

Rhythmic Trance

You can immerse yourself in a trance of rhythm and movement by expending one ki point as a bonus action. While in this state, your movements synchronize seamlessly with the surrounding environment, sharpening your instincts.

The rhythmic trance can last up to 2 minutes. It ends if you are knocked **prone** or **unconscious**, or if you are **incapacitated**, or if you choose to end it. You cannot perform actions that require you to remain still while in this trance.

The trance can be entered with two distinct alignments:

Fujin's shield:

Channeling your mental energies, you align your ki with Fujin's protective winds. Your movements adopt a swirling demeanor reminiscent of a typhoon, both slow and fierce as they sweep across the battlefield. You embody the relentless force of the wind, erecting an impenetrable barrier of whirling chaos against anything or anyone attempting to draw near.

While in this alignment, you experience the following effects:

- The reach of your unarmed strikes increase by 5 feet.
- Your AC is increased by half your proficiency bonus.
- You gain advantage on any Dexterity saving throws.
- You have advantage on saving throws or ability checks to resist being grappled or restrained.
- Your movement speed is halved.

Raijin's kamikaze:

Surrendering to your ki's chaotic instincts, it aligns with Raijin's lightning and thunder. You plunge into a trance characterized by lightning-fast movements, accompanied by the crackling sounds of a body pushed to its limits - a dance that leaves none unscathed, not even the dancer themselves.

Upon entering this trance, each creature of your choice within 10 feet of you must succeed on a Dexterity saving throw or endure damage equal to two rolls of your Martial Arts die, the first of lightning type, and the second of thunder.

This alignment grants the following effects:

- ***Raijin's fury.*** When targeted by an attack, you can opt to retaliate on your subsequent turn with the full fury of Raijin's thunder. This grants you advantage on all attack rolls for that turn (against any creature). However, attacks against you also gain advantage until your next turn.
- If you opt to use Flurry of Blows, the damage types are lightning for the first strike and thunder for the second.
- When rolling a 19 on an attack roll, it counts as a critical hit.
- When struck with an opportunity attack, the attacker suffers lightning damage equal to the harm dealt.
- Upon taking damage for the first time in a round, you endure additional damage equal to your martial arts die.