 5 ft of another creature in a jutsu stance, you and one of those creatures as though you were under the effects of warding bond for as long as you remain within 5ft. You may end this effect on your turn, the creature may also end this effect on their turn (no action required).

**Aspect of the Wurm**The power of your draconic spirit now radiates from you, warding your allies or inspiring fear in your enemies. As a bonus action, you can create an aura of draconic power that radiates 10 feet from you for 1 minute. For the duration, you gain one of the following effects of your choice:

Frightful Presence. When you create this aura, and as a bonus action on subsequent turns, you can choose a creature within the aura. The target must succeed on a Wisdom saving throw against your chakra save DC or become frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Resistance. Choose a damage type when you activate this aura: acid, cold, fire, lightning, or poison. You and your allies within the aura have resistance to that damage.

Once you create this aura, you can’t create it again until you finish a long rest, unless you expend 3 chakra points to create it again.  
  
**Master of the arts**  
  
You are always under the effects of the guidance spell. You do not gain guidance sickness.  
  
Choose 2 skills. you gain proficiency in those skills.  
  
Choose one instrument or artisans’ tool, you gain proficiency in that tool.  
  
Choose one skill or tool you are proficient with. double your proficiency bonus with that skill or tool.

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| Level 2 Jutsu-Requires Monk Level 2 |
| Crane Stance 2nd level Jutsu  Activation: 1 Bonus Action  Duration: 30 Seconds (5 Rounds)  Cost: 2-chakra  **Effect:**  You may perform all your movement as though you have a flying speed. Whenever you stop moving on a turn you lose that flying speed and plummet. You cannot fly higher than 2 X [Your monastic kata ability modifier] with this movement. You can reset that height by pushing off a sufficient surface such as a wall with sufficient hand holds or even another creature.  **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are knocked unconscious or paralyzed you lose this stance. |
| Dew of the Universe 2nd level Jutsu  Activation: Channeling your Chakra for 1 Minute into a liquid  Duration: 1 Minute  Cost: 1-chakra  **Effect:**  You imbue a liquid that you can drink with chakra. The amount of liquid must be at least the size of a single drop of water. Your careful study and regulation of your body allow you to drink that liquid a gain the following benefits:  - The dew provides enough nourishment to sustain you for one day. - You gain your unarmed strike damage as temporary hp until the next long rest. - Dew sickness: You recover all but 1 chakra as part of a short rest until your next long rest.  If another creature drinks this liquid *(unless they have this jutsu)* they must make a DC 12- (8 if the liquid is a tea) Constitution saving throw. If the creature succeeds, they gain the benefits of the liquid. If the creature fails, they take damage instead of gaining temporary hp as necrotic damage. |
| Falling Leaf 2nd level Jutsu  Activation: 1 Reaction *(no action required during your turn)*  Duration: 1 Minute  Cost: 1-chakra *(no cost during your turn)*  **Effect:**  You and up to one creature of your same size or smaller within 5 ft of you, begin to fall slowly. A falling creature's rate of descent slows to 60 feet per round until the jutsu ends. If you or the creature lands before the jutsu ends, it takes no falling damage and can land on its feet, and the jutsu ends for that creature.  If you use this jutsu on your turn it costs no chakra and does not consume your reaction. |
| Fangs of the Fire Snake 2nd level Jutsu  Activation: Anytime during your turn *(no action required)*  Duration: Until the end of your turn  Cost: 1-chakra  **Effect:**  During your turn your melee attacks gain a reach up to 60ft. You slash with your weapons or unarmed strikes with bouts of flame changing all the damage to fire damage. You gain +1 to attack rolls this turn. |
| Gong of the Earth 2nd level Jutsu  Activation: 1 Action  Duration: Instant  Cost: 2-chakra  **Effect:**  You slap the ground with you hand or foot forcing all other creatures within 10 feet of you, that are within 5ft of the ground to make a constitution saving throw. On a failure those creatures take 2d8 thunder damage and are forced away to a distance of 15 feet of you *(but not farther).* On a successful save the creature takes half the damage and is not pushed away.  If you fell from 30 feet or higher right before you used this ability double all damage dice rolled. You effect all creatures within 20 feet of you instead, and they will be forced away to 25 feet of you.  If you fell from 45 feet or higher creatures have disadvantage on the save.  This jutsu does double damage to structures.  The jutsu can be used against a wall or ceiling and effects creatures within 5 ft of that surface, however the jutsu cannot gain bonus effects from you falling distances. *(Being thrown does count as falling.)* |
| Healing Hands 2nd level Jutsu  Activation: 1 Action  Duration: Instant  Cost: 1-chakra (+X\*)  **Effect:**  You heal a creature within 5 ft of you (including yourself) equal to your unarmed strike damage.  You may spend extra chakra on this ability. For each extra chakra you spend on this ability increase its healing by 1d6. Increase the additional healing dice to 1d8 at 11th level.  \*You cannot spend more that half your proficiency bonus (rounded down) additional chakra on this ability. |
| Leg Sweep 2nd level Jutsu  Activation: Action  Duration: Until the end of you turn.  Cost: 1-chakra  **Effect:**  You take the **attack action**. The First weapon attack or unarmed strike you make against each different creature this turn forces that creature to make a strength saving throw if that attack hits them. Upon a failed saving throw the creature is knocked prone. |
| Mantis Stance 2nd level Jutsu  Activation: No action required, Activate only during your turn. *(at any time)*  Duration: 30 Seconds (5 Rounds)  Cost: 1-chakra  **Effect:**  During **your turn** you have +5 AC.  When you roll damage for a weapon attack or unarmed strike. You may roll the weapon damage twice and take the higher of the two rolls. *(this does not apply to any other dice that may be added to the roll)*  When you critically strike with an attack double the damage from your ability modifier as well.  **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are knocked unconscious or paralyzed you lose this stance. |
| Ox Stance 2nd level Jutsu  Activation: 1 Bonus Action  Duration: 30 Seconds (5 Rounds)  Cost: 1-chakra  **Effect:**  You gain +2 Armor class.  **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are knocked unconscious or paralyzed you lose this stance. |
| Protection of the Spirit 2nd level Jutsu  Activation: 1 bonus Action  Duration: *1 Minute-the usual duration of sanctuary*  Cost: 1-chakra  **Effect:**  You may cast sanctuary spell without verbal, somatic, or material components on a creature within 5ft of you (including you). |
| Rising Sun Kick 2nd level Jutsu  Activation: When you hit with an attack  Duration: Instant  Cost: 1-chakra  **Effect:**  When you hit a creature with a weapon attack or unarmed strike, you may deal additional damage on that attack equal to your monastic kata ability modifier in the form of a kick. Then you may “Vault” the creature. You may use this jutsu only once per turn, and only during your turn.  If you choose “vault” over them to you may move around, over, or under them to the opposite side of the creature passing through their space given that there is a (reasonably) large enough gap above them, to their sides, or between their legs. This movement does not consume movement as part of your turn and does not trigger attacks of opportunity. You cannot use this jutsu more than once each turn. |
| Water Whip 2nd level Jutsu  Activation: 1 Action  Duration: Instant  Cost: 1-chakra  **Effect:**  You attempt to pull a creature within 45 feet closer to you. That creature must make a strength saving throw or take 2d10 and be pulled up to 15 feet in a straight line toward you until the creature ends within 5 ft of you, a creature that succeeds on the saving throw takes 1/2 damage and is not pulled. |

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| Level 3 Jutsu- Requires Monk level 3 |
| Bending Reed Stance 3rd level Jutsu  Activation: 1 Action  Duration: 30 seconds (5 rounds)  Cost: 2-chakra  **Effect:**  You begin to react so fast that you gain the benefits of the dodge condition. You must concentrate on this stance as though you were concentrating on a spell. You automatically succeed on concentration checks until the start of your next turn to maintain this stance the turn you activate it.  **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are knocked unconscious or paralyzed you lose this stance. |
| Shadow Khan 3rd level Jutsu – **Requires Shadow Arts**  Activation: 1 Action  Duration: 5 *minutes- half duration of silence*  Cost: 2-chakra  **Effect:**  You cast Silence without Verbal, Somatic, or Material components. *(you must still concentrate on the spell)*  When you cast this spell with this jutsu, it only lasts for 5 minutes.  The spell moves centered on you and the spells radius is reduced to within 5ft of you.  The spell gives a slight shadow in the area it affects. This affect doesn't affect a creature’s vision. It does allow for effects that depend on shadows, such as the monks shadow step feature. Due to this shadow, a creature is aware of the exact distance this spell reaches; given sufficient lighting. This spell is dispersed by effects such as the daylight spell. |
| Silent Path 3rd level Jutsu – **Requires Shadow Arts**  Activation: 1 Action  Duration: *Until you begin your next short or long rest- the usual duration of pass without a trace*  Cost: 2-chakra  **Effect:**  You cast pass without a trace without Verbal, Somatic, or Material components.  *(you must still concentrate on the spell)*  If you effect only yourself with this spell you do not need to concentrate on this spell to maintain its effects. |
| Smoke Bomb 3rd level Jutsu – **Requires Shadow Arts**  Activation: 1 Action  Duration: 10 *minutes- the usual duration of darkness*  Cost: 2-chakra  **Effect:**  You cast Darkness without Verbal, Somatic, or Material components. *(you must still concentrate on the spell)* |
| Step of the Wind 3rd level Jutsu  Activation: 1 Bonus action  Duration: Instant  Cost: 2-chakra  **Effect:**  You become invisible, gain a flying speed, and move up to that speed as part of this bonus action. After you finish this movement, you lose the invisibility and flying speed. This movement is so rapid that creatures that can see through illusions, Invisibility, or perceive you with other senses have a hard time tracking this movement and have disadvantage on opportunity attacks against you. |
| Voice of the Moon 3rd level Jutsu  Activation: 1 Action  Duration: 1 *minute- the usual duration of calm emotions*  Cost: 2-chakra  **Effect:**  You cast Calm Emotions without Somatic, or Material components but it only effects one creature of your choice within its range. That creature must be able to hear you. *(you must still concentrate on the spell)* |
| Voice of the Sun 3rd level Jutsu  Activation: When you make a persuasion, performance, or intimidation check. *(No action required)*  Duration: Instant  Cost: 2-chakra  **Effect:**  When you make a persuasion, performance, or intimidation check, after you roll but before you know the outcome you may roll your unarmed strike damage and add it to the total. You may use this ability only once on an ability check, per ability check. |

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| Level 5 Jutsu-Requires Monk Level 5 |
| Gate of Body- (First Gate)  5th level Jutsu  **Activation**: 1 Action  **Duration**: Instant  **Cost**: 2-chakra  **Effect:**  You open up your body to the universe and attempt to bend it to you will. Once you open the first gate you cannot use a jutsu that opens the first gate again until you finish a long rest.  You heal for 1d4 for each monk level.  **GATE**: When you have opened the last of all three gates *(the first, second,* ***and*** *third gate)* your monastic kata ability score increases to 30 for 10 minutes. After the effect wears off you suffer one level of exhaustion, and your monastic kata ability score becomes 10 until you finish a short or long rest. Shugoki may instead increase their strength score instead, when the ability finishes; their strength becomes 10 until you finish a short or long rest. |
| Grasp the Humanoid Spirit  5th level Jutsu  **Activation**: 1 Action  **Duration**: *1 minute- the usual duration of hold person*  **Cost**: 2-chakra  **Effect:**  You cast Hold Person without Verbal or Material components on a creature within 5 ft of you. The somatic component of this spell is you hitting a pressure point of the creature. *(you must still concentrate on the spell)*  You may upcast the spell for two additional Chakra per level (additional creatures must still be within 5 ft of you). |
| Oni Stance  5th level Jutsu – **Requires Shugoki Monastic Kata**  **Activation**: 1 Bonus Action  **Duration**: 30 seconds (5 rounds)  **Cost**: 2-chakra  **Effect:**  You gain the benefits of the enlarge half of the Enlarge/Reduce spell *(no concentration required)*. While under the effects of this stance a spectral Oni mask adorns your face. You may end its effects as a bonus action.  Whenever this jutsu’s effects would end you may extend this jutsu’s duration for the cost of 1 chakra. No action required.   **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are knocked unconscious or paralyzed you lose this stance. |
| Shadow Clone  5th level Jutsu  **Activation**: 1 Action  **Duration**: 1 Hour  **Cost**: 2-chakra  **Effect:**  You summon an almost perfect copy of yourself within 5ft and transfer your consciousness to it. You can see through its eyes, use its senses, and speak through its mouth. While the clone is active, you are deaf and blind with regard to your own senses. You cannot perform actions or attacks through this clone though you can move and act like you can. You cannot interact with objects (or creatures) as you are made out of shadow. You cannot contort, jump, or move in a way that you could not normally as if you were physically present. A creature can make an investigation check against your monastic kata DC to determine that this copy is a manifestation of shadows. The shadow clone has hp equal to your monk level and all the same stats, senses, walking speed, and ac you do. Creatures that come into physical contact with the copy can reveal that it is a manifestation of shadow. This jutsu is treated as though it was an effect from an illusion spell of second level for all spells and abilities. You may end the effects of this jutsu as an action in which your senses return to you, the copy dissipates with a minor effect of your choice. |
| Shadow Shuriken Barrage  5th level Jutsu  **Activation**: 1 Action  **Duration**: Instant  **Cost**: 3-chakra  **Effect:**  You summon a shadow shuriken that duplicates itself as it flies spreading out in a 60ft-cone creating a deadly hail of blades. Each creature in that cone takes 3d8 piercing damage. This jutsu does no damage to structures.  *(Like with all cones; this effect is blocked by full cover*)  Creatures with at least half cover, a feature such as evasion, or a creature with advantage on dexterity saving throws may make a Dexterity save to take half damage.  The Shuriken disappear in a puff of black smoke after they land leaving no traces except wounds. |
| Third eye of Tetsuo  5th level Jutsu  **Activation**: 1 Bonus Action  **Duration**: 1 Hour  **Cost**: 1-chakra  **Effect:**  A third astral eye appears in the center of your forehead for the duration of the jutsu. While this jutsu is active you gain the following benefits. - You gain Darkvision out to 120 ft. - You cannot be blinded. *(though if you are, your vision comes from the center of your forehead for the effects duration)* - You gain the benefits of the See Invisibility spell. - For the purposes of spell effects and magical abilities, such as those found on the medusa, you can avert your eyes by closing them, but you do not lose vision or your ability to see. |

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| Level 6 Jutsu (Light Arts) |
| Bend the Light  6th level Jutsu – **Requires Light Arts**  **Activation**: 1 Action, performed while not in Magical Darkness  **Duration**: *Until you begin your next short or long rest- the usual duration of summon beast*  **Cost**: 2-chakra (+X\*)  **Effect:**  You bend the light into a celestial creature that servers you, you cast summon beast without verbal, somatic, or material components. The summon creature takes the form of a celestial instead of a beast and gives off a small amount of dim light equal to your kata movement speed bonus. *(you must still concentrate on the spell)*  While you are within the light given off by this celestial you have advantage on concentration checks.  \* You may upcast this spell for an additional chakra per level. You cannot spend more than half your proficiency bonus (rounded down) of additional chakra to upcast it. |
| Jin-Se Lance  6th level Jutsu – **Requires Light Arts**  **Activation**: 1 Action  **Duration**: 1 Round  **Cost**: 1-chakra  **Effect:**  Make an unarmed strike against a creature against a creature (a willing creature may choose to have this attack hit them). You may forgo the damage that the unarmed strike would deal to a creature if you choose.  If the attack hits that creature must make a charisma saving throw (a willing creature may choose to fail). Upon a failure they are forced into a small rift that opens behind them hurling them through the planes of the heavens. They do not return until the start of your next turn in which the creature returns to the spot they just left or in the nearest open space of the creature’s choice.   You may have non-celestial creatures take damage equal to your monk level as radiant damage.  Once an unwilling creature is successfully affected by this jutsu they cannot be affected by it again for 1 minute. |
| Tree of Life Stance  6th level Jutsu – **Requires Light Arts**  **Activation**: 1 Action  **Duration**: 30 seconds (5 rounds)  **Cost**: 3-chakra  **Effect:**  You assume a life-giving stance that radiates energy. When you activate this jutsu and at the start of each of your turns roll your unarmed strike damage. You heal up to a number of creatures of your choice within 30 feet of you equal to your proficiency bonus for the amount of unarmed strike damage rolled. If you heal a creature at 0 hp double the amount of healing that creature receives.  You do not drop this stance if you are knocked unconscious from being at 0 hp, however this stance will only heal you at the start of your turn while you are at 0 hp.  You can only active this stance once, after which you need to finish a short or long rest to assume the stance again.  **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are paralyzed or die you lose this stance. |

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| Level 9 Jutsu-Requires Monk Level 9 |
| Breath Control  9th level Jutsu  **Activation**: When you fail an Acrobatics or Athletics check (no action required)  **Duration**: instant  **Cost**: 1-chakra  **Effect:**  When you fail an acrobatics or athletics check you may reroll the d20 and take the higher of the rolls possibly changing the outcome. You may use this ability multiple times on the same attempt if the roll fails, each subsequent time you use this jutsu on an ability check increase the chakra cost of this effect by 1 stacking up to a maximum of 4 chakra *(in total).* |
| Chakra Control  9th level Jutsu  **Activation**: 1 Action  **Duration**: Until you begin your next short or long rest.  **Cost**: 2-chakra  **Effect:**  You gain the benefits of the water walk and spider climb spells *(This jutsu only affects you, you do not need to concentrate on its effects).* You may end the effect as a bonus action.  You learn the water walking and water breathing spells- you may cast these spells only as a ritual. |
| Drain Qi  9th level Jutsu  **Activation**: 1 Action  **Duration**: *1 minute- the usual duration of slow*  **Cost**: 3-chakra  **Effect:**  You may cast slow on all creatures of your choice within 5 feet of you without verbal or material components. You must be able to touch the creature in order to cast this spell in this way. *(you must still concentrate on the spell)*  Then you make an unarmed strike against each of those creatures, you only roll one attack roll and one damage roll and apply those rolls accordingly to each affected creature. |
| Maramusa’s Dividing Wind  9th level Jutsu  **Activation**: 1 Bonus Action  **Duration**: 12 seconds (2 rounds)  **Cost**: 2-chakra  **Effect:**  You bring your hands together and make a slicing motion in a direction summoning a great dividing wind in a 5ft wide, 10ft tall, line that stretches out 30ft originating from you. For each creature in that line, they must make a strength saving throw or be shoved 5 feet to the side (you choose which side for each creature).   This wind remains in that space for 12 seconds (*2 rounds- end of your 2nd turn*). Creatures that try to enter the space occupied by the wind must make a strength saving throw to traverse it. They may only attempt to save against this ability once per turn. If they succeed the creature treats the spaces as rough terrain.  Projectiles such as darts, arrows of normal size, thrown weapons without the heavy property and cantrips that produce projectiles are automatically deflected and shoot towards the ground if they try to pass through the spaces or are fired through the spaces occupied by the wind.  Large creatures do not need to make a strength save but still treat the terrain as rough terrain. Huge or larger creatures are unaffected by this wind *(though their projectiles my still be deflected if they are small enough).* |
| Phoenix Dive  9th level Jutsu – **Requires Light Arts**  **Activation**: 1 Action  **Duration**: Instant  **Cost**: 5-chakra  **Effect:**  You gain a temporary flying speed and launch in a straight line carried by wings of flame and light to a point within 80 feet of you that you can see when you activate this jutsu. When you reach your destination, you cause a blast of fire and light around you forcing all other creatures in a 20 ft radius *(centered on you)* to make a dexterity saving throw or take 4d6 fire and 4d6 radiant damage, half as much on a successful save. The blast fire and light spread around corners and ignites flammable objects in the area that are not being worn or carried. After you arrive at the destination you lose your flying speed granted by this jutsu.  This jutsu does not consume movement on your turn and does not trigger opportunity attacks. You may fly around or over other creatures to reach your destination and may move thorough other creatures occupied spaces provided there is enough (reasonable) space to do so.  This Jutsu produces sufficient enough noise to be heard as far as 500ft away. Your body causes a howling wind as it flies through the air until the final destination. The blast at your destination takes the form of your choice of a screaming phoenix, roar of flames, or war cry. |
| Restore the Body  9th level Jutsu  **Activation**: 1 Action  **Duration**: Until you begin your next short or long rest.  **Cost**: 3-chakra  **Effect:**  You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.  This jutsu counts as the healing hands jutsu for all abilities and features.  Additionally you grant that creature temp hp equal to a roll of your unarmed strike damage.  If the creature has 0 hp the creature is stabilized.  The next time the creature takes damage they treat that damage as though they had resistances to it. |
| Spreading Mists of the Shining Sea  9th level Jutsu  **Activation**: 1 Action  **Duration**: instant  **Cost**: 2-chakra  **Effect:**  This jutsu counts as the healing hands jutsu for all abilities and features.  You breath out a mist of healing water that bolsters your allies and yourself with rejuvenating properties. You heal all creatures (of your choice) within 60 ft of you (including yourself) equal to your unarmed strike damage. |
| Umbral Shroud  9th level Jutsu – **Requires Shadow Arts**  **Activation**: 1 Bonus Action  **Duration**: *1 minute– the usual duration of spirit shroud*  **Cost**: 4-chakra  **Effect:**  You may cast spirit shroud without verbal or somatic components. *(you must still concentrate on the spell)* |

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| Level 13 Jutsu- Requires Monk Level 13 |
| Gate of Mind – (Second Gate)  13th level Jutsu  **Activation**: 1 Bonus Action  **Duration**: 30 seconds (5 rounds)  **Cost**: 4-chakra  **Effect:**  You open up your mind to the universe and attempt to bend it to you will. Once you open the second gate you cannot use a jutsu that opens the second gate again until you finish a long rest.You gain the ability to see multiple possible outcomes for a very short time. Roll 3d20 and log the results of each of those d20. For the duration of the ability, you may substitute any roll **you** make that rolls a d20 with one of the results you rolled on the d20. Once you use a result has been used it cannot be used again for the duration of the ability. **GATE**: When you have opened the last of all three gates *(the first, second,* ***and*** *third gate)* your monastic kata ability score increases to 30 for 10 minutes. After the effect wears off you suffer one level of exhaustion, and your monastic kata ability score becomes 10 until you finish a short or long rest. Shugoki may instead increase their strength score instead, when the ability finishes; their strength becomes 10 until you finish a short or long rest. |
| Gaurdian of the Monastery  13th level Jutsu  **Activation**: 1 Action  **Duration**: *Until you begin your next short or long rest– the usual duration of Summon Construct*  **Cost**: 4-chakra (+X\*)  **Effect:**  You may cast Summon Construct. *(you must still concentrate on the spell)* Rather than its normal components you need a monastery bell worth 400gp to summon this construct, which you strike causing it to ring. You may only select stone material in which it takes the form of a terracotta warrior.  If you summon the creature within a monastery that you are familiar with; the spell does not require concentration.  You may upcast this spell for an additional chakra per level. \*You cannot spend more than half your proficiency bonus (rounded down) of additional chakra to upcast it. |
| Hone the Weapon  13th level Jutsu  **Activation**: 1 Action  **Duration**: Until you begin your next short or long rest  **Cost**: X (1-3) - chakra  **Effect:**  You touch a weapon within 5 feet of you or use it to enhance your unarmed strikes. You spend 1 to 3 chakra to grant a bonus to attack rolls equal to the number of chakra spent.  The weapon Improves its chances based on the amount of Chakra spent and its innate bonuses. For each chakra spent it increases the weapons attack rolls based on the criteria below:   * A weapon without bonuses to their attack roll gain up to a +3 increase to its attack rolls based on the amount of chakra spent: +1 if you spent 1 chakra, +2 if you spent 2 chakra, and +3 if you spent 3 chakra. * A weapon with a +1 enchantment: requires 2 chakra to give it a +1 to its attack rolls or 3 chakra to give it a +2 to its attack rolls. *(stacking with it natural increased to hit)* * A weapon with a +2 enchantment: Requires 3 chakra to give it a +1 to its attack rolls.  *(stacking with it natural increased to hit)*   A weapon with a +3 or greater enchantment cannot be enhanced. If a weapon enhances its chances to hit with dice or based off additional ability modifiers or any other type of increase, it cannot be enhanced. |
| Land of Darkness Stance  13th level Jutsu – **Requires Shadow Arts**  **Activation**: On your turn (no action required)  **Duration**: 1 Minute  **Cost**: 3-chakra  **Effect:**  You radiate a shadow of dim light in a 30ft radius around you, and your eyes become blank voids that pour forth shadows as though they were tears. This shadow spreads around corners and through cracks as small as one inch wide but is blocked by total cover.  While in the shadow you and friendly creatures of your choice up to your proficiency bonus become part of that shadow (chosen when you activate the stance).  Affected creatures gain the following benefits:   - Creatures vision is not affected by dim light and darkness. They can see as though they were in bright light.  - During the creatures turn they can become temporarily incorporeal and are able to move through a space as narrow as 1 inch wide without squeezing. They must end their turn in a space that could fit them.  - Creatures do not have disadvantage on stealth rolls as a result of their armor.  - Creatures have a walking speed equal to your walking speed and your unfaltering step feature.  These effects linger on a creature until it ends its turn outside of the shadow. A creature can regain these effects by ending their turn within the radius of your shadow.  This shadow cannot enter into magical light and is overpowered by it, if a creature would become affected by a spell such as daylight, they lose all of the bonuses it provides and become corporeal. If a creature would become corporeal in a space, they could not fit they are shunted back to the last available space that they moved from that they could fit and take 2d10 force damage.  You may extend the duration of this stance when it is about to end by 1 minute for 1 chakra.  **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are knocked unconscious or paralyzed you lose this stance. |
| Light of the Heavens  13th level Jutsu- **Requires Light Arts**  **Activation**: 1 Action  **Duration**: 1 Minute  **Cost**: 3-chakra  **Effect:**  Light floods out from you in all directions creating a beacon of light that dispels even magical darkness of 5th level or lower. The bright light reaches as far as 40 feet from you with 20ft of dim light beyond that.  Within 5 ft of you purging flames burn. Creatures other than you that start their turn in this purging fire are engulfed by the burning light energy searing it. The creature must make a constitution saving throw or take 3d10 radiant and 2d10 fire damage, half as much on a successful one.   Creatures with darkvision, the ability to see in magical darkness, or shape changer creatures are stunned the first time they fail the saving throw against the effect, after which they become immune to the stun effect of this ability for the next 24 hours.  You must concentrate on this effect as though you were concentrating on a spell. |

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| 17 level Jutsu- Requires Monk Level 17 |
| Contact other Plane  17th level Jutsu  **Activation**: 1 Minute Ritual  **Duration**: *1 minute– the usual duration of contact other plane*  **Cost**: 5-chakra  **Effect:**  You cast contact other plane, you do this as part of a meditation which requires material components of incense and somatic components of a meditative stance rather than the normal only verbal components required of the spell.  You cannot use this jutsu again until you finish a long rest. |
| Gate of Spirit – (3rd Gate)  17th level Jutsu  **Activation**: 1 Reaction  **Duration**: 1 Round  **Cost**: 4-chakra  **Effect:**  You open up your spirit to the universe and attempt to bend it to you will. Once you open the third gate you cannot use a jutsu that opens the third gate again until you finish a long rest.Whenever you would take damage from a spell, effect, or attack, or be forced to make a saving throw. You may use your reaction to phase out of existence for 1 round avoiding the effect. You cannot do this in an area that prevents or nullifies teleportation. You reappear at the start of your next turn in the space you disappeared from. If the space is now occupied you appear in the closest unoccupied space in any direction, if there are multiple that are of equal distance you select which space you appear in. *(you can reappear in the air or in another form of danger however)*  **GATE**: When you have opened the last of all three gates *(the first, second,* ***and*** *third gate)* your monastic kata ability score increases to 30 for 10 minutes. After the effect wears off you suffer one level of exhaustion, and your monastic kata ability score becomes 10 until you finish a short or long rest. Shugoki may instead increase their strength score instead, when the ability finishes; their strength becomes 10 until you finish a short or long rest. |
| Grasp the Monsters Spirit  17th level Jutsu  **Activation**: 1 Action  **Duration**: *1 minute– the usual duration of hold monster*  **Cost**: 5-chakra  **Effect:**  You cast Hold monster without Verbal or Material components on a creature within 5 ft of you. The somatic component of this spell is you hitting a pressure point of the creature. *(you must still concentrate on the spell)*  You may upcast the spell for two additional Chakra per level (additional creatures must still be within 5 ft of you). |
| Mislead  17th level Jutsu – **Requires Shadow Arts**  **Activation**: 1 Bonus Action  **Duration**: *1 minute– the usual duration of mislead*  **Cost**: 5-chakra  **Effect:**  You may cast mislead without somatic components. *(you must still concentrate on the spell)* |
| Roar of the Ogre  17th level Jutsu  **Activation**: 1 Action  **Duration**: 30 seconds or until the targeted creature makes their save  **Cost**: 5-chakra  **Effect:**  Choose a creature within 80 feet of you that you can see. You teleport to an unoccupied space within 5ft of the chosen creature and let out a bestial howl. The creature must make a wisdom save or become frightened of you. For the duration of this jutsu you have advantage on all attacks and intimidation and athletics checks against that creature if it failed the save.  Then you may make 3 melee attacks with your weapon or unarmed strikes against the chosen creature.  While the creature remains frightened of you; you may activate this jutsu again as an action to teleport within 5ft of that creature. When you do you may make 3 melee attacks with your weapon or unarmed strikes against that creature.  The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success. |
| Tiger Stance  17th level Jutsu  **Activation**: On your turn (no action required)  **Duration**: 30 seconds (5 rounds)  **Cost**: 4-chakra  **Effect:**  When you take the attack action on your turn you may make an additional unarmed strike (no action required). You may use this effect only once per turn.  **STANCE**: You may only have one chakra stance active at any time. If you activate a new one end the effect of the old one. If you are knocked unconscious or paralyzed you lose this stance. |
| Volley of Weapons  17th level Jutsu  **Activation**: 1 Action  **Duration**: instant/until the start of your next turn  **Cost**: 5-chakra  **Effect:**  You Thow a nonmagical weapon which this jutsu consumes, that weapon turns into hundreds of duplicates which either fall from above or fly in a straight line (your choice). Choose one of the following:   - Cone: this weapon becomes a flurry of weapons in a cone up to 100 feet. - Volley: this weapon becomes a volley of weapons that rain from above on each creature within a 40ft radius, 20 ft high cylinder.  Creatures within the area must make a dexterity saving throw or take 8d8 damage of the same type as the weapon you threw, half as much on a save.   Additionally, the area becomes rough terrain until the start of your next turn, due to all the protruding weapons.  After each projectile weapon lands it disappears in a gray puff of smoke after 1 round. (or in shadow if you have shadow arts or in a small burst of light if you have light ats: your choice) |
| Wall of Light  17th level Jutsu – **Requires Light Arts**  **Activation**: 1 Bonus Action  **Duration**: *10 minute– the usual duration of wall of light*  **Cost**: 5-chakra  **Effect:**  You may cast wall of light without verbal, somatic, or material components. *(you must still concentrate on the spell)* |