

BOOK OF KI

5E SUPPLEMENT

Create martial characters who use ki to power acrobatic maneuvers and diverse combat styles.



BOOK OF KI



CREDITS AND LEGAL INFORMATION

CREDITS

Lead Designer: Jorge Carvajal
Designer: Geiner Fonseca
Development: Jorge Carvajal, Geiner Fonseca

Editor: Jorge Carvajal
Additional Editing: Geiner Fonseca

Project Management: Geiner Fonseca

Art Director: Jorge Carvajal

ART CREDITS

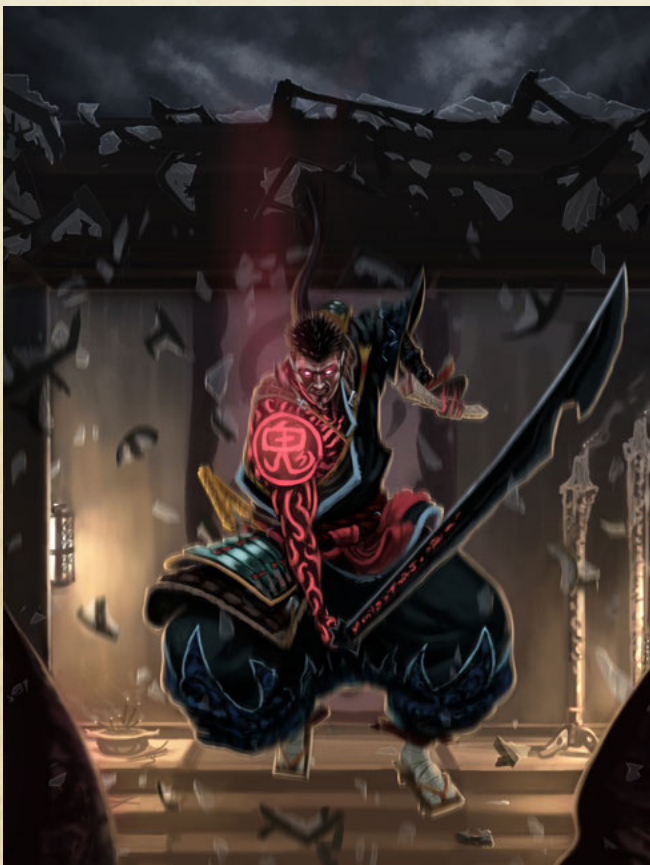
Aaron Lee, Andrew Krahnke, David Lewis Johnson, Earl Geier, Joyce Maureira, Luigi Castellani, Miguel Santos, Nate Furman, Gary Dupuis, Leslie Ng, Zhong Han, David Revoy, Aaron Lee, Christof Grobelski, Tan Ho Sim, Nicole Cardiff, Dean Spencer, Jeshields, drbjr, Inna Vjuzhanina.

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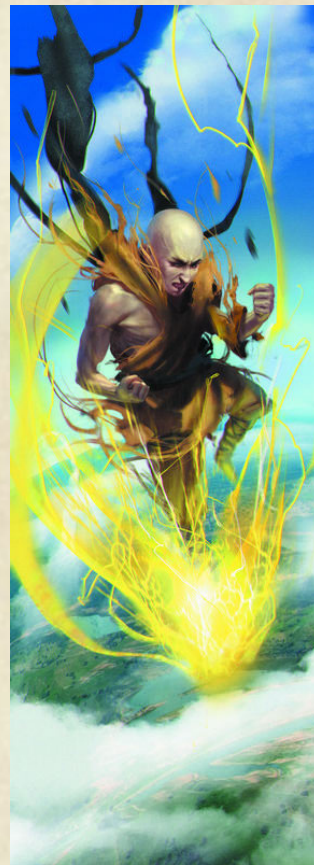
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ON THE COVER



Art by drbjr

ON THE BACK COVER



Art by Christof Grobelski

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INTRODUCTION



It has been more than 10 years since the original *Book of Ki* was published. Since then, Dungeons & Dragons and roleplaying as a whole have undergone several important changes. This only meant that the time was ripe for a review. Back 2005, D&D 3.5 was all the hype, and rules abounded. Complex was king. Today, simple rules are taking over, and the best roleplaying game features its simplest ruleset.

The idea behind writing the *Book of Ki* was to supply players and Game Masters alike with the tools needed to run a campaign where characters could accomplish the extraordinary feats we so frequently see in Chinese martial arts movies, anime, manga, and videogames. The first Street Fighter game was released in 1987, before D&D's first big update: Advanced Dungeons & Dragons 2nd Edition, the first book to acknowledge the monk as a standard playable class. And yet, while martial artists in videogames and other media routinely threw fireballs out of their hands and defied physics with their acrobatic stunts, it wasn't until much later when monks (and other character classes) first could get their hands on some *ki*, albeit at a disadvantage when compared to their non-roleplaying counterparts.

The *Book of Ki* is still a necessity today. Roleplaying games have advanced in great strides and yet, there is still a gap to be filled between what characters in Chinese *wushu* and Japanese *budou* media can do. Like many roleplayers, I find myself inspired again and again by diverse media when giving life to my characters, and many times, inspiration strikes from the eastern cultures. The transition is not without friction. Well weep no more. The new *Book of Ki* has come to bridge that gap and unleash the power of *ki* to the heights it deserves, and with all the simplicity and elegance the Dungeons & Dragons 5th edition rules demand.

Thus I present to you the new *Book of Ki*, where you will find everything you need to bring martial artist characters to life. The final chapter of this book contains the styles and techniques, the most important weapons in the martial character's arsenal. In addition, you will find new races, class archetypes, feats, and even backgrounds to help flesh out a completely new type of character who wields the power of *ki*.

~ Jorge Carvajal

CHAPTER 1: RACES



APEKIN

The apekin are a race of monkey-folk. A mysterious people descended from spirits with the inherent ability to use ki.

APETITE FOR COMBAT

Apekin are active, joyful, and always hungry. They are curious and like combat and self-improvement above all things. Hatred in an apekin is uncommon although not impossible; they tend to appreciate even their worst enemies, as they see in them challenges to test their abilities.

Apekin tend to be honorable; they are disciplined at heart and seek ultimate perfection of their mind and body. Apekin seek adventure to test their abilities and improve themselves, as well as to discover new and exciting foods.

HIDDEN IN PLAIN SIGHT

Apekin are very similar to humans. As such, they are often taken for humans and raised as such in human families while others live in the wild. Apekin are robust and have narrow eyes. Their hair grows fast, and most of them wear it long. Apekin hair is dark, black being the most common. They live a little longer than humans, but their appearance does not change much as they age.

Apekin mix with other races very well, as they accept all races and are always curious about their abilities. However, as they pass as humans in the society, they avoid showing their physical superiority in public.

Apekin are found in human lands, although they usually choose to live in the suburbs. They like to live near nature and faraway places to train safely without being recognized as non-human by the crowds.

APEKIN NAMES

Apekin names are usually related to the first food they show appreciation for in life.

Names.: Alfredo, Chayote, Falafel, Jambalaya, Pickle, Pistachio, Saffron, Wasabi.

APEKIN TRAITS

Apekin share the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Age. Apekin live longer than humans but mature very slowly, reaching adulthood at around 30 years old and living until they are 180 years old.

Alignment. Neutral

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Warrior Lineage: Your unarmed attacks deal 1d4 damage.

Ki Affinity: Select one ki basic. You know this basic.

Balancing Tail: You have advantage on Dexterity (Acrobatics) checks when maintaining balance on rough terrains or situations, such as walking a tightrope.

Languages. You can speak, read, and write Common and Celestial.



SPIRITFOLK

Spiritfolk are descendants of the the most powerful celestial spirits. Most spiritfolk still live in the spirit world, but a few reside the physical world to help other creatures or for their own purposes.

Enigmatic and quiet, members of the spiritfolk race often tend to think a lot before doing anything, just to make sure they are making the right decision.

STRANGER BEINGS

Spiritfolk are taller than humans, their skin is covered by hide that is usually green, yellow, or red, and they have pointed ears. They lack hair in their bodies, have small antennae-like horns on their foreheads, and their hands are clawed. Spiritfolk are asexual, they reproduce hatching an egg within their bodies and then laying it through their mouths.

SHROUDED IN MYSTERY

Spiritfolk are mysterious beings. And though they are friendly towards other creatures, they do not usually reveal their true nature and purposes this world. Spiritfolk are most likely found outside cities, whether living in the forest, in a high mountain, or in a desert.

Upholding honor and law is usually the spiritfolk way, but just like with other spirits, corruption is not unheard of in their kin, and dishonorable spiritfolk are sometimes found in the material plane.

FONDNESS FOR MUSIC

Music is the bridge between the spirit world and the physical world for a spiritfolk. They find solace in music when they feel isolated from their home land.

SPIRITFOLK NAMES

Spiritfolk names are usually musical in nature.

Names.: Allegro, Bongo, Crescendo, Cymbal, Koto, Maima, Nail, Piano, Ukelele

SPIRITFOLK TRAITS

Spiritfolk share the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Age. Spiritfolk can live up to 800 years.

Alignment. Neutral

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Meditation. Spiritfolk don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Keen Senses. You have proficiency in the Perception skill.

Regeneration. When receiving healing benefits from a short rest or an ability such as Second Wind, you heal an additional amount of hit points equal to your Wisdom modifier (minimum 1).

Additionally, if you have lost a limb and receive the benefits of any type of healing, you can regrow the missing limb after 5 minutes.

Languages. You can speak, read, and write Common and Draconic.



CHAPTER 2: CLASSES



BARBARIAN PATH

The following are archetypes that use the power of ki to empower their own abilities.

SOHEI

While some use meditative techniques to tap into their inner energy, the Sohei train to unleash their ki in the most direct way possible: by fighting. Those who survive the intensive training become proud members of the Sohei and must protect their lands and dojos at all costs.

TABLE: SOHEI FEATURES

Barbarian Level	Feature
3rd	Ki Arts
6th	Strength of Mind
10th	Ki Frenzy
14th	Defensive Strike

KI ARTS

As a student of the martial arts, you learn to execute and use Ki powers which appear later at the end of this document. Ki is a special form of magic use, distinct from spellcasting.

KI

Your barbarian level determines the number of points you have, as shown in the Ki Points column of Table: Sohei. You can spend these points to fuel various ki features.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the ability's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

KI BASICS

A basic is a simple martial art form you have mastered. At 3rd level, you know one basic of your choice. You learn additional basics of your choice at higher levels. The Basics Known table of the Sohei table shows the total number of basics you know at each level; when the number goes up for you, choose a new basic. Ki basics requires no points to use.

KI STYLE

A Ki style is a distinctive set of physical movements or mental practices that allows you to manifest Ki powers.

At 3rd level, you know one style of your choice. It must belong to the Power of Awakening styles. The Styles Known column of the Sohei table shows the total number of styles you know at each level; when that number goes up for you, choose a new style.

In addition, whenever you gain a level in this class, you can replace one style you know with a different style of your choice.

MARTIAL STANCE

You can use a martial stance on one of your ki styles to draw ongoing benefits from it. As a bonus action, you can choose one of your ki styles and gain its martial stance benefit, which is detailed in that style's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

TABLE: SOHEI KI

Barbarian Level	Ki Points	Basics Known	Styles Known
3th-4th	2	1	1
5th-6th	4	1	2
7th-8th	5	2	2
9th-10th	7	2	2
11th-12th	9	2	3
13th-14th	11	2	3
15th-16th	12	3	3
17th-18th	13	3	4
19th-20th	15	3	4

You can have only one martial stance benefit at a time, and using the martial stance of one style doesn't limit your ability to use other disciplines.

STRENGTH OF MIND

Beginning at 6th level, you have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic while raging. You also have resistance to psychic damage while raging.

KI FRENZY

Beginning at 10th level, you can channel your ki to become incredibly fast. As a bonus action you can spend 2 ki points to activate your ki frenzy. Your speed is increased by 10 feet, and any ranged attacks and ranged spell attacks against you are made at a disadvantage.

These benefits last for a number of rounds equal to your Constitution modifier (minimum 1). When your ki frenzy ends, you suffer one level of exhaustion.

DEFENSIVE STRIKE

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can spend 2 ki points to impose disadvantage on any attacks the creature makes against you until the end of your next turn.



MONASTIC TRADITIONS

The following are new traditions that focus solely on ki usage for supernatural feats.

Most monasteries practice one tradition exclusively, but a few honor the three traditions and instruct each monk according to his or her aptitude and interest. All three traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE PURE ENERGY

By focusing their training on their inner energy, members of the Way of the Pure Energy learn to manifest raw energy out of their bodies which, combined with their sheer fighting prowess, makes them the deadliest combatants someone can run into at the end of an alley.

TABLE: WAY OF THE PURE ENERGY FEATURES

Monk Level	Feature
3rd	Ki Arts
6th	Channeled Ki
10th	Empowered Technique
14th	Signature Style

KI ARTS

As a student of the martial arts, you learn to execute and use Ki powers which appear later at the end of this document. Ki is a special form of magic use, distinct from spellcasting.

KI BASICS

A basic is a simple martial art form you have mastered. At 3rd level, you know one basic of your choice. You learn additional basics of your choice at higher levels. The Basics Known table of the Pure Energy table shows the total number of basics you know at each level; when the number goes up for you, choose a new basic. Ki basics requires no points to use.

KI STYLE

An Ki style is a distinctive set of physical movements or mental practices that allows you to manifest Ki powers.

At 3rd level, you know two styles of your choice. They must belong to the Power of the Fist Styles. The Styles Known column of the Way of the Pure Energy table shows the total number of styles you know at each level; when that number goes up for you, choose a new style.

In addition, whenever you gain a level in this class, you can replace one style you know with a different style of your choice.

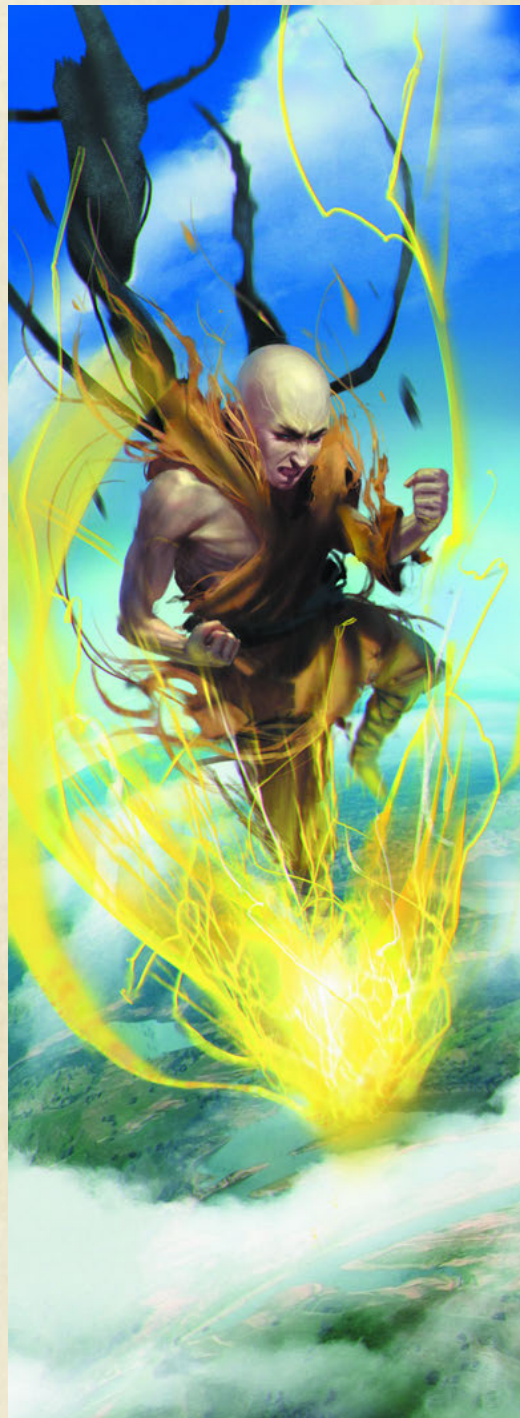
TABLE: WAY OF THE PURE ENERGY STYLES

Monk Level	Basics Known	Styles Known
3th-4th	2	2
5th-8th	2	3
9th-12th	3	4
13th-16th	3	5
17th-20th	4	6

MARTIAL STANCE

You can use a martial stance on one of your ki styles to draw ongoing benefits from it. As a bonus action, you can choose one of your ki styles and gain its martial stance benefit, which is detailed in that style's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

You can have only one martial stance benefit at a time, and using the martial stance of one style doesn't limit your ability to use other disciplines.



CHANNELED KI

At 6th level, whenever you use one of your basic techniques, you can make a melee attack as a bonus action.

EMPOWERED TECHNIQUE

Beginning at 11th level, you have learned to empower your strikes. When rolling the damage for any technique, you may spend one ki point to reroll a number of the damage dice up to your Wisdom modifier (minimum of one). You must use the new rolls.

Additionally, you can add your Wisdom modifier to the damage of all techniques you execute.

SIGNATURE STYLE

At 17th level, you have become a master of your style. Choose one of your styles. Reduce the ki cost of all its abilities by 1.

Additionally, select one of the techniques from the chosen style. You can perform it once without expending ki. You must finish a short or long rest before using this feature again.

WAY OF THE GREAT DEMON MONKEY

There are legends of mythological apekin, with cyan eyes and golden hair, that acquire unspeakable power while transformed.

RESTRICTION: APEKIN ONLY

Only Apekin can choose this archetype. Their blood is the catalyst for this extraordinary transformation.

TABLE: WAY OF THE DEMON MONKEY FEATURES

Monk Level	Feature
3rd	Demon Monkey, Ki Arts
6th	Channeled Ki
10th	Empowered Technique
14th	Signature Style

DEMON MONKEY

Starting when you choose this tradition at 3rd level, you have learned how to achieve the supernatural transformation. On your turn, you can enter the demon monkey state as a bonus action.

While in this state, you gain the following benefits if you aren't wearing medium or heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make an unarmed weapon attack, you deal an additional point of damage on attack rolls, plus one additional time for every four monk levels you have.
- You have resistance to bludgeoning, piercing and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while on this state.

Your monkey demon form lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your transformation on your turn as a bonus action.

You can transform once, plus one additional time for every four monk levels. Once expended, you must finish a long rest before you can transform again.

KI ARTS

Also starting at 3rd level, you gain the ability to use a limited amount of ki arts while channeling your transformation.

Unlike most other ki arts, you only have access to them while being transformed into the Demon Monkey state.

KI BASICS

You know two basics of your choice. At 13th level you learn one additional basic of your choice.

KI STYLE

An Ki style is a distinctive set of physical movements or mental practices that allows you to manifest Ki powers.

At 3rd level, you know the Blood Surge style from the Power of Blood category.

MARTIAL STANCE

You use the martial stance from the Awakened Blood ki style to draw ongoing benefits from it. Unlike most martial stances, you are constantly under the effects of this martial stance, even when you are knocked out unconscious.

If you gain additional martial stances from another class or feat, you can have only one martial stance benefit at a time, and using the martial stance of one style doesn't limit your ability to use other disciplines.

OVERFLOODING POWER

At 6th level, when you are transformed, you recover 1 spent ki point every round.

DEMONIC POWER UNLEASHED

Beginning at 11th level, your transformation unlocks additional powers, so whenever you are transformed you are resistant to all types of damage except for radiant and psychic damage.

Additionally you have advantage on all Dexterity checks and Dexterity saving throws.

LEGENDARY DEMON MONKEY

At 17th level, your transformation transcends all barriers, granting you incredible amounts of power. Now you can transform an unlimited amount of times per day, and it ends early only if you fall unconscious or if you choose to end it.

Additionally, you can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're transformed and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

FIGHTER ARCHETYPE

The following are archetypes that use the power of ki to empower their own abilities.

WEAPON MYSTIC

A weapon mystic is a student of martial arts who specializes in a single type of weapon. That student will learn ancient knowledge passed on by a master of the style and a plethora of secret techniques and strikes with that type of weapon.

RESTRICTION: ONE WEAPON

When you select this archetype, you must a single weapon type you are proficient with. This weapon will be used as a focus for all the ki techniques and abilities that are used by this archetype. Using a different weapon for combat will not grant the benefits of this archetype.

TABLE: WEAPON MYSTIC

Fighter Level	Ki Points	Basics Known	Styles Known
3th-4th	2	1	1
5th-6th	4	1	2
7th-8th	5	2	2
9th-10th	7	2	3
11th-12th	9	2	3
13th-14th	11	2	3
15th-16th	12	3	4
17th-18th	13	3	4
19th-20th	15	3	4

KI

As a student of the martial arts, you learn to execute and use Ki powers which appear later at the end of this document. Ki is a special form of magic use, distinct from spellcasting.

Your fighter level determines the number of points you have, as shown in the Ki Points column of Table: Weapon Mystic.

You can spend these points to fuel various ki features.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the ability's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Charisma modifier

KI BASICS

A basic is a simple martial art form you have mastered. At 3rd level, you know one basic of your choice. You learn additional basics of your choice at higher levels. The Basics Known table of the Weapon Mystic table shows the total number of basics you know at each level; when the number goes up for you, choose a new basic. Ki basics requires no points to use.

KI STYLE

A Ki style is a distinctive set of physical movements or mental practices that allows you to manifest Ki powers.

At 3rd level, you know one style of your choice. It must belong to the Power of the Weapon Styles. The Styles Known column of the Weaponmaster table shows the total number of styles you know at each level; when that number goes up for you, choose a new style.

In addition, whenever you gain a level in this class, you can replace one style you know with a different style of your choice

MARTIAL STANCE

You can use a martial stance on one of your ki styles to draw ongoing benefits from it. As a bonus action, you can choose one of your ki styles and gain its martial stance benefit, which is detailed in that style's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

You can have only one martial stance benefit at a time, and using the martial stance of one style doesn't limit your ability to use other disciplines.

WEAPON PLAY

Starting at 7th level, you can use your weapon to obtain an edge on physical tasks. If you do, you have advantage on any Strength or Dexterity check i.e climbing a tree, maintaining your balance on a frozen lake or opening a door.

Doing so will inflict normal damage to any objects or surfaces that involve the check i.e a tree would receive damage while climbing it, the ice would receive damage or the door would be cut.

FAME OF THE WEAPON

At 10th level, your swordmanship has become renown through the world. You gain proficiency in the Persuasion skill, and you can use either your Dexterity or Strength modifier instead of your Charisma modifier when making Persuasion checks.

DUAL STANCE

Starting at 15th level, you can maintain simultaneously two stances simultaneously, obtaining the benefits of both. You can change either of your stances as a bonus action as usual.

CHAIN TECHNIQUES

At 18th level, you attain the pinnacle of your swordmanship. Whenever you successfully hit an enemy with one of your techniques, you can immediately perform another technique with a casting time of one action or one bonus action.



ROGUE ARCHETYPE

The following options are available to a rogue, in addition to those offered in the Player's Handbook. These options use the power of ki to empower their own abilities.

VOID NINJA

Legends talk about spies with supernatural abilities, able to tap into the power of the shadows to gain uncanny speed and deadly tricks.

TABLE: VOID NINJA FEATURES

Rogue Level	Feature
3rd	Ki Arts
9th	Shadow Reflexes
13th	Shadow Speed
17th	One With The Nothingness

KI ARTS

As a student of the martial arts, you learn to execute and use Ki powers which appear later at the end of this document. Ki is a special form of magic use, distinct from spellcasting.

KI

Your rogue level determines the number of points you have, as shown in the Ki Points column of Table: Void Ninja Ki.

You can spend these points to fuel various ki features.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the ability's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Intelligence modifier

KI BASICS

A basic is a simple martial art form you have mastered. At 3rd level, you know one basic of your choice. You learn additional basics of your choice at higher levels. The Basics Known table of the Void Ninja table shows the total number of basics you know at each level; when the number goes up for you, choose a new basic. Ki basics requires no points to use.

KI STYLE

An Ki style is a distinctive set of physical movements or mental practices that allows you to manifest Ki powers.

At 3rd level, you know one style of your choice. It must belong to the Power of the Nothingness styles. The Styles Known column of the Void Ninja table shows the total number of styles you know at each level; when that number goes up for you, choose a new style.

In addition, whenever you gain a level in this class, you can replace one style you know with a different style of your choice.



MARTIAL STANCE

You can use a martial stance on one of your ki styles to draw ongoing benefits from it. As a bonus action, you can choose one of your ki styles and gain its martial stance benefit, which is detailed in that style's description. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit.

You can have only one martial stance benefit at a time, and using the martial stance of one style doesn't limit your ability to use other disciplines.

TABLE: VOID NINJA KI

Rogue Level	Ki Points	Basics Known	Styles Known
3th-4th	2	1	1
5th-6th	4	1	2
7th-8th	5	2	2
9th-10th	7	2	3
11th-12th	9	2	3
13th-14th	11	2	3
15th-16th	12	3	4
17th-18th	13	3	4
19th-20th	15	3	4

SHADOW REFLEXES

Starting at 9th level, as a bonus action you can spend two ki points to enhance your abilities. If you do, you gain advantage on any Dexterity checks you make until the end of your next turn.

SHADOW SPEED

By 13th level, you can use your ki to move at unspoken speeds. During your turn, you may spend a ki point to move up to your speed without spending your movement speed.

ONE WITH THE NOTHINGNESS

When you reach 17th level, you have become attuned with the shadows. As a reaction to any damage you receive, you may have the originator of the damage receives the damage instead.

You cannot use this feature again until you finish a long rest.

CHAPTER 3: CHARACTER OPTIONS



CHARACTER DETAILS

The following are some traits for your character based on the new options

HEIGHT AND WEIGHT

You can roll randomly for your character's height and weight using the following table:

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Apekin	4'8"	+2d10	110lb.	x(2d6)lb.
Dragonfolk	4'11"	+2d6	90lb.	x(1d4)lb.
Ratfolk	4'8"	+2d10	120lb.	x(2d6)lb.
Shapeshifter	4'7"	+2d8	100lb.	x(2d4)lb.
Titanfolk	5'7"	+2d10	175lb.	x(2d4)lb.

BACKGROUND

The following is a list of backgrounds available to your characters

WANDERER

The wanderer is a warrior that doesn't serve any lord. You had a previous life that you abandoned to start wandering the lands.

Skill Proficiencies: History, Survival

Tool Proficiencies: one type of artisan's tools.

Language: one language of your choice.

Equipment: A set of artisan's tools, a set of traveler's clothes with a cloak, a reusable patch that hides a facial feature, and one martial weapon of your choice.

PREVIOUS LIFE BOND

On your previous life you acquired a bond that could still show up on your current wandering life.

d6 Previous Life Bond

- 1 Your lost lover that you believe died.
- 2 A commander that seeks you for one last mission.
- 3 The sibling of a dead lover looking for justice.
- 4 One bloodlust wanderer that opposes your ethics.
- 5 A rival/faction leader settling a pending score.
- 6 An apprentice seeking disproportionate revenge.

FEATURE: LOOMING PAST

A high ranking contact from your previous life assists you. Your contact can provide information about organizations and specific individuals that have some connection with your past. You can also request this individual a favor once per month, as long as it is within reasonable boundaries, such as modest travel accommodations, the whereabouts of a specific individual, or similar.

Occasionally this contact will require you to deal with a situation or individual from your past, which you must take care of when needed or lose this feature.

SUGGESTED CHARACTERISTICS

d8 Personality Trait

- 1 My ideals guide my life, always hoping for the best.
- 2 Anything is acceptable when my friends are involved.
- 3 I am a carefree spirit that goes with the wind.
- 4 Friendship is what I value most in life.
- 5 Trying different works, food and things is my life.
- 6 Meditation will give me the strength I need.
- 7 The past haunts me, still taking away my emotions.
- 8 I am a bit of a lone wolf, .

d6 Ideal

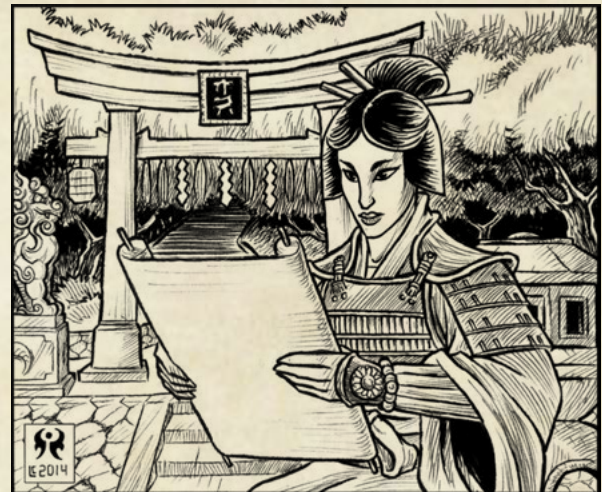
- 1 **Peace:** Conflict must end for a better future.
- 2 **Perfection:** Order must be established.
- 3 **Power:** The strong survive, as per nature's law.
- 4 **Vengeance:** I will destroy what has harmed me.
- 5 **Love:** Love is the answer to everything in life.
- 6 **Future:** Everything I do is for a better future.

d6 Bond

- 1 My weapon is my life, my soul and very existence.
- 2 I have a duty to protect the family that took me in.
- 3 This friend that travels with me means everything.
- 4 People need protection from their own weaknesses.
- 5 My new students will make a better future for all.
- 6 All my enemies from the past will be terminated.

d6 Flaw

- 1 I am being chased by assassins of a past organization.
- 2 My paranoid thoughts chase me everywhere I go.
- 3 I will never see back my friends and family again.
- 4 A troubling addiction is part of why I am a wanderer.
- 5 There is a secret that will get me killed if revealed.
- 6 My power is my weakness, I feel alone at the top.



FEATS

Some DMs allow the use of feat to customize a character. If your DM allows the use of feats, your character can also select feats from the list below. They follow the rules under Chapter 6 of the *Player's Handbook*.

APEKIN LEARNING

Prerequisite: Apekin race, the ability to perform one ki technique

You can expand your styles. You gain the following benefits:

- Increase your Wisdom or Intelligence score by 1
- You learn one style from the Power of the Fist category.
- Once per turn you can reroll one damage die from a power of the fist technique.

DRAGON STYLE

Prerequisite: Dragonfolk race, the ability to perform one ki technique

You learn a few techniques that you can perform using your ki. You gain the following benefits:

- You learn the elemental blast basic. Wisdom is your ki ability for this basic. When using this basic it originates from your mouth.
- You can spend 3 ki points to grow a set of claws to enhance your unarmed strikes. If you hit with an unarmed strike, you deal an additional 1d4 slashing damage. These claws last for one minute.
- You can spend 5 ki points to grow a set of wings. You gain a fly speed of 30 feet if you aren't wearing heavy armor and aren't exceeding your carrying capacity. They last for one hour.

GREAT KI RESERVE

Prerequisite: must possess a ki pool or ability to generate ki.

You have a giant pool of energy . You gain the following benefits:

- Increase one ability score of your choice by 1
- Your ki pool increases by 2.
- Whenever you score a critical hit, you recover 2 ki points.

GUARD CRUSH

You have learned to overcome the defenses of your opponents You gain the following benefits.

- Your Strength score increases by 1.
- When using unarmed strikes or techniques you can ignore half cover and three-quarters cover.
- When a creature within 5 feet from you uses the Dodge action, you can use your reaction to make a melee weapon against the creature before it takes the Dodge action.

NATURAL KI PRODIGY

You are gifted with a ki talent. You gain the following benefits:

- Increase your Wisdom score by 1.
- You learn a ki basic of your choice. Wisdom is your ki ability for this basic.

- Your ki pool is increased by 1. If you didn't possess a ki pool, you gain a ki pool of 1 and follow the rules on the Monk class for using your ki instead

NON-HUMAN LINEAGE

Prerequisite: Human race

You discover that there is a non-human ancestor you possess. You gain the following benefits:

- Increase one ability score of your choice by 1.
- Select one another humanoid race, such as apekin or ratfolk. You are considered as being a part of the chosen race for purposes of magic items, spells, abilities, archetype restrictions and similar.
- You have advantage on any Charisma(Deception) checks to pass as a member of your chosen race.

POWERFUL AURA

Prerequisite: must possess a ki pool or ability to generate ki.

Every time you use your ki, your energy emanates. You gain the following benefits:

- Your Charisma score increases by 1.
- Whenever you score a critical hit when using an ability or technique that uses ki points, you regain a number of hit points equal to the ki points spent.
- As a reaction to an opponent using a technique against you that requires an attack roll, you can spend one ki point to add your Charisma modifier to your AC for that attack, potentially causing the attack to miss you.

STYLE TRAINING

Prerequisite: must possess a ki pool or ability to generate ki.

Your training allows you to learn abilities beyond your regular training. You gain the following benefits:

- Increase your Constitution score by 1.
- You learn one style of your choice. You must select it from the power of awakening, power of nothingness, power of the fist, or the power of the weapon. Wisdom is your ki ability for this style.

TAIL TRAINING

Prerequisite: Apekin or Ratfolk race

You train your tail to work as a third hand. You gain the following benefits:

- Your Dexterity increases by 1.
- You can hold a small item, such as an arcane focus or a holy symbol with your tail. This frees your hand for doing actions such as climbing a wall or holding a two handed sword.
- You can make Dexterity (Sleight of Hand) checks when your hands are restrained or carrying items.

WEAPONS

KI WEAPONS

(Martial) Melee	Cost	Damage	Weight	Properties
Battle Orb	5 gp	1d6 bludgeoning	6 lb.	two-handed, special
Combat Fan	2 gp	1d4 slashing	1 lb.	finesse, light
Reverse-Blade Sword	30 gp	1d8 bludgeoning	3 lb.	versatile(1d10)
Umbrella Sword	15 gp	1d6 bludgeoning	6 lb.	finesse, versatile(1d8), special

SPECIAL WEAPONS

Weapons with special rules are described here.

Battle Orb: This weapon is designed for spellcasters and ki users. You may use a battle orb as your spellcasting focus. If you are a spellcaster or a ki user, you may use your spellcasting ability or ki ability instead of Strength when wielding this weapon.

Umbrella Sword: This versatile weapon can be used as a shield, to soften falls, and even as protection from the weather.

MAGIC ITEMS

Magic items are presented in alphabetical order.

ANCESTRAL DAISHO

Weapon (longsword and shortsword), rare (requires attunement by a ki user)

This pair of weapons are a legacy item from a renown warrior of the past. They are a set of longsword and shortsword that can you attune to as if they were a single item.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you hit a creature with both weapons on the same turn it takes an extra 2d10 radiant damage.

When dual wielding these weapons, you are immune to the frightened condition.

ARTIFACT RADAR

Wondrous Item, legendary (requires attunement)

This marvelous item is attuned to an artifact or group of artifacts. Once per day, you can use it to show you the direction where the artifact is located. If you are within one mile of the artifact, it will provide the location within a 100 feet area.

GADAMER ORB

Weapon (battle orb), rare (requires attunement by a ki user)

This mystical orb can be wielded as a magic battle orb that grants a +2 bonus to attack and damage rolls made with it. While wielding it, you gain a +2 bonus to Armor Class, saving throws and ki attack rolls.

The orb has 12 charges. It regains 1d6+6 charges daily at dusk. If you expend the last charge, roll a d20. The orb becomes a regular glass orb until that number of days passes, in which it regains all charges.

Empower Technique. Instead of expending your ki, you can expend a number of charges equal to the cost of a technique you are activating.

Spells. While holding this orb, you can use an action to expend 6 charges and duplicate any spell of 4th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Unexpected Style. The Gadamer orb allows the user to use one of the power of the weapon styles. You can use a bonus action and expend 6 charges. Select one style of your choice. For the next 24 hours, you can use the techniques associated with the style as if you knew them.

SCOUTING VISOR

Wondrous Item, very rare or legendary (requires attunement)

This technological visor allows you to track down other ki users. While wearing this item, as an action you can sense the use of any ki techniques within 1 mile from you and pinpoint the location within 100 feet of where it took place. If you spend one minute concentrating, you can extend this radius to 10 miles

The following variation is legendary and has additional properties.

Scouting Visor of Power. As an action, you can activate the analyzing power of this item. You can target up to three creatures within your line of sight. You learn an estimate amount of power related to the creature, based on the power levels table below.

POWER LEVELS

CR Estimate Power Level

1-2 This creature looks feeble.

3-6 This creature is about as strong as an adventurer.

7-10 This creature must be known as a hero.

11-15 This must be a supernaturally powerful creature!

16-20 This is a legendary creature, beware!!

21+ This creature is breaking the power scale!!!

CHAPTER 4: KI



KI STYLES AND TECHNIQUES

Each one of the styles mentioned below is born from hours of dedication and hard effort, physical feats of power that break into the realm of magic.

Each one of these styles is composed of a group of techniques, abilities closely related to the methods of their particular training. Each archetype limits the power you can choose from, but you are freely to choose any style from within that power.

USING A TECHNIQUE

Each ki style has several ways you can use it, all contained in its description. The style specifies the type of action and number of ki points it requires. It also details whether you must concentrate on its effects, how many targets it affects, what saving throws it requires, and so on.

The following sections go into more detail on using a style. Ki styles are magical and function similarly to spells.

MARTIAL STANCE

The Martial Stance section of a style describes the benefit you gain when you choose that style for your Martial Stance.

TECHNIQUES AND KI POINTS

A style provides different techniques for how to use it with your ki points. Each technique has a name, and the ki point cost of that option appears in parentheses after its name. You must spend that number of ki points to use that technique, while abiding by your ki limit. If you don't have enough ki points left, or if you ki pool isn't large enough to hold the ki points required, you can't use the technique.

Some techniques show a range of ki points, rather than a specific cost. To use that technique, you must spend a number of points within that point range. Some techniques let you spend additional ki points to increase a technique's potency. You must spend all the points when you first use the style; you can't decide to spend additional points once you see the technique in action.

Each technique notes specific information about its effect, including any action required to use it and its range.

All techniques that require attack rolls must be made at a melee range, unless otherwise stated.

COMPONENTS

Techniques don't require the components that many spells require. Using a technique requires no spoken words, gestures, or materials, unless specifically stated. The power of ki comes from the body.

DURATION

An effect technique in a style specifies how long its effect lasts.

Instantaneous. If no duration is specified, the effect of the technique is instantaneous.

Concentration. Some techniques require concentration to maintain their effects. This requirement is noted with "conc." after the technique's ki point cost. The "conc." notation is followed by the maximum duration of the concentration. For example, if a technique says "conc., 1 min.," you can concentrate on its effect for up to 1 minute. Concentrating on a style follows the same rules as concentrating on a spell.

This rule means you can't concentrate on a spell and a technique at the same time, nor can you concentrate on two techniques at the same time. See chapter 10, "Spellcasting," in the Player's Handbook for how concentration works.

TARGETS AND AREAS OF EFFECT

Techniques use the same rules as spells for determining targets and areas of effect, as presented in chapter 10, "Spellcasting," of the Player's Handbook.

SAVING THROWS AND ATTACK ROLLS

If a technique requires a saving throw, it specifies the type of save and the results of a successful or failed saving throw. The DC is determined by your ki ability. Some styles require you to make an attack roll to determine whether the technique's effect hits its target. The attack roll uses your ki ability.

COMBINING KI EFFECTS

The effects of different ki techniques add together while the durations of the styles overlap. Likewise, different techniques from a ki style combine if they are active at the same time. However, a specific technique from a ki style doesn't combine with itself if the option is used multiple times. Instead, the most potent effect—usually dependent on how many ki points were used to create the effect—applies while the durations of the effects overlap.

Kis and spells are separate effects, and therefore their benefits and drawbacks overlap. A ki effect that reproduces a spell is an exception to this rule.



KI STYLES

POWER OF AWAKENING

Dance of Death School
Final Spring School
Fire Soul School
Flying Island School
Path of Clear Conscience
Path of the Storm God
Path of the Wild

POWER OF BLOOD

Blood Surge School

POWER OF NOTHINGNESS

Acceleration Arts
Blazing Shadow Arts
Heroic Frame Arts
Shadow Being Arts
Stiletto Waltz School
Substitution Spy Arts
Venom Fang Arts
Water Moon Arts

POWER OF THE FIST

Assassination Fist School
Divine Fist School
Dragon Snatch School
Elixir Field School
Ruinous Raven School
Saint Armor School
Turtle Hermit School
Wrestling Bear School

POWER OF THE WEAPON

Cherry Blossom School
Concealed Fencing School
One Strike Form
Sky Emperor School
Spirit Arts School
Star Sovereign School
Transcendent Weapon School
Two Heavens Form
Wandering Colossus School

STYLE DESCRIPTIONS

The ki styles are presented here in alphabetical order.

ACCELERATION ARTS

Power of Nothingness style



You focus your ki into your body for great speed.

Martial Stance. You regain 1 ki point every time you take the Dash or Disengage action in combat.

A Thousand Cuts (1 ki). Immediately after you take the Attack action on your turn with a light or finesse weapon, you can spend 1 ki point to make two additional attacks as a bonus action.

Accelerated Drive (3 ki). When you roll initiative, you can activate this technique to have advantage on the roll.

Speed of Sound (5 ki, conc. 1 minute). As an action, you act as if under the effects of a *haste* spell.

Supersonic Speed (2 ki). While under the effects of the speed of sound technique, you can push yourself beyond your limits and break the sound barrier. As an action, you can activate this technique to take two turns during the next round. You take your first turn at your normal initiative and your second turn at your initiative minus 10. At the end of your second turn, your concentration for the speed of sound technique ends and each creature in a 10-foot-radius from you takes 2d8 thunder damage.

Godspeed (4 ki). While under the effects of the speed of sound technique, and as a reaction to receiving damage on your turn, you can activate this technique to ignore all damage you would otherwise receive. You can activate this ability only once while under the effects of speed of sound.

ASSASSINATION FIST SCHOOL

Power of the Fist style



You focus your ki into your fists for great power.

Martial Stance. You regain 1 ki point every time you take the Attack action in combat.

Surge Fist (1-7 ki). You evoke an exploding surge of energy from your hands. As an action, choose one creature you can see within 60 feet of you. The target must make a successful Strength saving throw. On a failed save, it takes 1d8 force damage per ki point spent and is pushed 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage.

Spinning Kicks (1 ki). You can make several spinning kicks in succession resembling a whirlwind. Each time you hit a target with your unarmed strike, you can spend 1 ki point and deal one additional damage die of the same type as your unarmed strike.

Ascending Dragon (2 ki). As an action, make an attack roll against a single target. If you successfully hit, you deal 4d6 additional fire damage, and the creature must succeed at a Constitution saving throw or fall prone.

Surge of Murderous Intent (7 ki, conc. 1 minute). As a bonus action, you empower your techniques with evil intent. Until your concentration ends, your unarmed attacks deal necrotic damage with a +3 bonus to attack and damage rolls.

Instant Oblivion (9 ki). As an action, make an unarmed attack against a single target. If you succeed, the target takes 15d8 necrotic damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

BLAZING SHADOW ARTS

Power of Nothingness style



You channel your ki into a blazing display of fire.

Martial Stance. You regain 1 ki point every time you take the Hide action.

Explosives (1-3 ki, 10 minutes). As an action, you prepare a number of explosives equal to the amount of ki spent. When using the attack option, you can substitute one attack with an explosive. Explosives have a range of 30 feet. Each explosive deals 4d10 damage on a successful hit.

Fire Dissappearance (1-5 ki). As a reaction to taking damage, you can disappear in a blaze of flames. Any adjacent creature takes 1d4 fire damage per ki point spent, and you become invisible until the end of your next turn.

Phoenix Suicide (7 ki, 1 minute). As an action, you fake your death in a blaze of flames. You become invisible and teleport up to 60 feet from your location, while leaving the illusion of a burnt body behind on the square you were. Enemies within 60 feet must make a Wisdom saving throw or believe that the illusion is real.

Blazing Dragon Bomb (9 ki). As an action, you summon flaming dragons that move in any pattern you desire. You can affect a number of squares equal to your ki user level, each one must be adjacent to the previous square. Creatures on the selected squares must make at a Dexterity saving throw. Any creature in an affected square takes 8d8 fire damage on a failed save, or half the damage on a successful one.

Inferno Shuriken Volley (11 ki). As an action, you cause a rain of fiery shurikens to strike against your enemies. You create 7 fire shurikens, each one dealing 2d4 slashing damage and 2d6 fire damage. Select up to three targets within 30 feet. You can divide the shurikens as you desire amongst these targets. Make an attack roll for each shuriken.



BLOOD SURGE SCHOOL

Power of the Blood style



Your blood unleashes great ki power.

Martial Stance. You regain 1 ki point every time you deal damage in combat.

Accelerated Recovery (1-5 ki). As an action you cure yourself of the wounds you have received. You regain a number of hit points equal to 1d8 per ki point spent plus your ki technique modifier.

Ki Fatigue (6 ki, 3 rounds). As a bonus action, you can empower your attacks to be extremely effective against ki users. For the duration of this technique, whenever you successfully deal damage to a living creature, it must make a Constitution saving throw or receive one level of exhaustion.

Magic Breaker (5 ki) As a reaction to a creature within 60 feet of you casting a spell, you attempt to counter the spell with your ki. If the creature is Casting a Spell of 3rd level or lower, its spell fails and has no effect. If it is Casting a Spell of 4th level or higher, make a Wisdom check. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Superior Defense (1 ki). As a reaction, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Technique Breaker (5-15 ki). As a reaction to being targeted by a ki style technique, you attempt to counter the effects of the technique with your ki. If you spend more ki than your target does on its technique, its technique fails and has no effect.

Gestalt Unification (3 ki points, 1 minute). As an action, you and a willing creature with an Intelligence score higher than 3 merge your bodies to create a powerful being. For the duration of this technique, the Gestalt formed by both of you has the following characteristics:

- The Gestalt acts on your initiative.
- The Gestalt uses the highest ability score of the two creatures involved.
- The Gestalt uses the highest Hit Dice, Hit Points and Proficiency bonus of the two creatures.
- The Gestalt gains a number of temporary Hit Points equal to the Hit Points of the lower HP creature.
- The Gestalt has the proficiencies of both creatures (such as saving throw proficiencies, skills, armor, weapons, tools and others).
- The Gestalt has the class features, feats, racial traits, and any other abilities that both creatures have.
- The Gestalt has the combined ki points of both creatures, but cannot use more ki points than the highest performer level from both creatures.
- When the Gestalt takes the Attack action, it makes an additional attack. If the creature possesses the Extra Attack feature, it makes an additional attack beyond the one granted by the ability.
- Armor, weapons, shields and magical items are selected as desired between the two creatures to be used, the usual item limit/magical item limits restrictions apply.

- If the Gestalt is rendered unconscious, if it's reduced to 0 HP or if it gains 6 levels of fatigue the technique immediately ends, and both creatures are returned to the previous state before the fusion. Any ki points spent are reduced equally between the creatures.

CHERRY BLOSSOM SCHOOL

Power of the Weapon style



You channel ki from the void to attain maximum focus.

Martial Stance. You regain 1 ki point each time you take damage in combat.

Focus (1 ki) As an action or bonus action, you take a moment to concentrate in the surroundings during combat. You gain advantage on your next attack.

Strike from the Void (1-8 ki). As an action, you make a melee attack with your weapon charged with momentous energy. On a hit, you deal no damage. Instead you delay the damage until your target's next turn. As a reaction to your target taking any action in combat on its next turn, you may deal the delayed damage from your attack. Your target takes normal damage plus an additional die of damage per ki point spent.

Retribution (5 ki) As an action, you can channel the injuries on your body to punish an enemy you hit in melee. Make an attack roll against a target in melee. You deal normal damage plus additional necrotic damage equal to your current hit point damage.

Wild Seasons (11 ki) As an action, you charge against a target within 30 feet of you. You may move through the space of any creatures using this movement. You may make a melee attack against each creature whose space you move through and each one must make a successful Constitution save or be knocked prone. You make 5 melee attacks against the target, with the last one having advantage on the roll and knocking the target prone on a hit.



CONCEALED FENCING SCHOOL

Power of the Weapon style



You focus your ki on deception and surprise.

Martial Stance. You regain 1 ki point each time you take the Attack action with a two-handed or versatile weapon.

Energy Weapon (1-4, 1 round). As an action, you gather energy on your sword and release it upon an target within 30 feet. The target must make a successful Dexterity saving throw. The target takes 1d6 slashing damage per each ki point spent on a failed save, or half as much on a successful one.

Hidden Death (3 ki). As a bonus action, you can conceal the nature of your attacks from your opponent. A target within 30 feet must make a Wisdom saving throw. On a failed save, your attacks have advantage against the target.

Scarlet Weapon (3 ki). As a reaction when you are the only target of a ranged attack or ability, you can attempt to deflect the attack back to the attacker. Make a melee attack roll. If your roll is higher than the target's attack roll, you successfully deflect the attack against the target. Attacks that don't require an attack roll cannot be deflected.

A Hundred Deaths (5 ki). As an action, you make multiple attempts to deal critical damage against a target in melee. Roll five dice and use the highest roll to resolve your attack.

Heaven Constraint Blast (11 ki). As an action, you wield your weapon with inhuman speed. Make a melee attack against a target in melee. On a hit, you deal damage as if you had made five successful melee attacks and the target must succeed at a Constitution saving throw or be lifted 30 feet in the air, taking an additional 3d6 bludgeoning damage from the fall at the end of your turn.

DANCE OF DEATH SCHOOL

Power of the Awakening



You channel ki through deadly and graceful maneuvers.

Martial Stance. You regain 1 ki point every time you move through another creature's space in combat. Doing so is not considered difficult terrain for you.

Additionally, you can try to move through a hostile creature's space, swinging and swaying past the opponent. As an action or bonus action, you make a Charisma (Performance) check contested by the hostile creature's Charisma (Performance) check. If you win, you can move through the hostile creature's space once this turn.

Dance of Fire (1-5 ki). As an action, you breathe fire over your opponents. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage plus 1d6 damage per ki point spent on a failed save, or half as much damage on a successful one.

The fire also ignites any flammable objects in the area that aren't being worn or carried.

Twisting Heavens (3 ki). As an action, you spin in your current location to attack and then tumble away from your enemies. Make an attack roll against each target within 5 feet from you. You deal normal damage and move up to 20 feet away without provoking opportunity attacks.

Diving Bell Butterfly (3 ki, conc. 1 minute). As an action, you dance around a target in melee. Your target must succeed on a Dexterity check or become restrained for the duration. At the end of each of its turns, the target can make another Dexterity saving throw to end the technique.

Demon Dance (9 ki). You perform a demonic dance that releases three fiery explosions against your target. As an action, make an attack roll against a target in melee. On a hit, you deal normal damage plus additional 10d6 fire damage and 3d4 force damage, and the target must make a Constitution save or be pushed 15 feet away from you.

DIVINE FIST SCHOOL

Power of the Fist style



You focus on a higher power to increase your might.

Martial Stance. You regain 1 ki point every time a creature takes the Help action to aid you.

Sense Ki (1 ki, conc. 1 minute). As an action you can sense the use of any ki techniques within 1 mile from you and pinpoint the location within 100 feet of where it took place. If you spend one minute concentrating, you can extend this radius to 10 miles.

Instant Movement (3 ki). As a bonus action, you teleport up to 30 feet to an unoccupied space that you can see.

Energy Burst (3-9 ki). As an action, you can gather ki to deliver a devastating attack.

You can release this energy burst at any time during your turn or hold the charge for another turn, to a maximum of three turns. When released, the energy burst deals 1d6 radiant damage per ki point spent to a target within 60 feet from you, or half of that damage on a successful Constitution save.

For each additional turn you spend an action charging up, you deal an additional 1d6 damage per ki point spent.

Flight (5 ki, conc. 10 minutes). As an action, you gain a flying speed of 60 feet. When the duration ends, you fall if still aloft unless you can stop the fall.

Overchannel (7 ki, conc. 1 minute). As an action, you tap into a higher power to become more powerful for the duration of the technique. Other Power of the Fist techniques for the duration cost 2 ki points less to use. In addition, you add your Wisdom modifier to the damage of any techniques or unarmed attacks you perform.

On the second round of this technique and every subsequent turn, you gain a number of temporary ki points equal to the number of rounds you have maintained concentration on this technique. These ki points disappear at the end of your next turn.

After finishing this technique, you gain two exhaustion levels.

DRAGON SNATCH SCHOOL

Power of the Fist style



You focus your ki for powerful grabs against your opponent.

Martial Stance. You regain 1 ki point every time you take the Attack action in combat to grapple an opponent.

Choke Hold (1 ki) As an action, you make a grapple check against a target in melee. If successful, the target falls asleep for 1d3 rounds.

No Movement (3 ki) As a reaction to being attacked in melee, you make a grapple check against your attacker. If you succeed, your target's attack misses and it becomes grappled instead.

Snake Bite (3 ki) As a reaction to an opponent moving within 5 feet of you, you can make a grapple attack. If successful, the target takes unarmed damage and becomes grappled. If the movement is part of a technique, your target's technique fails.

Five Lights (5 ki) As an action, you make a grapple check against a target in melee. If successful, you deal unarmed damage three times and lift the target 30 feet from the ground. Your target falls to the ground at the end of your turn taking 3d6 bludgeoning damage from the fall.

Celestial Dragon (11 ki, conc. 1 minute) As an action, you make a grapple check against a target in melee. If successful, your target is grappled and you both fly directly upwards from the point where you initiated the technique at a speed of 60 feet per round. Your target may try to escape the grapple on each of its turn. If your target escapes the grapple or you end your concentration, the technique ends and both you and your opponent each take 11d6 psychic damage per round ascended plus 1d6 bludgeoning damage for every 10 feet fallen to a maximum of 20d6.

ELIXIR FIELD SCHOOL

Power of the Fist style



You study the ways of the ki, both its strengths and weaknesses.

Martial Stance.. You can regain 1 ki by concentrating as a bonus action.

Squall Rush (1-5 ki) As an action, you rush towards to an enemy within 30 feet from you. Make an unarmed attack roll against the target. If successful, the target takes normal attack damage plus 1d6 bludgeoning damage per ki point spent, and must make a successful Constitution saving throw or be pushed back 5 feet per ki point spent.

Blowing Lift (3 ki) As a reaction to being a target of a technique in melee, make an unarmed attack roll. If successful, you deal regular damage and your opponent must make a concentration check with disadvantage to complete their technique.

Arabesque Throat Thrust (5 ki) As a reaction to an opponent coming within 5 feet of you, make an unarmed attack roll. If successful, the target takes normal damage and must make a successful Constitution saving throw or become stunned until the beginning of your next turn.

Guardian of the Northeast (1-7 ki) As an action, you release a ki wave toward the ground. Any enemies within 10 feet from you must make a Strength saving throw. A target takes 1d6 bludgeoning damage per ki point spent on a failed save and is knocked prone, or half as much damage on a successful one and no other effects.

FINAL SPRING SCHOOL

Power of the Awakening



You channel ki through your body to break your limits.

Martial Stance. You regain all of your ki points when you score a critical hit.

Shock Waves (1-5 ki) You strike the floor to release shock waves that strike your enemies. For every ki point spent you create one such shock wave. Each wave can target a different creature. Make a separate attack roll for each wave. On a hit, each wave deals normal attack damage plus 1d6 psychic damage.

Air Sliding Attack (5 ki) You attack an opponent and lift it off the ground for further damage. As a reaction after successfully hitting a target, you can activate this technique to deal 5 additional dice of damage and your target must make a successful Constitution saving throw or be knocked prone.

Cherry Blossom Rain (7 ki) As an action, you channel your ki into your weapon, summoning a shower of razor-sharp petals on your opponents. Up to six targets within 60 feet from you make a Dexterity saving throw. On a failed save, a target takes 6d8 slashing damage, or half as much damage on a successful one.

Fatal Storm (9 ki) As an action, you summon powerful tornado winds to destroy an enemy. Select a target within 60 feet from you. It must make a Constitution saving throw. On a failed save, the target takes 6d6 fire damage and 6d6 necrotic damage and gains two levels of exhaustion, or half as much damage and no levels of exhaustion on a successful one.

Raging Storm (11 ki) As an action, you unleash a furious barrage of strikes against a target within 30 feet. Make an attack roll. If successful, you deal damage as if you had successfully stricken the target 11 times.

FIRE SOUL SCHOOL

Power of the Awakening



You channel ki through your body to ignite in fire.

Martial Stance. You regain 1 ki point each time you take damage in combat.

Fire Friends (1-5 ki, conc. 1 minute). As a bonus action, you can summon up to five small flames that float around you. For the duration of the technique, whenever you deal fire damage with an attack or technique, you can snuff one of the flames to deal an additional 2d6 fire damage to the same target.

Big Explosion (3 ki). As an action, you strike your enemy with a fiery touch. Make an roll against a target in melee. If successful, you deal 6d6 fire damage and your target is pushed 10 feet away from you.

Flame Blade (3 ki, conc. 10 minutes). As an action, you can cast the *flame blade* spell as a 2nd level spell. If you spend 6 ki you can cast it as a 4th level spell, or if you spend 9 ki, you can cast it as a 6th level spell.

Flaming Kick (3 ki). When you take the Attack action, you can use a bonus action to kick your opponent. You deal unarmed strike damage plus an additional 3d6 fire damage.

Fire Burst (9 ki). As an action, you summon a flaming column around you. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on you must make a Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

FLYING ISLAND SCHOOL

Power of the Awakening



You channel ki through your body for mystical power.

Martial Stance. You regain 1 ki point each time you take an action in combat while your feet are not touching the ground.

Waterfall Blast (1-5 ki). As an action, you release a water jet against a target within 60 feet. Make a melee attack roll. If successful, you deal normal damage plus an additional 1d8 bludgeoning damage per ki point spent.

Water Slide (3 ki). As a bonus action, you instantly teleport anywhere within 30 feet from you.

Levitation (3 ki, conc. 10 minutes) As a standard action, you can act as if under the effects of a *levitate* spell.

Perfect Sky (11 ki) This powerful technique channels your fury into a devastating technique, in which you slash your opponent multiple times, launch them into the air and trap them for an untimely demise.

As an action, make an attack roll against a target in melee. On a hit, you deal your normal damage plus 10 additional damage dice. Your target must make a successful Constitution saving throw or become paralyzed until the end of your next turn levitating 40 feet in the air.

On your next turn, you can spend your action to summon a swarm of bubbles filling up a 10 foot-radius, 20-foot tall cylinder around your target. At the end of your turn, your target will fall through the bubbles taking 8d10 bludgeoning damage. The bubbles remain until the beginning of your next turn and if any other creature moves through the area, it also takes 8d10 bludgeoning damage.

HEROIC FRAME ARTS

Power of Nothingness style



You focus your ki into your body for physical prowess.

Martial Stance. You regain 1 ki point each time you succeed on a saving throw in combat.

Surprising Power. (1-3 ki) Whenever you successfully hit an enemy in melee, you can activate this ability to inflict one additional die of damage per ki point spent.

Duplication (3 ki, 1 minute). As an action, you move fast back and forth creating illusory duplicates of yourself. This technique is otherwise identical to a *mirror image* spell.

Enhanced Prowess. (3 ki, conc. 1 hour) As an action, your body grows in strength and resistance. For the duration of this technique, you have advantage on Constitution and Strength checks, your carrying capacity doubles, and you gain 2d6 temporary hit points.

Clone Technique (9 ki, conc. 1 minute) As an action, you create a physical duplicate of yourself. This duplicate has half your hit points, half of your ki pool, and uses the rest of your other statistics. It attacks on the same initiative count as you and disappears if its hit points are reduced to 0 or the technique ends.

Mastery of Two Layers (5-9 ki, conc. 1 minute) As a bonus action, you gain a +2 bonus in all melee attacks, and they deal an additional amount of damage equal to the ki spent.

Death Chakra Release (0 ki, 1 minute). As a bonus action, you can activate this forbidden technique to tap into untold physical prowess, albeit at a cost. For the duration of the technique, your Strength, Constitution and Dexterity scores become 24, your speed increases by 20 feet, and your attacks deal two additional dice of damage.

Once during this technique, you can focus your gathered ki into a single attack against a target within 30 feet. Your target must make a successful Dexterity saving throw or take 3d6 force damage per ki point spent, or half as much on a successful save.

However, performing this forbidden technique has a deadly cost. As soon as the technique duration ends, you drop to 0 hit points, and mark a death saving throw as failed. Magical healing cannot be received until 24 hours after performing it. Only a *wish* spell or divine intervention can be used to stabilize you before then.

ONE STRIKE FORM

Power of the Weapon style



You focus your ki into your sword for unnatural accuracy.

Martial Stance. As a bonus action, you can meditate to regain 1 ki point.

Quick Draw Strike. (1-9 ki). This technique can be used only during the first round of combat.

As an action, you make a melee attack against a target in melee. On a hit, the target suffers the attack's normal damage plus an additional 1d10 damage per ki point spent. The type of damage is the same as your weapon.

Skylark (1 ki). As a bonus action, you make a quick flick of the wrist and attack your opponent using the grip of your weapon. Your target must make a successful Constitution saving throw or be stunned for one round.

Smother (1 ki). As a bonus action, you focus your energy in your weapon to be extremely effective against a single target within 30 feet of you. You ignore any bludgeoning, slashing or piercing resistance the target may have, and you treat immunity to those damage types as resistance. This effect lasts until the end of your next round.

Daydream Light Mist (13 ki). As an action, you expend a tremendous amount of energy against a single enemy within 30 feet of you.

You rush toward your opponent with ki charged in your weapon. At the moment of impact, a magical darkness covers a 60 foot radius emanating from you, while you unleash a flurry of strikes against the target. The darkness immediately dissipates, but it successfully hides the secret of your technique.

Make a melee attack roll against a target with advantage. On a hit, you deal damage as if you had hit the target 15 times with your attack.

Once the technique is finished you appear 30 feet away your opponent in a direction you choose, and you gain one level of exhaustion.

PATH OF CLEAR CONSCIENCE

Power of the Awakening



You focus your ki for a clear mind.

Martial Stance. You regain 1 ki point every time you succeed at a saving throw.

Still Water (1-5 ki). As an action, make a melee attack roll. On a successful hit, you deal an additional die of damage per ki point spent and your target must make a successful Strength saving throw or be knocked prone.

Paper Sword Scratch (5 ki). You can activate this technique as a reaction after successfully hitting an enemy in melee. At the start of your next turn, your target must make a successful Constitution saving throw or lose the same amount of hit points as the original attack damage due to blood loss.

Ruthless Moon (5 ki). As a reaction to an enemy attacking you in melee, you can unleash a powerful gaze into your target's mind. Your target must make a successful Wisdom saving throw or take 6d6 psychic damage and become frightened for 1 round, dropping whatever it is holding or half as much damage and no other effect on a successful save. You can't use this technique against the same target more than once before finishing a long rest.

Delirium Mirror (11 ki). As an action, you and a target you can see engage in a psychic duel. Your target must make a successful Intelligence saving throw or take 10d6 psychic damage and be knocked prone and stunned until the end of your next turn.

PATH OF THE STORM GOD

Power of the Awakening



You channel your ki as roaring thunder.

Martial Stance. You regain 1 ki point each time you are hit in combat.

Thunder Mist (1 ki). As an action, you can cast the *thunderwave* spell as a 1st level spell. You can spend additional ki points to increase the damage. The damage increases by 1d8 for each ki point spent, up to 4 additional ki points spent for an additional 4d8 damage.

Lightning Surge (5 ki, conc. 1 minute). As an action, you charge an electricity orb in your hands. You can immediately release it or hold the charge for up to the duration of the technique. When you release it, select a target within 30 feet. The creature must make a Dexterity saving throw or take 8d6 lightning damage, or half as much damage on a successful save. You may spend a bonus action every round to hold the charge. For every round that you hold this technique the damage increases by 1d6.

Lightning Strike (9 ki). As an action, you summon a powerful arc of electricity that strikes one target of your choice that you can see within 150 feet. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target must make a successful Dexterity saving throw or take 5d8 lightning damage and 5d8 radiant damage, or half as much damage on a successful save.

Thunder Wings (11 ki, conc. 1 minute). As an action, you surround yourself with the power of thunder. For the duration of this technique you gain a flying speed of 60 feet, resistance from nonmagical weapons, and lightning and thunder immunity.

Your attacks deal an additional 2d6 lightning damage. Any creature that attacks you in melee takes 2d6 lightning damage at the end of its turn.

PATH OF THE WILD

Power of Awakening



You channel your ki to unleash nature's true power.

Martial Stance. You regain 1 ki point when your beast companion deals damage to an enemy in combat. If you don't have one, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you when you gain this style. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action.

If the beast dies, you can obtain another one by spending 8 hours bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Like any creature, the beast can spend Hit Dice during a short rest. If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. It never requires your command to use its reaction, such as when making an opportunity attack.

Sliding Attack (1 ki). As a bonus action, your beast companion distracts a target next to it. Until your next turn, the first attack roll you make against that target has advantage.

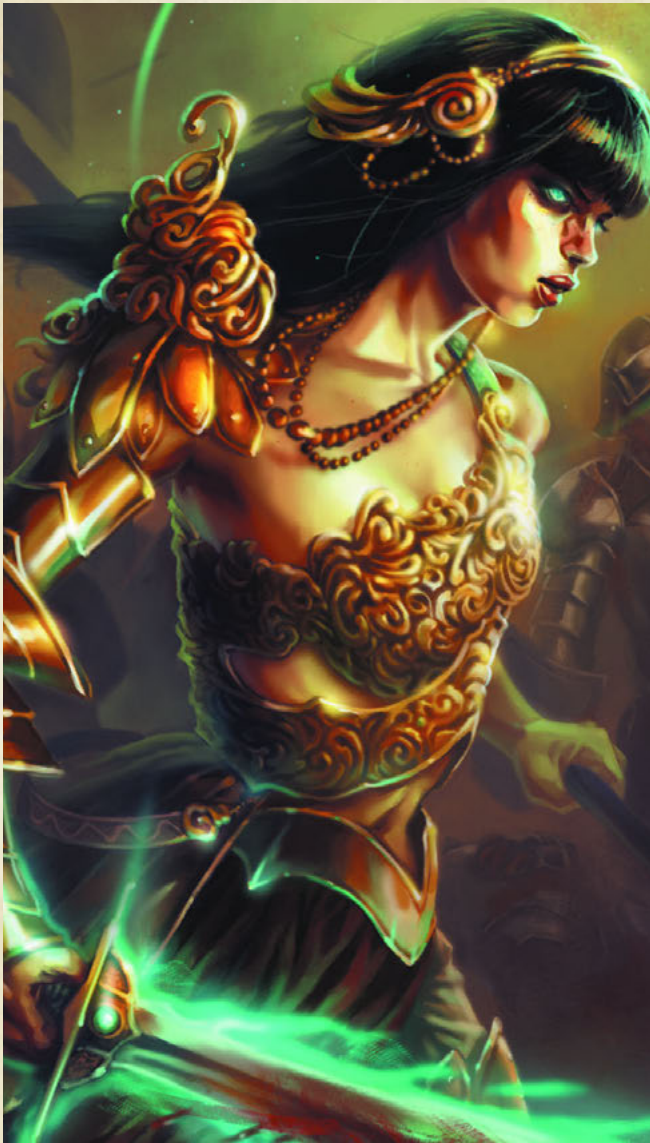
Split Attack (3 ki). As an action, you combine efforts with your beast companion to attack an enemy. Both you and your beast companion attack the same target, making attack rolls separately.

Enhanced Bond (3 ki, 1 minute). As a bonus action, you imbue your beast companion with energy. It has advantage on Strength checks (including attacks) and Strength saving throws. And its attacks deal an additional 1d6 psychic damage.

Greater Split Attack (11 ki). As an action, you and your beast companion attack an enemy repeatedly. You and your beast companion make 5 attacks each against the target. Each attack deals normal damage and lift the target 5 feet in the air. The target then falls prone, taking 1d6 buldgeoning damage per every 10 feet fell.

Unleash the Wild (11 ki, 1 minute). As a bonus action, you make your beast companion grow to its full potential. The beast increases its size by one category. Its AC increases by 2. Its speed increases by 30 feet. It gains temporary hit points equal to your level. It has advantage on Strength checks (including attacks) and Strength saving throws. And its attacks deal an additional 2d6 psychic damage.





RUINOUS RAVEN SCHOOL

Power of the Fist style



You focus your ki into concentrated destruction.

Martial Stance. You regain 1 ki point each time you take damage in combat.

Raven Blast (1-5 ki). As an action, you gather energy around your hand, creating two orbs of energy, plus one additional orb per ki point spent. Each orb hits a creature of your choice that you can see within 60 feet. An orb deals 1d4+1 necrotic damage to its target. The orbs all strike simultaneously, and you can direct them to hit the same or different targets.

Evil Ray (3-7 ki). As an action, you concentrate deadly energy on your fingers. You can release the energy immediately, or you can charge it for up to three rounds, spending your action on each of those turns. When you release the energy, make a ranged attack against a target within 30 feet. If successful, the ray deals 2d4 necrotic damage per ki point spent.

For every action spent charging this technique, you can choose an additional target within 30 feet from the previous target.

Slicing Claw (5 ki, 1 minute). As an action, you create a black disk of energy that appears in the palm of your hand. Immediately upon creating it, you may make a ranged attack with it against a target within 30 feet. On a hit, the target takes 3d+4 necrotic damage.

As a bonus action, you can direct the disk to attack a target within 30 feet from you.

Grand Feather (11 ki). As an action, you gather your energy on both of your hands while extending them upfront. Each creature within a 120-foot line in front of you must make a successful Constitution saving throw or take 24d4 necrotic damage and gain one level of exhaustion. On a successful save, it takes half as much damage and no exhaustion levels.

Raven's Punishment (1-15 ki). As a reaction to scoring a critical hit, you may deal an additional die of damage per each ki point spent. If you spend at least 5 ki points, you also inflict one exhaustion level for each 5 ki points spent.

SAINT ARMOR SCHOOL

Power of the Fist style



You focus your ki into your fists for mystical power.

Martial Stance. You regain 1 ki point each time you take the Dodge or Help action in combat while wearing armor.

Saint Armor (1-3 ki, conc. 1 minute). As a bonus action, you imbue your armor with ki, increasing your AC by 1 point per ki point spent while wearing this armor.

Verve (1-7 ki). As an action, you heal yourself 6 hit points per ki point spent. Additionally you gain 2 temporary hit points per ki point spent, which disappear at the beginning of your next turn.

Awareness (3 ki, conc. 1 minute). As a bonus action, you gain blindsense within 30 feet from you.

Acceleration (5 ki, conc. 1 minute). As an action, you act as if under the effects of a *haste* spell.

Aura of the Saint (5 ki, conc. 1 minute). As an action, you create an aura of fear around you. Creatures within 60 feet of you must succeed on a Wisdom saving throw or become frightened.

SHADOW BEING ARTS

Power of Nothingness style



You focus your ki into your body for concealment and defense.

Martial Stance. You regain 1 ki point when you use the Stealth skill in combat.

Falling Strike (1-5 ki). You disappear into a pool of shadows, and you attack a target within 30 feet from you. As part of an action, make an attack roll. On a hit, you deal normal damage plus an additional 1d6 necrotic damage for each ki point spent.

Monkey Dance (1 ki). As a bonus action, you become invisible until the end of your next round. Anything you are wearing or carrying is invisible as long as it is on your person. The technique ends if you attack or activate another technique. If you spend 3 ki, it becomes a concentration technique that can last for up to 1 hour.

Darkness Aura (3 ki, conc. 10 minutes). Magical darkness spreads from you filling a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

This darkness moves with you, and you can see through it without any issues.

If any of this technique's area overlaps with an area of light created by a technique or spell of 2nd level or lower, the spell that created the light is dispelled.

Umbra Vengeance (1-5 ki). As a reaction to taking damage from a target within 60 feet of you that you can see, you summon shadows to surround your target. Your target must make a successful Dexterity saving throw or take 2d8 necrotic damage for each ki point spent, or half as much damage on a successful save.

Shadow Embrace (9 ki, conc. 1 minute). Shadows emanate from your body, embracing an opponent. Choose a creature that you can see within 90 feet. The target must make a successful Wisdom saving throw or be paralyzed for the duration. This technique has no effect on undead. At the end of each of its turns, if the target has taken any damage, it can attempt another Wisdom saving throw. On a success, the technique ends.

SKY EMPEROR SCHOOL

Power of the Weapon style



You focus your ki into your ranged weapons for mystical power.

Martial Stance. You regain 1 ki point each time you take the Attack action using a ranged weapon in combat.

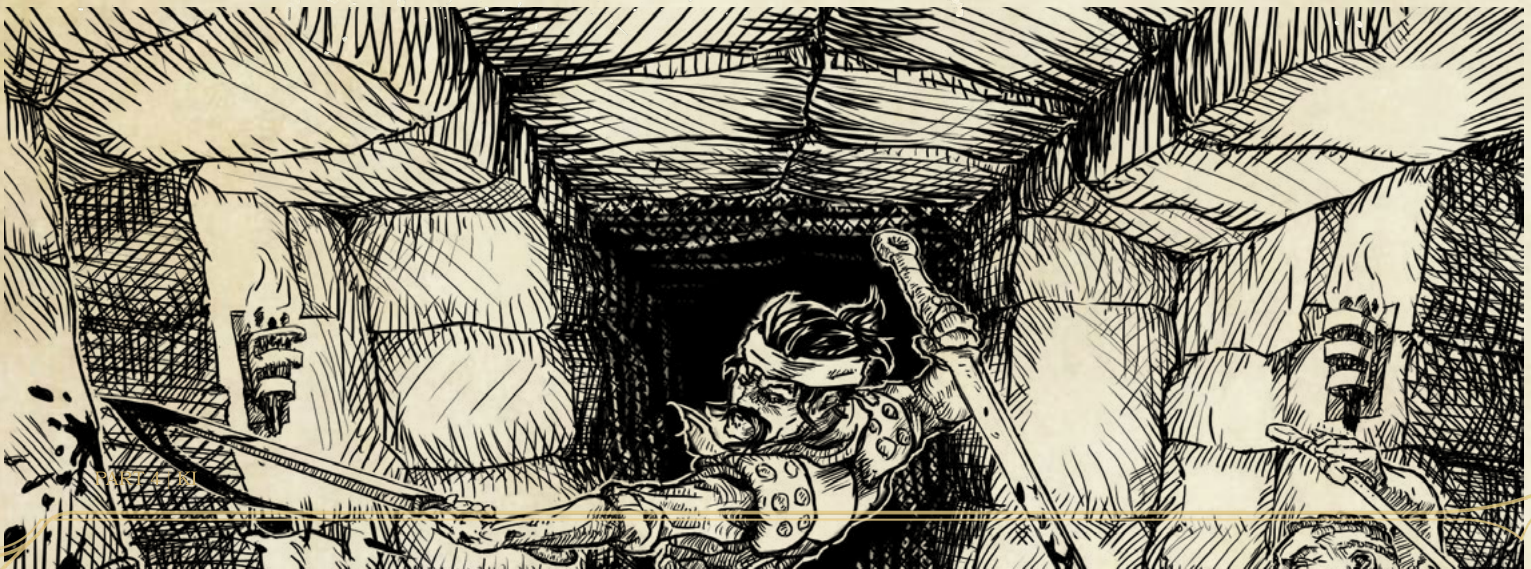
Piercing Arrow (1-3 ki, 1 round). You have learned to shoot powerful arrows that can pierce through objects. As a bonus action, you imbue your weapon with your ki. If you spend 1 ki point you can ignore half-cover and three-quarters cover against a target within 30 feet from you. Alternatively, if you spend 3 ki points you can ignore all cover against a single target within 30 feet from you.

Earth Bow Heart (1-7 ki). As an action, make a ranged attack against a target within 60 feet from you. If successful, you deal one additional die of damage per ki point spent. They must succeed at a Strength check or be pushed back 5 feet per ki point spent.

Thunder Storm Arrow (5 ki). As an action, you shoot to the skies to invoke the power of the storms upon your enemies. Up to 5 targets within 120 feet from you attempt a Dexterity saving throw. On a failed save, they take 4d8 lightning damage, or half as much on a successful save.

Autumn Arrow (9 ki). As an action, you summon a rain of arrows that fall upon your enemies. Up to 8 targets within your line of sight make a Dexterity saving throw. On a failed save, they take your normal attack damage.

Arrow of Death (13 ki). As an action, you imbue your weapon with lethal energy. Choose a single target within 120 feet from you that has no cover. The target must attempt a Constitution saving throw. On a failed save, the target takes 6d8+40 necrotic damage. On a successful save, it takes your normal attack damage.



SPIRIT ARTS SCHOOL

Power of the Weapon style



You focus your ki for unnatural accuracy.

Martial Stance.. You regain 1 ki point every time an opponent attacks you but fails to hit you. While wielding a longsword on one hand and nothing on the other, you consider the longsword to have the finesse property.

Flying Swallow (6 ki) As an action, make an attack roll against a single target. If you hit, you deal regular damage plus an additional 12d6 fire damage.

Snowfall (1-7 ki) You attack your opponent multiple times at an incredible speed. When you hit an opponent in melee, you can deal an additional damage die for each ki point spent.

Nine-Tailed Fox (9 ki) As an action, make an attack roll against a target within 30 feet from you. If successful, roll damage as if you had hit your target 9 times. In addition, the target must make a successful Constitution saving throw or receive 5 exhaustion levels.

Sky Dragon Flash (15 ki) A secret two-part technique and one of the strongest techniques known to swordsmen. As an action, make an attack against a target in melee. If successful, you deal 15 additional damage dice and your target must make a successful Constitution saving throw or suffer one level of exhaustion. If your attack misses, you can perform the second part of the technique, making a second attack roll with advantage as a bonus action. On a hit, you deal 20 additional damage dice and your target must make a successful Constitution saving throw or die.

STAR SOVEREIGN SCHOOL

Power of the Weapon style



You focus the energy of the cosmos into your weapon.

Martial Stance.. You regain 1 ki point each time you take the Attack action with a finesse weapon in combat.

Crescent Moon Slash (1 ki) As an action, make an attack against a target in melee. If you hit, you deal normal damage and the target must make a successful Constitution save or be knocked prone.

Wheel of Fate (1-5 ki) As an action, you can create a spinning disk of light beneath a target within 30 feet. The disk deals 1d4 radiant damage per ki point spent.

Divine Star Thrust (1-9 ki) As an action, you concentrate your ki into your weapon for a powerful attack. You can release the energy immediately, or you can charge it up up to three rounds, spending your action on each of those turns. A target within 30 feet from you must make a Constitution saving throw or take 2d4 radiant damage per ki point spent. On a successful save, the target takes half damage.

For every action spent charging the technique, the damage die increases by one (d4>d6>d8>d10) and the range increases by 30 feet.

Rising Moon Light Pillar (7 ki) As an action, you swing your weapon summoning a column of water and light in a 10-foot-radius, 20-foot-high cylinder centered on a point on the ground that you can see within 60 feet. Each creature in the area must make a Dexterity saving throw. A creature takes 3d6 radiant damage and 3d6 cold damage on a failed save, or half as much on a successful one. Any creature that fails the saving throw is also knocked prone.

Celestial Revolution (13 ki) As an action you channel your ki into your weapon, slamming the ground and then rising your weapon to the sky. Any creatures within a line 120 feet and 60 feet wide in front of you must make a Constitution saving throw or take 10d6+60 radiant damage and gain a level of exhaustion. Creatures who make the saving throw take half as much damage and no exhaustion levels.

STILETTO WALTZ SCHOOL

Power of Nothingness style



You channel your ki for an amazing display of weapon manipulation.

Martial Stance. You regain 1 ki point every time you take the Attack action with a light weapon in combat.

First Beat: Hatred Spinning (1 ki, 1 round) As a bonus action, you spin around, confusing a target within 10 feet from you. On your next attack you can deal your extra sneak attack damage against that target.

Second Beat: Dagger Ballroom (3-7 ki, conc. 1 minute) As an action, you channel your ki to create multiple daggers in the air. These daggers cover a 5-foot-radius sphere centered on you. Each creature that enters the area, ends its turn or leaves the area takes 1d4 slashing damage per ki point spent.

Third Beat: Hesitation Splash (5 ki, conc. 1 minute) As an action, you summon a noxious cloud with a macabre dance. A 20-foot-radius sphere of purple mist spreads around a point you chose within 90 feet from you.

Each round, any creature in the area must attempt a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

If a creature is concentrating within the technique's area, it must make a Constitution saving throw or lose concentration.

Missing Beat: Light Dagger (1-9 ki) As an action, you make an unnatural movement that creates a dagger of pure energy. You can throw this dagger against a target within 120 feet from you. The target takes 1d4 radiant damage per ki point spent and must make a Constitution saving throw or become poisoned for 1 round.

True Dance: Zero Slash (13 ki). As an action, you unleash the true power of this style. You move toward a target within 30 feet from you at great speed, appearing behind the target. Immediately, an explosion of light and darkness surrounds your target, dealing 15d6 radiant damage plus your sneak attack damage, and your target gains two levels of exhaustion. You gain a level of exhaustion after performing this technique.

SUBSTITUTION SPY ARTS

Power of Nothingness style



You focus your ki into your body to confuse your opponents.

Martial Stance. You regain 1 ki point when you use the Stealth skill in combat.

Ground Slash (1 ki). Once per turn, you may activate this technique when you hit a creature if you have advantage on the attack roll. If you do, you knock the target prone.

Sky Slash (1 ki). Once per turn, you may activate this technique when you hit a creature if you have advantage on the attack roll. If you do, you stun the target for 1 round.

Silent Shadow (1 ki). As a reaction to being attacked or targeted by an ability, you create an afterimage of yourself to distract your opponent. Your target must be within 30 feet and attempt a Wisdom saving throw. If it fails, your target believes the aftershadow is real and you can move up to your speed with an advantage on Dexterity (Stealth) checks until the beginning of your next turn. If your target succeeds on its save, the technique ends and the attack is resolved normally.

Explosive Dissapearance (5 ki). As an action, you activate a set of ki bombs hiding in your body. Each creature in a 20 foot radius you must attempt a Dexterity saving throw. A creature takes 5d8 fire damage on a failed save, or half as much damage on a successful one. In addition, you gain advantage on Dexterity (Stealth) checks until the beginning of your next turn.

Replication (7 ki). As a reaction to being targeted by a technique, make a Wisdom check. The DC equals 5 + the amount of ki spent on the technique. If successful, you can immediately perform the same technique. You use your own bonuses and make any attack rolls and checks as necessary.

TRANSCENDENT WEAPON SCHOOL

Power of the Weapon style



You focus your ki into your weapon to awaken its true form.

Martial Stance.. You regain 1 ki point each time you take damage in combat.

Awaken Weapon (3 ki, 1 hour) You can awaken greater power to your weapon. By spending ki as a bonus action, your weapon becomes a magic weapon with a +1 bonus to attack and damage.

This power can be further enhanced. If you spend 6 ki the bonus becomes +2 instead, and if you spend 9 ki the bonus becomes +3 instead.

Elemental Infusion (5 ki, 1 hour) As a bonus action, you infuse your weapon with elemental energy. Select one type of energy: acid, cold, fire, lightning, or thunder. Your weapon deals damage of that type for the duration of this ability, and it deals an additional die of damage.

Energy Strike (1-5 ki) As an action, make a melee attack against a creature. If the attack is successful, you deal your normal damage, plus one additional damage die per ki spent.

Living Spirit Weapon (5 ki, 1 hour). As an action, your weapon becomes a living creature of challenge rating 2 or lower. The creature turns back into a weapon when it drops to 0 hit points or when the technique ends.

The weapon creature is friendly to you and your companions for the duration. It acts on its own initiative. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no action.

When you use this ability for the first time, you choose the form your weapon takes. It will take the same form every time you summon it.

Heavenly Destruction Impact (9 ki) As a bonus action, you charge your weapon with destructive force. On your next successful attack, you deal an additional 5d6 radiant and 5d6 necrotic damage.

TURTLE HERMIT SCHOOL

Power of the Fist style



You focus your ki into your fists for mystical power.

Martial Stance.. You regain 1 ki point each time you take the Attack action in combat.

After Image (3 ki). As an action you are under the effects of a *mirror image* spell.

Solar Strike (1 ki). As an action, you channel your ki through your hands to create a blinding light. Enemies in a 30 foot radius must make a Dexterity saving throw or be blinded for 1 turn.

Dual Hand Wave (3 ki) You can double the effects of one of your basics. Select one ki basic that targets only one creature and doesn't have a range of self. As an action, you can use that ki basic twice. Attack rolls and saving throws, if any, are resolved seperately for each basic.

Turtle Wave (5-9 ki). As an action, you create an energy beam capable of great destruction. A beam of energy forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A target takes 3d6 psychic damage per point of ki spent on a failed save, or half as much damage on a successful one.

TWO HEAVENS FORM

Power of the Weapon style



Your training focuses on using two weapons at once.

Martial Stance. You regain 1 ki point each time you take the Attack action in combat.

Weapon Deflection (1 ki). As a reaction from an attack or technique, you defend yourself using an offhand weapon. Until the start of your next turn, you gain a +5 bonus to AC.

Dangerous Weapons (3 ki). You can activate this ability after successfully hitting the same target twice in the same round. You push the target 10 feet in any direction, and you deal an additional 6d6 damage. The damage type is the same as your weapon damage.

Fang God Lunge (7 ki). As an action, you unleash a barrage of impossibly fast strikes. As part of this technique, you move toward a target within 30 feet from you. The target must make a successful Dexterity saving throw or take 10d6 damage and be knocked prone. On a successful save, the target takes half damage and isn't knocked prone. The type of damage is the same as your weapon's.

Wander (3-7 ki). As an action, you move at an incredible speed to attack multiple enemies. You can move up to twice your speed, and you can make a number of attacks equal to the amount of ki points spent. Each attack must target a different opponent.

VENOM FANG ARTS

Power of Nothingness style



You use your ki to create poison.

Martial Stance. You regain 1 ki point each time you use the Attack action in combat against a poisoned target.

Venomous Strike (1 ki, 1 minute). As a reaction, when you hit an opponent in combat, you may attempt to poison it. Your target makes a Constitution saving throw or becomes poisoned for 1 minute.

Sickening Sequence (3 ki, conc. 1 minute). As a bonus action, you imbue your weapons with venomous energy. For the duration of this technique, any weapon you are holding deals an additional 1d4 poison damage.

Venom Fang (5 ki). As an action, you can worsen the condition of a poisoned creature within 30 feet from you. The target must make a successful Constitution save or take 5d12 poison damage and become blinded or deafened (your choice) as long as it is still poisoned. On a successful save the target takes only half the damage and suffers no other effects.

Incapacitating Strike (5 ki). As an action, you can strike and weaken a foe with a secret technique. As an action, make an attack roll against a target in melee. On a hit, you deal normal damage and the target becomes poisoned and paralyzed for 1 minute.

Purple Mist (9 ki). As an action, you cast the *cloudkill* spell as a 5th level spell. The fog created by this technique is purple colored, and any creature affected by it becomes poisoned in addition to its other effects.

WANDERING COLOSSUS SCHOOL

Power of the Weapon style



You focus your ki into your weapon for physical power.

Martial Stance. You regain 1 ki point each time you take the Attack action using a two-handed weapon.

Powerful Blade (1-5 ki). When you hit a target in combat, you can activate this technique to inflict additional damage. You deal an additional die of damage per ki point spent.

Heaven Cruncher (2 ki). As a bonus action, you summon a strong wind that lifts your opponent from the ground. Your target must make a successful Strength saving throw or be lifted 15 feet in the air. Your target takes 1d6 bludgeoning damage from the fall and is knocked prone.

Cyclone Slash (3 ki, conc. 1 min). As an action, you spin your weapon with great strength, replicating the effects of a *gust of wind* spell.

Earthquake Slice (3 ki). As an action, you leap into the air and slam your enemy from above. Make an attack roll. On a hit, you deal your normal damage plus an additional 4d6 slashing damage. Your target must make a successful Constitution save or be knocked prone.

Infinite Wave (4 ki). As an action, you unleash a series of energy attacks shooting from your sword in a 60-foot cone. Each prone creature in the area of the technique must make a Dexterity saving throw or take 10d6 psychic damage. On a successful save, it takes half damage.

WATER MOON ARTS

Power of Nothingness style



You use your ki to affect the environment surrounding you.

Martial Stance. You have resistance to cold damage.

Floating Moon (1-3 ki). As a reaction when attacked in melee, a water bubble appears between you and the attacker. The damage you received is reduced by 2d6 for every ki point spent, and the attacker receives the same amount in bludgeoning damage from the explosion of the bubble.

Moon Light (1-5 ki). As an action, you shoot light beams from your fingertips. You shoot an additional beam for each additional ki point spent. Make a ranged attack roll for each beam separately. On a hit, each beam deals 1d4+1 radiant damage.

Lotus Dagger (3 ki, conc. 10 minutes). As a bonus action, you evoke a water dagger in your free hand. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can use the dagger as a melee weapon. On a hit, the target takes 3d4 piercing damage. The dagger can be made stronger by spending additional ki. For every 2 ki you spend the dagger deals an additional 1d4 damage.

Rising Moon Wave (11 ki) As an action you cast the *freezing sphere* spell as a 6th level spell.

Moon Ring Wave (3-8 ki). As an action, you summon three water columns from the ground. They can appear under the same target or under different targets. Make a ranged attack roll for each column. On a hit, the target takes 2d6 cold damage. You can create one additional column for every additional ki point you spend beyond 3, to a maximum of 8.

Rain Dance (7 ki). As an action, you can cast the *control water* spell.

WRESTLING BEAR SCHOOL

Power of the Fist style



You focus your ki into your body for powerful grappling effects.

Martial Stance. You regain 1 ki point each time you use the Grapple action in combat.

Iron Skin (5 ki, conc. 1 hour). As an action, your harden your skin becoming impervious to damage. For the duration of the technique, you gain resistance to bludgeoning, piercing, and slashing damage.

Twisted Lasso (1-8 ki). As an action, make an unarmed attack against a target in melee. If you hit, your target must make a successful Dexterity saving throw or have their speed reduced to 0 until the end of your next turn.

For each ki point you spend beyond the first, you can choose an additional target.

Cyclone (3 ki). As a bonus action, you summon a gust of wind that attracts enemies toward you. Any targets in a 60 foot radius must make a Strength saving throw or be pushed 30 feet toward you.

Tornado Slam (7 ki). As an action, make an unarmed attack against a target in melee. If you hit, you launch your target into the air and then pin it to the ground. The target takes 14d6 bludgeoning damage and is knocked prone.

KI BASICS

Ki basics are minor techniques that require ki power but don't drain the reservoir of ki.

Basics are similar to styles and use the same rules, but with three important exceptions:

- Basics don't require you to spend ki points to use them.
- Basics aren't linked to Styles.

The basics are presented below in alphabetical order.

AWESOME BLOW

Ki Basics

As an action, you attempt to blow an opponent away with your ki. The target makes a Strength saving throw or is pushed 10 feet away from you in a direction you choose.

The distance pushed increases by 10 feet when you reach 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

BREAK STUFF

Ki Basics

As a bonus action, you channel some of your ki to empower your strikes against inanimate objects. During your next turn, all your attacks against unattended objects do an additional 1d10 damage and you ignore their damage threshold.

DEMOLISHER STRIKE

Ki Basics

As an action, make a melee attack against a target. On a hit, the target suffers the attack's normal effects and must make a Constitution saving throw. If it fails, it becomes incapacitated for 1 turn.



DODGE LEAP

Ki Basics

As a reaction to being targeted by any attack or ability, you can attempt to leap out of danger. If the attack misses or you make the saving throw against the ability, you can move 5 feet in any direction following the normal rules for movement.

ELEMENTAL BLAST

Ki Basics

As an action, you shoot a blast of elemental ki against a target you can see within 90 feet. The target must succeed on a Dexterity saving throw or take 1d8 acid, cold, fire, lightning, or thunder damage (your choice).

The basic's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

GRAB WEAPON

Ki Basics

As an action, you attempt to disarm a target. Make an attack roll against a target in melee. If successful, the target must make a successful Strength save or drop their weapon 5 feet away in a direction you choose. If you have at least one free hand, you can grab the target's weapon instead.

HEAVEN'S RUSH

Ki Basics

As a bonus action, make a shove check against a target. If you succeed, you deal normal damage and the next attack roll against your target has advantage.

HEAVENLY RING

Ki Basics

When you take the Attack action you may attempt a Dexterity (Acrobatics) check DC 10. If you succeed, you can treat one-handed weapons as if they had the finesse and light properties until the beginning of your next turn.

JUGGLE HIT

Ki Basics

As a bonus action, make an unarmed attack against a target no more than one size larger than you. If you hit, you raise your target 5 feet in the air and the next attack roll against it has advantage. Your target must make a successful Dexterity saving throw or fall prone at the end of your turn.

KI BLAST

Ki Basics

As an action, you target one creature you can see within 90 feet of you. The target must succeed on a Dexterity saving throw or take 1d6 psychic damage.

The basic's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

KI CHANNELING

Ki Basics

As an action, you can do any of the following abilities:

- You can restore or wither a flower or small plant by infusing some ki into it.
- You generate a small gust of wind that can turn off a torch or candle within 60 feet from you, or that can close an open wooden door.
- If a tiny beast died within the last minute due to environmental or natural causes, you can bring it back to life.

KI FOCUS

Ki Basics

You focus your senses on a target within 30 feet from you. Your focus grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target.

MIST BLAST

Ki Basics

As a bonus action, you channel your ki into your weapons. Any weapons you use until the beginning of your next turn gain the thrown property with a range increment of 20/60 feet.

WEAPON DRAW STRIKE

Ki Basics

As an action, you draw a stowed weapon and make a melee attack with it against a target. You can't use a two handed weapon. On a hit, the target suffers the attack's normal effects plus an additional 1d6 force damage.

The basic's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

PURPLE DUSK

Ki Basics

As a bonus action on a turn when you have hit an opponent that is at least 5 feet below you, you may activate this basic. If you do, you deal one additional die of damage to the target.

SHOULDER THROW

Ki Basics

As an action, make an unarmed attack against a target. On a hit, the target suffers the attack's normal effects and must make a Dexterity saving throw or is knocked prone.

THUNDER STRIKE

Ki Basics

As part of the action used to activate this basic, you must make a melee attack with a weapon against a target. When attacking, you must use a weapon with both hands. On a hit, the target suffers the attack's normal effects plus an additional 1d8 thunder damage.

The basic's damage increases by 1d6 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

WALL WALK

Ki Basics

As a bonus action, you channel ki into your body for great movement. Until the beginning of your next turn, you gain a climb speed of 30 feet and don't need to use your hands while climbing.

WATER WALK

Ki Basics

As a bonus action, you channel ki into your feet for great movement. Until the beginning of your next round, you can ignore difficult terrain and walk on liquids.

UNLEASH YOUR INNER POWER

Ki is usually described as the life energy flowing through our body, which grants us the ability to perform our daily routine and activities. However, there are rumours that this same energy can be used as a tool to unlock all kinds of mysterious abilities.

Unleash the power of *ki* in your characters and in your world with new races, items, and abilities for characters of any class drawn from popular eastern culture media. The concept of *ki*, already used by the monk class in the core rules, is expanded upon and extended to characters of all walks of life.

For use with the fifth edition *Player's Handbook*®, *Monster Manual*® and *Dungeon Master's Guide*®, this book provides races, class features, items and character options needed to play characters that use the power of *ki*.

