

## MONK: WAY OF THE RISING STORM

Monks of the Rising Storm are those who harbor a deep well of ferocity and anger within themselves. But rather than let that energy loose all at once, they instead control it, allow it to build up and channel their fury into forked lightning. These Monks are often terrifying to face, as they only get stronger as they fight.

### WAY OF THE RISING STORM FEATURES

Fighter Level	Features
3rd	Storm Tokens, Unrelenting Tempest
6th	Flash of Lightning
11th	Debilitating Shock
17th	Awakened Storm

### STORM TOKENS

Starting when you choose this tradition at 3rd level, the intensity of a storm builds up within you during combat. When you succeed a melee attack, you gain a Storm Token. Once per turn when you miss a melee attack, you lose a Storm Token. You can have a number of Storm Tokens up to 3 + your proficiency bonus. All Storm Tokens are lost when 1 minute passes without making an attack against a creature.

### UNRELENTING TEMPEST

Also when you choose this tradition at 3rd level, you can consume your stored charge to keep the pressure up. You gain access to the following abilities:

**Charged Fist.** As a bonus action, consume 3 Storm Tokens to cause all unarmed strikes to deal an additional 1d4 lightning damage for 1 minute. This feature can be reused to refresh the duration and add 1 lightning damage to the existing bonus.

**Accelerated Tempo.** As an action, consume 5 Storm Tokens to gain an additional bonus action for 1 minute.

**Howling Wind.** As a reaction to a creature being attacked within 30 ft., consume 1 Storm Token to give the attacker disadvantage on the attack.

### FLASH OF LIGHTNING

At 6th level, you may tap into your anger to awaken the primal fear of a coming storm. When you use an ability that requires Storm Tokens, you may use a ki point in place of a Storm Token. While you have Storm Tokens, you have advantage on Intimidation Checks.

### DEBILITATING SHOCK

At 11th level, your lightning targets the muscles and can slow down your enemies. Whenever you deal lightning damage, you may spend a ki point to halve their movement speed on their next turn.

### AWAKENED STORM

At 17th level, you have achieved true balance between calm and rage. You now gain 2 Storm Tokens when you succeed a melee attack and you gain access to the following abilities:

**Lightning Strikes.** As an action, consume 10 Storm Tokens to cause Flurry of Blows to make three unarmed strikes instead of two.

**Thunder Crash.** As a bonus action, consume 4 Storm Tokens to leap into the air and land in an unoccupied space within 60 ft., creating a concussive blast where you land. All creatures within 20 ft. must make a Constitution saving throw against your Ki Save DC or be Deafened. Creatures can reroll the save at the end of their turn.

**Forked Terror.** When you deal lightning damage to a creature, consume 3 Storm Tokens to force the creature to make a Wisdom saving throw against your Ki Save DC or be Frightened until the end of your next turn.

