# Monk Level:

Monk Level:	
Ki points:	<b>Unarned Movement:</b>

Ki save DC: \_\_\_\_ (= 8 + prof. bonus + WIS mod.)

#### Unarmored Defense

LVL 1

Without armor or shield AC = 10 + DEX mod + WIS mod

**Martial Arts** 

Martial Arts:

LVL

Without armor or shield, when you make an unarmed or monk weapon attack:

- Can use DEX instead of STR for attack and damage.
- Can roll d4 in place of normal damage. Increases to d6 at LVL 5, d8 at LVL 11, d10 at LVL 18.
- Can make one unarmed strike as a bonus action.

Ki

LVL 2

Regain Ki points with short or long rest

Flurry of Blows: (1 Ki point) as a bonus action after an action, make 2 unarmed strikes.

Patient Defense: (1 Ki point) as a bonus action, take the Dodge action

Step of the Wind: (1 Ki Point) as a bonus action, take Disengage or Dash action. Jump dist. is doubled for the turn.

#### **Unarmored Movement**

LVL 2

Without armor or shield, speed increases +10, increases to +15 at LVL 6, +20 at LVL 10, +25 at LVL 14, +30 at LVL 19.

# **Deflect Missiles**

LVL 3

As a reaction, deflect or catch missile when you are hit.
Reduce damage taken by 1d10 + DEX mod. + Monk level.
Catch it if damage is reduced to 0 (if small enough to hold in 1 hand and you have a free hand).

As part of the same reaction, if caught, can make ranged attack with it - range 20/60 ft. (cost 1 Ki point)

# Shadow Arts

LVL 3

As an action,

(2 Ki points) Can cast minor illusion, darkness, darkvision, pass without trace, or silence.

# Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Slow Fall LVL 4

As a reaction, reduce falling damage by 5 x your monk level

Extra Attack LVL 5

With attack action, can attack twice instead of once.

# Stunning Strike

LVL

(1 Ki point) On a hit with a melee weapon attack, target makes CON save or is stunned until the end of your next turn.

# Ki-Empowered Strikes

LVI

Your unarmed strikes count as magical to those immune or resistant to nonmagical attacks or damage.

#### Shadow Step

IVI

As bonus action, teleport 60 ft from/to dim light or darkness and get adv. on 1st. melee attack this turn.

#### Evasion

11/1 7

On a DEX save for half damage, instead take no damage on a save, or half if you fail.

#### Stillness of Mind

11/1 -

As an action, end one charmed or frightened effect on yourself

Unarmored Movement Improvement

LVI

Without armor or shield, you can move along vertical surfaces and across liquids

#### Purity of Body

LVL 10

You are immune to disease and poison.

#### Cloak of Shadows

LVL 1

As an action, when in dim light or darkness, can become invisible. Effect ends when you attack, cast a spell, or are in an area of bright light.

#### Tongue of the Sun and Moon

LVL 13

You understand all spoken languages. Any creature that can understand a language can understand what you say.

#### Diamond Soul

LVL 14

You have proficiency in all saving throws.

(1 Ki point) to reroll a save and take the second result.

### Timeless Body

LVL 1

Don't need food or water. Don't suffer the frailty of old age. Can't be aged magically.

## Opportunist

LVL

As a reaction, can make melee attack against creature that hits another creature that is within 5 feet of you.

# **Empty Body**

LVL 18

As an action,

(4 Ki points) Become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. (8 Ki points) Cast the astral projection spell (can't take others with you)

#### Perfect Self

DG Z

When you roll for initiative and have no ki points remaining, you regain 4 ki points.

#### NOTES: