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.

Revision #1

Created 21 November 2021 02:55:13 by Andrej

Updated 5 November 2025 04:57:39 by Andrej