Monk

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(Monastic) priest

Though the spirits of Soburin’s natural world have been grievously harmed over the past two centuries, you are truly devoted to nature and blessed with fantastic magical abilities that you hone while perfecting a martial discipline.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells.
Cantrips. You learn two cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level.
Spell Slots. The Priest Spellcasting table shows how many spell slots you have to cast your spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell detect magic and have a 1st-level and a 2nd-level spell slot available, you can cast detect magic using either slot. Spells Known of 1st-Level and Higher. You know two 1st-level druid spells of your choice. The Spells Known column of the Priest Spellcasting table shows when you learn more druid spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st- or 2nd-level. The spells you learn at 8th, 14th, and 20th level can come from the cleric spell list. Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be a druid spell, unless you’re replacing the spell you gained at 8th, 14th, or 20th level (in which case the new spell may be a cleric spell, so long as it is replacing another cleric spell). (Alternatevely for a more community feel you the normal spells you learn can be from the cleric spell list and those leaned at 8th, 14th, and 20th level can come from the druid spell list.
Spellcasting Ability. Wisdom is your spellcasting ability for your spells, since you learn your spells through deep meditation and a fundamental connection to nature. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

Priest Spellcasting Table

Spell Slots per Spell Level

Level Cantrips Spells

Known

1st 2nd 3rd 4th

3rd 2 2 2 — — —

4th 2 2 3 — — —

5th 2 3 3 — — —

6th 3 3 3 — — —

7th 3 4 4 2 — —

8th 3 4 4 2 — —

9th 3 5 4 2 — —

10th 3 5 4 3 — —

11th 3 6 4 3 — —

12th 3 6 4 3 — —

13th 3 7 4 3 2 —

14th 3 7 4 3 2 —

15th 3 8 4 3 2 —

16th 3 8 4 3 3 —

17th 4 9 4 3 3 —

18th 4 9 4 3 3 —

19th 4 10 4 3 3 1

20th 4 10 4 3 3 1

Shugyo Conditioning (Vow of poverty)

At 6th level, you can go exceptionally long periods without sustenance. You can comfortably go without food or drink for a number of days equal to your proficiency bonus. When you take a long rest, you require one hour less sleep per point of proficiency bonus.

Martial Spellcasting

At 11th level, you gain advantage on saving throws that you make to maintain your concentration on a spell.

Perfected Form

At 17th level, whenever you cast a spell you may choose to ignore verbal, somatic, or focus components. You can do so a number of times equal to your Wisdom modifier. You regain expended uses of this feature when you finish a long rest.

Martial artist

Hundreds of years of warfare have led the clans of Soburin to develop dozens of powerful martial arts forms. You seek to master yourself and the world by learning as many of them as you can, turning your body into a weapon of terrifying power.

Stance Adept

At 3rd level, you learn one martial arts feat.

Stance Warrior

At 6th level, you learn one martial arts feat. The number of martial arts stances you can use at the same time increases by 1.

Stance Scion

At 11th level, you learn one martial arts feat. The number of martial arts stances you can use at the same time increases by 1.

Stance Master

At 17th level, you learn two martial arts feat. The number of martial arts stances you can use at the same time increases by 1.

Tattooed monk

While there are countless martial disciplines that dot the countryside of Soburin, the monastic tradition of the Ikari Prefecture is legendary. Known as the Way of the Tattooed Pagoda, these spiritual warriors focus on a mix of meditation, pain tolerance, martial skill, and artistic expression, all of which they channel through elaborate tattoos across their bodies to produce fantastic magical effects. While the monks who champion the Way of the Tattooed Pagoda are often serene individuals, they are deadly opponents when they decide violence is required.

Tattooed Magic

At 3rd level, you gain the ability to activate the tattoos on your body to produce magical effects. As an action, you may spend 2 ki points to cast blur, darkvision, enhance ability, or lesser restoration. When casting these spells you do not need to provide any components and you may only target yourself.

Tattooed Defense

At 6th level, your connection to your tattoos strengthens considerably, allowing you to quickly rearrange them on your body to defend against incoming attacks. As a reaction, you can spend one point of ki to cause one of your tattoos to flow off of your body to intercede with a melee attack or spell attack, absorbing an amount of damage equal to your level + proficiency bonus.

Flurry of Tattoos

At 11th level, so long as you have at least one ki point you can spend an action to detach a number of tattoos equal to your proficiency bonus and throw them as though they were daggers, using your Wisdom modifier for bonuses to attack and damage rolls. These tattoos have a range of 40/120 and they reappear on your body the following round, regardless of whether or not you hit your target.

Body of Art

At 17th level, your tattoos become a scintillating, living canvas of color that easily distracts those around you. As an action, you may spend 6 ki points to cast confusion without the need for

components.

In Soburin tattoos are viewed as a form of art as well as a rite of passage. Many individuals getting a tattoo often mark their affiliation to a particular organization, philosophy, or even spiritual path. For some this might be as simple as a clan mark but it could also be something as detailed as a full body piece that signifies the passing of a loved one or a new union. Dragons, elements, nature scenes, clan symbols, and similar markings are all popular choices for tattoos.
The cost of getting a tattoo is normally based on the time and detail required, ranging between 1 and 50 Imperial Pieces (larger, more elaborate artwork can cost as much as 100 gp or more.) When calculating the time it takes to get a tattoo it is generally safe to assume it takes approximately thirty minutes for every Imperial Piece spent.

Way of pride

Monks of the Way of Pride value themselves above all others. These monks focus on mastering their form, ego, and destructive power. They use their monastic traditions publicly, with the intention of gaining the respect and admiration of “lesser beings.” The prideful traditions of this order include adorning oneself with jewelry, hiding their scars from prying eyes, and commanding respect from those that would oppose them.

Tall Tales

At 3rd level, you have gained a knack for telling embellished tales of your past achievements. You gain proficiency in your choice of one of the following skills: Deception, Intimidation, Performance, and Persuasion.

Bruised Ego

At 3rd level, your ego bolsters your vitality, strengthening as you fight to prove your vigor. Whenever you expend a ki point, you can also choose to gain temporary hit points equal to your Proficiency Bonus. While your current hit points are equal to or less than half your maximum hit points, you can also add your Wisdom modifier to the amount of temporary hit points gained.

Assertive Attacker

At 3rd level, while your current hit points are equal to or less than half your maximum hit points, your Martial Arts die counts as being one higher than normal. For example, if you are a 6th-level monk, your Martial Arts die goes from a d6 to a d8. At 17th level and higher you Martial Arts die goes from a d10 to a d12.

Irrational Retaliation

Beginning at 6th level, damage dealt to you is damage dealt to your pride, and that is something you simply cannot allow. Whenever a creature deals damage to you, you can use your reaction to expend 2 ki points to target that creature. Until the end of your next turn, all attacks you make against the target creature have advantage.

Redoubled Efforts

Additionally at 6th level, while your current hit points are equal to or less than half your maximum hit points, you can roll one additional Martial Arts die when determining the extra damage dealt by a critical hit.

Ever Prideful

At 11th level, your muscle memory takes over. When your hit points are reduced to 0 you are not knocked unconscious, but you must still make death saving throws and suffer all the normal effects of taking damage while at 0 hit points. At the beginning of each of your turns whilst in this state you can spend 1 ki point to remain in this state. If you do not spend a ki point at the start of your turn whilst at 0 hit points you suffer all the normal effects of being reduced to 0 hit points.
The following also apply:

- You cannot speak.
- You cannot cast or concentrate on spells.
- Critical hits against you in this state count as one failed death saving throw instead of 2.

Egotistical

Beginning at 17th level, you gain the benefits of this class' features that state 'while your current hit points are equal to or less than half your maximum hit points' whenever you are below your hit point maximum instead, provided you have been damaged by a hostile creature within the past minute.

Way of the gladiator

Monks who follow the Way of the Gladiator live and die on the bloody sands of the arena in pursuit of glory, gold, and perfection of their martial art. From the dirty fighting of the pits to the flashy spectacle of grand coliseums, there are few who can match their
skill with a bronze blade and wrapped fist.

Combatant’s Gambit

Starting at 3rd level you specialize in an exotic signature weapon, such as a trident, net, or khopesh. The weapon can be any simple or martial melee weapon that does not have the heavy or two handed property. Weapons of the chosen type are considered monk weapons for you. The first attack you make each round with a monk weapon has advantage.

Flash of Bronze

Starting at 6th level your attacks with monk weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Additionally, whenever you are able to make an unarmed attack, you may spend 1 ki point to make the attack with your monk weapon instead, if you are wielding one. This attack deals bonus damage equal to your Martial Arts die.

Superior Opponent

Beginning at 11th level you can enter a special meditation that prepares you for battle. Following a long rest, the next attack you make with a monk weapon you may treat the d20 roll as a 20, scoring a critical hit.

Glorious Spectacle

Beginning at 17th level, when another character’s turn ends, you may take an immediate additional turn this round. During this turn you have advantage on all Acrobatics, Athletics, and Performance skill checks. You must complete a short rest before you can use this feature again.

Way of the gun fu

Monks of the Way of the Gun Fu are masters in the sophisticated close-quarters gunplay resembling a martial arts battle played out with firearms instead of traditional weapons.
The focus of gun fu is both style and the usage of firearms in ways that they were not designed to be used. Shooting a gun from each hand (usually paired with jumping to the side at the same time), shots from behind the back, as well as the use of guns as melee weapons are all common.

Gun Fu Technique

When you choose this tradition at 3rd level, you gain proficiency with heavy pistols and machine pistols. These weapons are monk weapons for you, and you gain the following benefits:
Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with firearms. Immediately after you take the Attack action on your turn to make an unarmed strike, you can spend 1 ki point to make an additional ranged weapon attack with a firearm as a bonus action.

Countershot

At 6th level, as a reaction when an enemy misses you with a melee attack roll, you can make a single ranged weapon attack with a firearm against the attacker. Once you use this feature, you can't use it again until you finish a short or long rest.

Gun Fu Mastery

At 11th level, you gain proficiency with submachine guns and tactical shotguns. These weapons are also considered as monk weapons for you. Additionally, when you hit a target with a firearm which is a monk weapon, you can spend 1 ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.

Bullseye

At 17th level, your mastery of firearms grants you extraordinary accuracy. If you make an attack roll with a firearm which is a monk weapon for you and miss, you can reroll it. You can use this feature only once on each of your turns.

Way of the Fire Sage

Smoke rising from the mountain signals almost infinite power lightly sleeping just below the surface of the world. Bystanders know that the smoke can never be extinguished, the flames in its foundations saw the emerging of the mountains, the first rain drops, and the rise and fall of empires. The everlasting flame is protected by the monks of an ancient tradition, the fire sages. They believe that the first flame lives inside every soul, and humankind must continue to kindle the light. Their devotion to fire and understanding of energy fuels them as they travel down their paths: either to light an everlasting flame in the souls of others or to harness the power of their own inner flame. With their power, they can rekindle lost hopes, bring back the ashes of laments, cauterize deep wounds in the flesh or soul, and guide others out of the darkness.

Level 3: Cleansing Fire: When you choose this way at 3rd level, you gain access to following abilities:

D By spending two Ki points, you can cast either of these spells: burning hands and flame blade.

D You learn the produce flame cantrip.

D You have the ability to sear wounds. By spending a Ki point and using your action, you can summon fire into your palm and touch an open wound, healing the creature equal to your martial arts die + Wisdom modifier.

D While you hit your opponents with your flurry of blows, you deal an extra 1d4 fire damage on each attack that is granted to you by the flurry of blows.

You use Wisdom as your spellcasting ability for any spell or cantrip that is mentioned here and below.

Level 6: Rekindle the Flame: When you reach 6th level you become able to see and understand the fire inside a body. Using that power, you are able to kindle a flame in somebody's heart that would have otherwise sputtered out. You can spend 1 Ki point with your bonus action by

touching a fallen creature that is rolling death saving throws or unconscious; it regains 1 hit point and can use its reaction to get up. By spending 1 Ki point as an action, touching a dead creature that has been dead for no more than 1 minute restores it to life with 1 hit point. This works in the same way as a revivify spell. However, it isn’t without a cost. When the creature is restored to life, you roll 1d4 and reduce it from your hit point maximum. This feature lets you share your inner flame with the extinguished ones.

In addition, you can sense Ki in other creatures, thus gaining advantage on Medicine checks, and you feel their medical conditions through their ki and inner flame.

Level 11: Catching Fire: By using your abilities to deal fire damage to your opponents, you can force them to make a Constitution saving throw against your Ki save DC. On a failed save, they catch fire and repeat the saving throw at the start of each of their turns. On a failed save, they take 2d6 fire damage that

cannot be reduced in any way (except immunity). If they succeed on a saving throw, a minute passes or they or another creature uses an action to put the flames out, this effect ends.

You can affect a number of creatures equal to your proficiency bonus and regain expended uses after you finish a long rest. You can affect more than 1 creature at once if you have enough uses and use an appropriate way–for example, a burning hands spell.

Level 17: Burn Them All: By spending 3 ki points you can strike down a creature with your ultimate blaze. On a hit with an unarmed strike, you can force them to make a Constitution saving throw against your Ki save DC. On a failed save, the creature’s internal organs start to burn. Unless greater restoration or a more powerful spell is used, the target’s hit point maximum is reduced by an amount equal to 2d6 + your Wisdom modifier each dawn. On a success, the target takes 12d8 fire damage.

Way of the leaden crown

In contrast to the esoteric ideals of other monastic traditions, monks of the Way of the Leaden Crown have practical aims: the self-governance of humanoid peoples. These monks see the history of the world as a series of clashes between groups of powerful beings, where humanoids were at best collateral damage and at worst disposable pawns. To break this cycle of dependence and destruction, monks of the Way of the Leaden Crown master mental powers to fight back against the otherworldly powers of the multiverse and protect humanoid sovereignty. One component of this plan involves training to do battle with powerful outsiders. The other equally important component is ensuring that humanoid societies are prepared to overthrow those powerful outsiders already dominating them. To that end, these monks seek political positions that place them in or near decision-making roles where they can influence humanoids to fight back against arch seraphs, arch daemons, and primordials.

Subtle Hand

Starting at 3rd level, your martial arts are enhanced by a capacity for telekinetic strikes. On your turn your reach is 10 feet when you make unarmed attacks. In addition, when you make an unarmed strike this way, it deals force damage instead.

Psionic Prowess

Also at 3rd level, your psychic powers have manifested in the ability to cast certain spells. You gain the mage hand cantrip if you don’t already know it. When you cast the spell, the spectral hand is invisible. In addition, you can cast certain spells by expending ki. You can use an action and spend 1 ki point to cast detect evil and good or protection from evil and good. You can also use an action and spend 2 kit points to cast hold person, levitate, or shatter. Wisdom is your spellcasting ability for these spells and you do not need to provide material components when casting them in this way.

Unsubtle Strike

At 6th level, when you hit a creature with an unarmed strike or monk weapon, you can force it to make a Strength saving throw against your ki save DC. On a failure, you can choose to push or pull

the creature 10 feet. Once you use this feature, you can’t use it again until the start of your next turn.

Psychic Crush

Starting at 11th level, each time you hit a creature with an unarmed strike it gains a pressure point. A creature loses all pressure points if you give a different creature a pressure point or 1 minute after the last time it gained a pressure point. As a bonus action on your turn, you can spend 1 ki points to telekinetically crush a creature with 1 or more of your pressure points. When you do, the creature must make a Strength saving throw against your ki save DC. On a failure, the creature takes 1d8 force damage per pressure point they have and they are restrained until the end of your next turn. On a success, they take half as much damage and aren’t restrained. Either way, the creature then loses all pressure points.

Psionic Mastery

At 17th level, you have mastered the psionic disciplines necessary to defend mortals from outsiders. As an action, you can spend 5 ki points to cast dispel evil and good, hold monster, telekinesis, or wall of force. Wisdom is your spellcasting ability for these spells and you do not need to provide material components when casting them in this way.

Way of the vigorous shot

Most monks tends to use primitive weapons while up in their monasteries, daggers, spears, axes. All of these can be wielded effectively with their martial arts and are simple to learn and master. However, there are a select few monks who choose to go for the more inventive means of dealing damage, and take up the use of certain firearms in order to deal their damage. The firearm, to most monks, may seem a loud and barbaric lead burpers that have no class and style to them. But a monk who goes down the way of the vigorous shot has learned to channel their Ki into their firearms and make them extensions of their own serene will. Beware those who cross these Gun Fu artists, for they will end up dead before they know what hit them.

Bonus proficiencies

When you take this tradition at 3rd level, you learn how to infuse your Ki into firearms and let it flow through the bullets. You gain proficiency in two of the following weapons: Pistols, Revolvers, Rifles, or Carbines. These weapons are not considered monk weapons for you and thus do not qualify for use with the Martial Arts feature, but you can use the Martial Arts damage die as piercing damage in place of the damage these weapons would deal.

Gun Fu

Once you reach 3rd level and take this tradition, you have trained yourself to flow your Ki through your firearms to perform special maneuvers in place of your Martial Arts and Ki moves. You get the following maneuvers.

When you make the attack action with a firearm that you are proficient in, you can make one unarmed strike or a ranged attack during your turn as a bonus action. Use your martial arts die in place of the normal damage for

this attack. Spend a Ki point to make two ranged attacks, using your Martial Arts die in place of the damage.

You can spend 2 Ki points in order to shoot past your firearm's normal range without disadvantage.

When you get the Extra Attack feature at 5th level, you ignore the reload action and loading times for firearms when making the additional attacks.

You can use Deflect Missiles by using your reaction to fire a shot at a ranged weapon attack targeting your ally, at the cost of 1 Ki point. You can add Ki points to your attack roll. Missiles have 18 AC, and ranged spell attacks have 19 AC.

Force Of Bullets

When you reach 6th level, you have learned to harness the Ki in your body to empower your firearms beyond thier normal potential. Your attacks made with the firearms you chose in your Bonus Proficiencies feature count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. You can also use your Stunning Strike feature for your ranged weapon attacks using these firearms.

Additonally, you can add your Martial Arts die to your firearm's damage roll once per turn.

You can spend a Ki point in order to ignore cover bonus for your firearm's attacks out to their normal range as you curve the bullets around walls and cover.

Severe Salvo

At 11th level, once per turn, when you make a ranged attack with firearms you are proficient in, you can spend 1-6 Ki points to conjure addional bullets equal to the amount of Ki you spend that you fire from your gun at any creature within your gun's maximum range as beams of pure energy. Any creature targeted by these bullets must succeed a Dexterity saving throw against your Ki save DC. On a failed save, they take 2d12 + your Dexterity modifier force damage. They take half that damage on a successful save.

You can only target a creature with two beams at once, including the creature you made the attack roll against.

Inner Focus

At 17th level, you have learned to steady your mind to make nearly any shot with the firearms you chose in your Bonus Proficiencies feature. So long as you take a bonus action to aim your gun or have only moved half your movement speed in any direction, you have advantage on attacks made with these weapons within their normal range. Once per short rest, if you miss a firearm attack roll, you can reroll the attack, but must use the new roll. You can spend 2 Ki points to get advantage on the reroll.