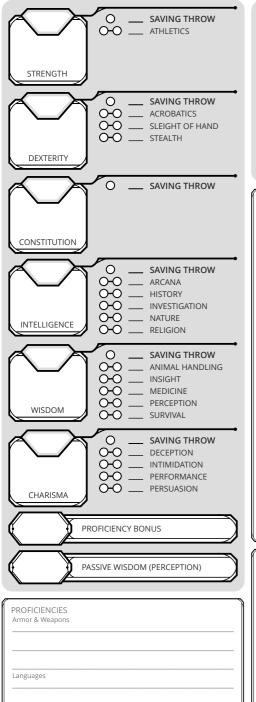


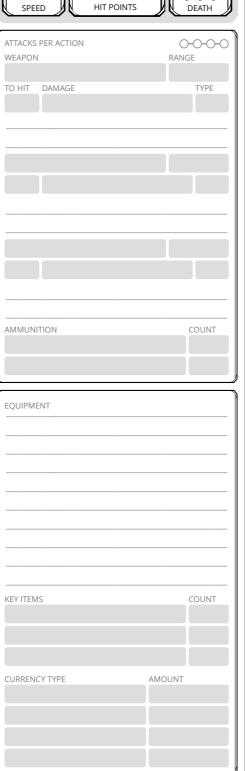
BOONS

INITIATIVE



Tools

FEATURES & OTHER ABILITIES



While not wearing armor (or shield), AC becomes 10 + DEX + WIS. MARTIAL ARTS - LVL 1 / 5 / 11 / 17 While not wearing armor and unarmed or using monk weapons only, can use DEX instead of STR for attack and damage roll, can roll martial arts damage instead of normal damage, can make unarmed strike as bonus action after attack. CONDITIONS KI - LVL 2 Ki Save DC (8 + prof. + WIS) Max. Ki Points (LVL) HIT DICE Regain after short or long rest. $\widetilde{\mathcal{O}}$ 00000 00000 00000 00000 FLURRY OF BLOWS - LVL 2 000After attack, spend 1 ki to make two unarmed strikes as bonus action. DEATH PATIENT DEFENSE - LVL 2 Spend 1 ki to take Dodge action as bonus action on your turn. STEP OF THE WIND - LVL 2 Spend 1 ki to take Disengage or Dash action as bonus action on your turn. Jump distance is doubled for the turn. UNARMORED MOVEMENT - LVL 2 / 6 / (9) / 10 / 14 / 18 Speed increase while not wearing armor (or shield). At level 9, can move along vertical surfaces and across liquids without falling. Speed Increase MONASTIC TRADITION - LVL 3 LVL 3 Ability LVL 6 Ability

DEFLECT MISSILES - LVL 3

Reaction to catch missile that hits you. Reduce damage by 1d10 + DEX + Ivl. If reduce to 0 damage, catch if you have a free hand. 1 ki to make attack with missile you caught. You have prof. and counts as monk weapon attack.

SLOW FALL - LVL 4

LVL 11 Ability

LVL 17 Ability

Use reaction to reduce fall damage by five times level.

STUNNING STRIKE - LVL 5

After hit opponent, spend 1 ki to to stun (CON save) until end of your next turn.

KI-EMPOWERED STRIKES - LVL 6 Unarmored strikes count as magical.

EVASION - LVL 7

Attacks against you with DEX save to take half damage become DEX save to take no damage and if failed DEX save, take half damage.

STILLNESS OF MIND - LVL 7

Use action to end charmed of frightened on yourself. PURITY OF BODY - LVL 10

nmune to disease and poison. TONGUE OF THE SUN AND MOON - LVL 13

Understand all spoken lang. Any creature with a lang. understands you.

DIAMOND SOUL - LVL 14

Prof. in all saving throws. 1 ki to reroll saving throw. Must use new roll.

TIMELESS BODY - LVL 15 Cannot age magically. No longer need food and water.

EMPTY BODY - LVL 18

Action to spend 4 ki to become invisible and resistance to all but force damage. 8 ki to cast Astral Projection without M components. Cannot take any other creatures with you.

PERFECT SELF - LVL 20

If no ki when rolling initiative, regain 4 ki.

MONK