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.

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