

[illegible]

FEATURES & TRAITS

10

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mental discipline

advantage on saving throws to avoid or end charmed/frightened conditions

psychic resilience

resistance to psychic damage

Slow Fall

reduce 5 times monk level

extra attack

attack twice when taking attack actions

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Deflect Missiles

you can use your reaction to deflect or catch 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 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with a range of 20/60 using the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

Patient Defense

ki point for dodge

step of the wind

ki point for dash/disengage as a bonus action, jump speed is doubled

Flurry of Blows

ki point for 2 unarmed strikes as bonus action

SPELLS

mage hand

abjuration cantrip

Casting Time: 10

Range: 10

Target: 10

Components:

Duration:

Description:

shield

conjuration 1

Casting Time: 10

Range: self

Target: 10

Components:

Duration: once

Description:

slow fall

conjuration 1

Casting Time: 10

Range: self

Target: self

Components:

Duration:

Description:

detect thoughts

divination 2

Casting Time: 10

Range: self

Target: 10

Components: V S M

Duration: Concentration up to 1 minute

Description:

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

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abjuration 5

Casting Time: 10

Range: 10

Target: 10

Components: V S M

Duration:

Description: