Monk - Way of the Open Hand

Monk Level:

Martial Arts: _____ Ki points: _____ Unarned Movement: _____
Ki save DC: _____ (= 8 + prof. bonus + WIS mod.)

Unarmored Defense   LVL 1
Without armor or shield AC = 10 + DEX mod + WIS mod

Martial Arts   LVL 1
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)

Open Hand Technique   LVL 3
When you hit with Flurry of Blows, you can impose one of these on your target:
- It must make a DEX save or be knocked prone.
- It must make a STR save or be pushed it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

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 5
(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   LVL 6
Your unarmed strikes count as magical to those immune or resistant to nonmagical attacks or damage.

Wholeness of Body   LVL 6
(1/long rest) As an action, regain HP = 3 X you monk level

Evasion   LVL 7
On a DEX save for half damage, instead take no damage on a save, or half if you fail.

Stillness of Mind   LVL 7
As an action, end one charmed or frightened effect on yourself

Unarmored Movement Improvement   LVL 9
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.

Tranquility   LVL 11
After a long rest, until your next long rest, you gain the effect of a sanctuary spell. Any creature that attacks you with a weapon or harmful spell must make a WIS save (DC = 8 + your WIS mod + your prof. bonus) or choose a new target or lose the attack or spell. The spell ends if you make an attack or cast a spell that affects an enemy creature.

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 15
Don't need food or water. Don't suffer the frailty of old age. Can't be aged magically.

Quivering Palm   LVL 17
(3 Ki points) On a hit with an unarmed strike, you start vibrations in target's body that last number of days = your monk level. If you use an action to end the vibrations the target makes a CON save to take 10d10 necrotic damage on a save or drop to 0 HP if it fails. You can end the vibrations harmlessly without using an action.

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   LVL 20
When you roll for initiative and have no ki points remaining, you regain 4 ki points.