



MONASTIC DEFENDER



MONASTIC DEFENDER

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COMPATIBLE FOR



MONASTIC DEFENDER- PG 5
NEW WEAPONS - PG 10

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MONASTIC DEFENDER

Monasteries are typically centers of peace and understanding, where violence is neither encouraged nor tolerated. However, at times, a monastery can become the target of unscrupulous people who might attempt to take advantage of their seeming defenselessness. As such, many monasteries require a dedicated defense against intrusion. In addition to the standard guards they might employ, some are further protected by monks specializing in both offensive and defensive tactics.

Role: Divine power courses through a monastic defender's veins, helping them to secure the well-being of their charges and sacred homes. A monastic defender is best suited in roles that allow them to defend lightly armored comrades while remaining able to leap into the heart of the fray at a moment's notice.

QUICK BUILD

You can make a monastic defender quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Wisdom. Second, choose the acolyte or hermit background.

CLASS FEATURES

Hit Points

Hit Dice: 1d8 per monastic defender level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monastic defender level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, shortswords, crescent staff, iron-shod staff, chain whip, hook sword, three-section staff

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Dexterity, Wisdom

Skills: Choose two skills from Arcana, Acrobatics, Athletics, History, Insight, Medicine, Religion, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon or (c) iron-shod staff
- (a) a priest's pack or (b) an explorer's pack
- 10 shuriken, holy symbol

SPELLCASTING

As a conduit for divine power, you can cast cleric spells from the cleric spells list.

LEVEL	PROFICIENCY BONUS	FEATURE	KI POINTS	UNARMED MOVEMENT	CANTRIPS KNOWN
1	+ 2	Cantrips, Spellcasting, Unarmed Defense, Martial Arts	–	–	2
2	+ 2	Ki, Unarmed Movement, Counter Strike (one use)	2	+10 ft.	2
3	+ 2	Side Step Blow (one use)	3	+10 ft.	2
4	+ 2	Ability Score Improvement	4	+10 ft.	3
5	+ 3	Aura of Defense	5	+10 ft.	3
6	+ 3	Healing Hands (one use)	6	+15 ft.	3
7	+ 3	Counter Strike (two uses), Side Step Blow (two uses)	7	+15 ft.	3
8	+ 3	Ability Score Improvement	8	+15 ft.	3
9	+ 4	Aura of Spell Deflection	9	+15 ft.	3
10	+ 4	Awakened Senses	10	+20 ft.	4
11	+ 4	Side Step Blow (three uses)	11	+20 ft.	4
12	+ 4	Ability Score Improvement, Counter Strike (three uses), Healing Hands (two uses)	12	+20 ft.	4
13	+ 5	Aura of Damage Immunity	13	+20 ft.	4
14	+ 5	Ability Score Improvement	14	+25 ft.	4
15	+ 5	Side Step Blow (four uses)	15	+25 ft.	4
16	+ 5	Ability Score Improvement	16	+25 ft.	4
17	+ 6	Counter Strike (four uses)	17	+25 ft.	4
18	+ 6	Healing Hands (three uses)	18	+30 ft.	4
19	+ 6	Ability Score Improvement	19	+30 ft.	4
20	+ 6	Perfect Self	20	+30 ft.	4

CANTRIPS

At 1st level, you know two cantrips of your choice from the cleric spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Monastic Defender table.

PREPARING AND CASTING SPELLS

The Monastic Defender Spell Slot Table shows how many spell slots you have to cast your spells at 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare your list of spells from those that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your monastic defender level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new spell list requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

– SPELL SLOTS PER SPELL LEVEL –

LEVEL	1 ST	2 ND	3 RD	4 TH	5 TH
1	1	–	–	–	–
2	2	–	–	–	–
3	2	1	–	–	–
4	2	2	1	–	–
5	3	2	2	–	–
6	3	2	2	–	–
7	3	2	2	1	–
8	3	2	2	2	–
9	3	2	2	2	–
10	3	2	2	2	1
11	3	2	2	2	2
12	3	2	2	2	2
13	3	2	2	2	2
14	3	3	3	2	2
15	3	3	3	2	2
16	3	3	3	3	2
17	3	3	3	3	3
18	4	3	3	3	3
19	4	4	3	3	3
20	4	4	4	3	3

SPELLCASTING ABILITY

Wisdom is the ability used in spellcasting for the Monastic Defender. Use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

UNARMED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that utilize both unarmed strikes and monk weapons. Recognized monk weapons are shortswords, crescent staves, iron-shod staves, chain whips, hook swords, three-section staves and any simple melee weapon that does not have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strikes or monk weapons. This die changes as you gain monastic defender levels. It increases to d6 at level 5, d8 at level 11, and d10 at level 17.
- When you use the Attack action with an unarmed strike or with a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't taken a bonus action already this turn.

KI

Starting at 2nd level, your training allows you to harness the mystical energy of ki. Your access to this energy is represented as ki points, and your monastic defender level determines the number of points you have, as shown in the Ki Points column of the Monastic Defender table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You can use more ki features as you gain levels in this class.

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 feature's effects. The saving throw is calculated as follows:

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

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet when you are not wearing armor or wielding a shield. The bonus increases when you reach certain monastic defender levels, as shown in the Monastic Defender table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

COUNTER STRIKE

At 2nd level, when you or a friendly creature adjacent to you, is hit with a melee attack, you can use your reaction to make one unarmed attack against the aggressor. At level 12, you can make two unarmed attacks by using this feature. You can do this once before a short or long rest. You gain another use at levels 7, 12, and 17.

SIDE STEP BLOW

Upon reaching 3rd level, you are able to use your reaction to skillfully move your body out of the way of incoming melee and ranged attacks that would have otherwise succeeded in hitting you, evading the damage entirely. You must declare the use of this ability after being hit with a successful attack, but before the damage is dealt. You do not provoke an opportunity attack by doing this. You can use this ability once before a short or long rest. You gain additional uses at levels 7, 11, and 15.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

KI ABILITIES:

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Trip

When you hit a creature with a unarmed blow or using a monk weapon, you can expend 2 ki points to attempt to knock the target down. The target must succeed in a Dexterity saving throw. On a failed save, they are knocked prone. You must be at least level 5 to use this ability.

Lunging Attack

When you make an unarmed attack or an attack with a monk weapon, you can expend 2 ki points to increase your reach for that attack by 5 feet. You must be at least level 5 to use this ability.

Pushing Attack

When you make an unarmed attack or an attack with a monk weapon, you can expend 2 ki points to attempt to push your target back. The target must succeed in a Dexterity saving throw. On a failed save, they are pushed back up to 5 feet. You must be at least level 5 to use this ability.

Automatic Response

When you are hit with an opportunity attack, you may spend 2 ki points to immediately attack the target with one unarmed attack. You must be at least level 8 to use this ability.

AURA OF DEFENSE

Beginning at 5th level, you can use your action to activate a 15-foot aura around yourself that protects you and any friendly creature within the aura from attacks. Any friendly creature within the radius of the aura gains +2 to their AC, as well as +2 to Constitution, Strength, and Dexterity saving throws. The bonus increases to +4 at level 14. The aura lasts for 2 rounds + 1 round per Wisdom modifier, but you may increase the duration of the aura by 2 rounds by spending 3 ki points. You may only have one Aura active at a time. You can summon this aura once before a long rest.

HEALING HANDS

At 6th level, you can use your action to heal a creature through touch. The healing is equal to 2d6 + your Wisdom modifier. At level 12, the healing increases to 4d6 + your Wisdom modifier, and your touch can also cure the recipient of one poison or one disease. You can add any number of ki points to the healing to increase the hit points gained at a cost of 1 ki point to 1 hit point healed. You can use this ability once before a short or long rest and gain additional uses at levels 12 and 18.

AURA OF SPELL DEFLECTION

Beginning at level 9, you are able to use your action to summon a 15-foot aura around yourself that protects you and any friendly creature within the aura against harmful magic. Any friendly creature within the aura is immune to any harmful spell of level 2 or lower. A harmful spell is considered to be any spell that causes hit point damage or adverse effects on a failed saving throw. All those protected by the aura gain +2 to any saving throw against harmful spells of level 3 or higher. At level 14, the immunity extends to level 3 spells and the bonus increases to +4. The aura lasts for 2 rounds + 1 round per Wisdom modifier. You may increase the duration of the aura by 2 rounds by spending 3 ki points. You may only have one Aura active at a time. You can summon this aura once before a long rest.

AWAKENED SENSES

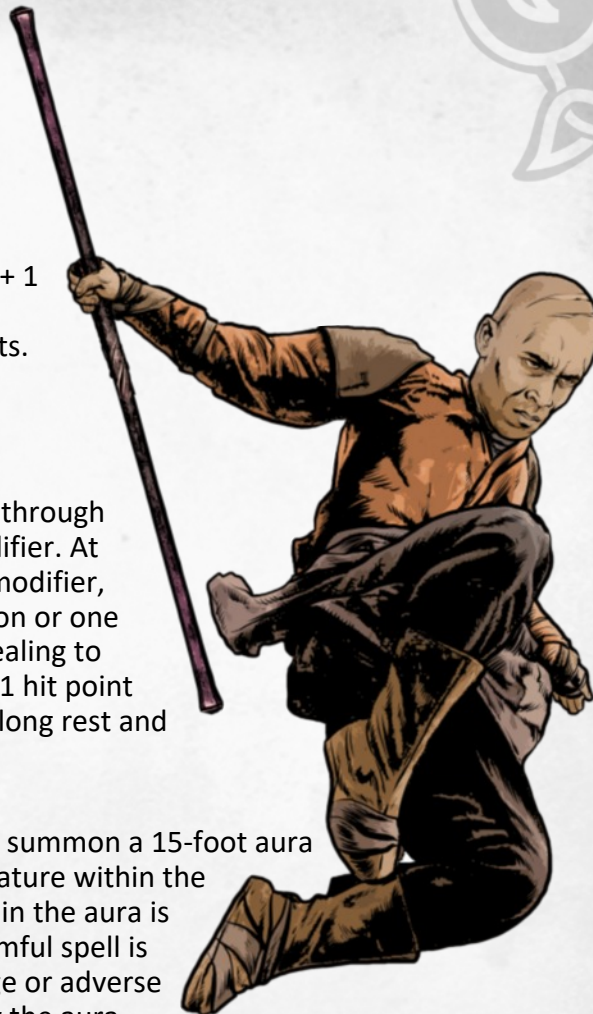
Upon reaching level 10, you gain supernatural awareness of things going on around you and you can no longer be surprised. In addition, you gain +2 to your initiative rolls and +4 to Wisdom (Perception) skill checks to notice hidden objects, illusions, or invisible creatures.

AURA OF DAMAGE IMMUNITY

At level 13, you are able to use your action to summon a 15-foot aura around yourself that makes you and any friendly creature within the aura immune to one weapon damage type. You must choose a damage type (bludgeoning, piercing, or slashing) before the aura is activated. The damage type cannot be changed while the aura is active. The aura lasts for 2 rounds + 1 round per Wisdom modifier. You may increase the duration of the aura by 2 rounds by spending 3 ki points. You may only have one Aura active at a time. You can summon this aura once before a long rest.

PERFECT SELF

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.



NEW WEAPONS

SIMPLE MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTY
Kama	2 gp	1d4 S	2 lbs.	Light, finesse
Nunchaku	2 gp	1d4 B	2 lbs.	Light, finesse
Sai	2 gp	1d4 P	2 lbs.	Light, finesse

SIMPLE RANGED WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTY
Shuriken	1 gp	1d4 S	¼ lb	Finesse, thrown (range 30/70)

MARTIAL MELEE WEAPONS

NAME	COST	DAMAGE	WEIGHT	PROPERTY
Chain Whip	10 gp	1d6 S	5 lbs	Finesse, reach
Crescent Staff	20 gp	1d8 S	6 lbs.	Reach, versatile (1d10)
Hook Sword	10 gp	1d6 S	3 lbs.	Finesse, *special
Iron-Shod Staff	6 gp	1d8 B	8 lbs.	Versatile (1d10)
Three-Section Staff	20 gp	1d8 B	4 lbs.	Finesse, reach, *special

SPECIAL

Hook Sword - You can hook 2 hook swords together in melee as a bonus action. Doing this gives you the Reach property when you take the Attack action for as long as the swords are joined this way. If you take any action except Attack, the swords are considered unhooked and must be hooked by using another bonus action to regain the property.

Three-Section Staff - While you are wielding a three-section staff in combat, you may use your reaction to separate the staff into its segmented sections. Doing so grants you the ability to use your bonus action to attempt to trap your opponent's weapon and disarm them on a failed Dexterity saving throw against 8 + your proficiency bonus + your Dexterity modifier. You may use another bonus action to put the staff together again. While the staff is separated into its sections, its damage is reduced to 1d6 B.

Chain Whip. Easily folded and hidden, the chain whip is an excellent concealed weapon. It can be used as a whip, to hook and bind, and to deflect weapon blows. The forms are extremely elaborate and complex and mistakes in coordination can result in the weapon striking the wielder.

Crescent Staff. This weapon consists of a three-to-five foot shaft with a crescent blade fitted at one end. Some are known to have barbs sticking out from the edges.

Hook Sword. Most often, the hook swords are used in pairs, and users often link the swords to extend reach when flung. The sword can sometimes include a spiked guard.

Iron-Shod Staff. An iron-shod staff is a sturdy quarterstaff reinforced with metal (typically iron or steel) at each end. It is somewhat more cumbersome than a standard quarterstaff, and hence is classed as a martial weapon.

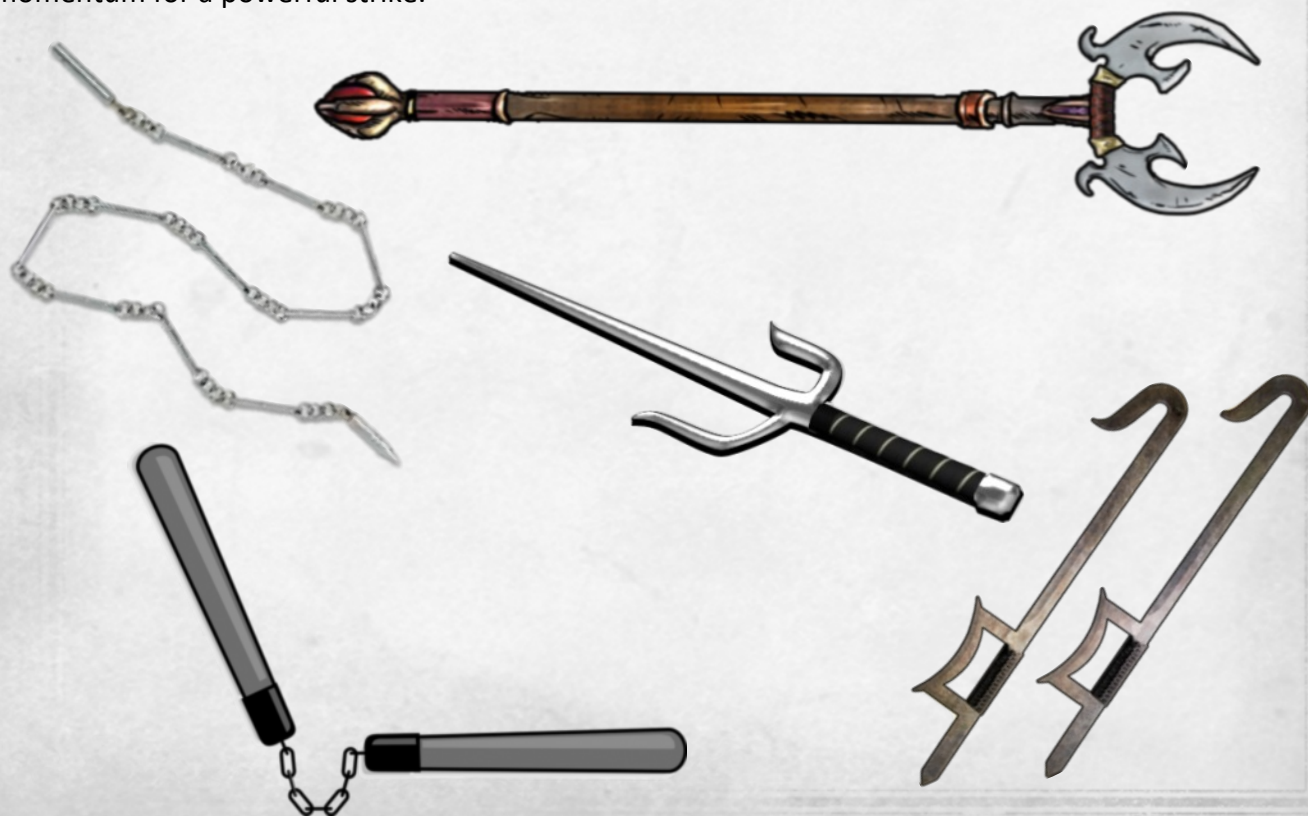
Kama. Also known as a kai, the kama started out as a simple farming instrument. The weapon consists of a simple wooden or metal shaft and a blade curved like the bill of a tropical bird.

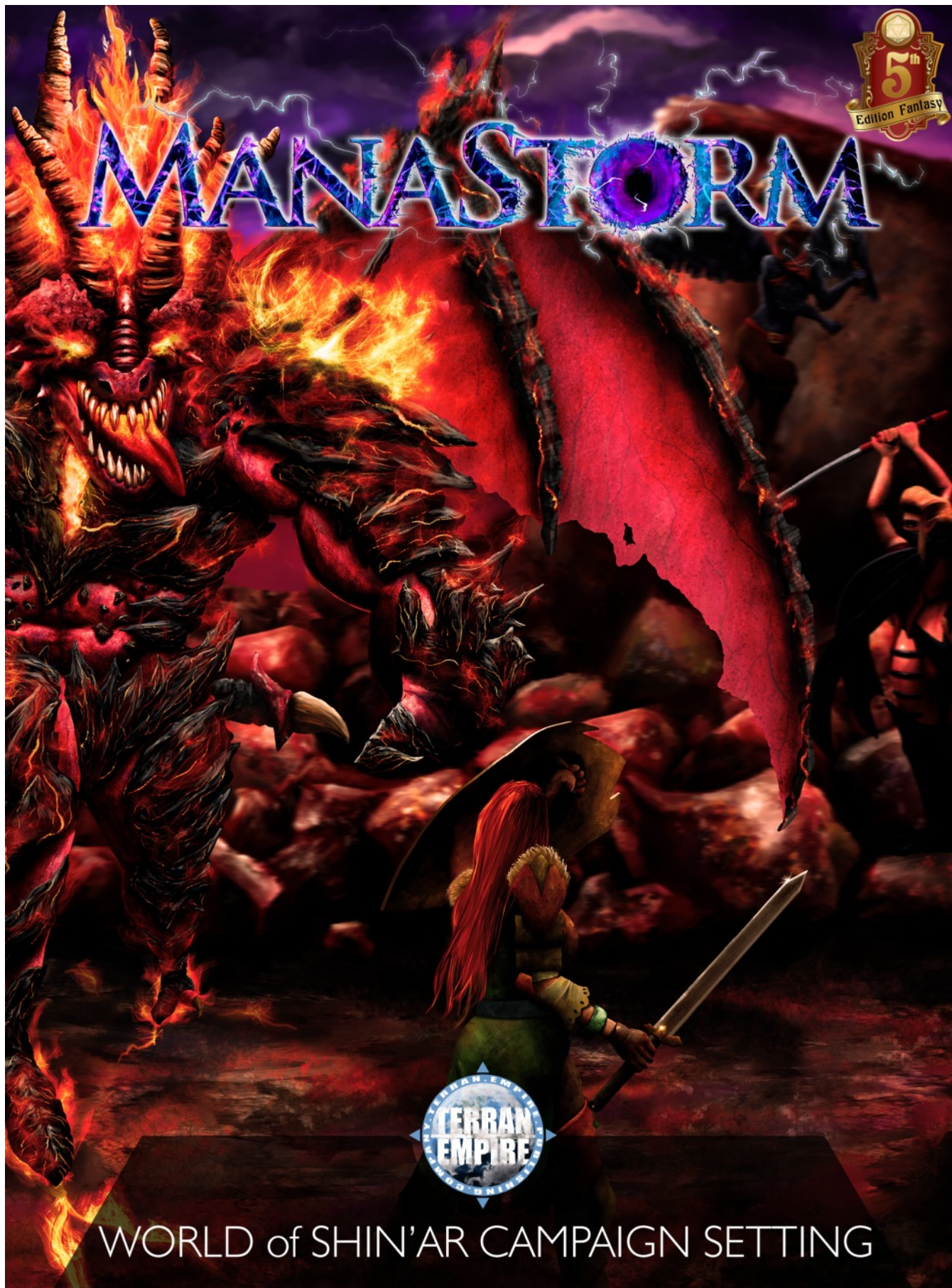
Nunchaku. This weapon is thought to originate as a farming instrument, used for threshing wheat and soy bean plants. The weapon is often made of two equal lengths of hard wood, linked together by a short metal chain.

Sai. The basic form of this weapon is that of a pointed, prong shaped metal baton, with two curved prongs projecting from the handle.

Shuriken. These light weight metal throwing weapons come in a variety of shapes. The most common are that of a star (throwing star) and a flat, short, double bladed knife.

Three-Section Staff. The weapon is made up of three wooden sections connected by metal rings or rope. The staves can be used to strike around a shield or defensive block or spun to gather momentum for a powerful strike.





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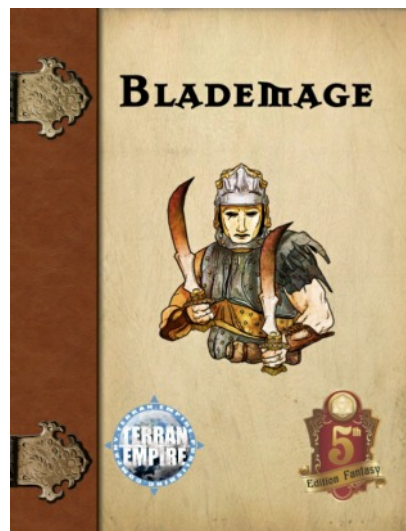
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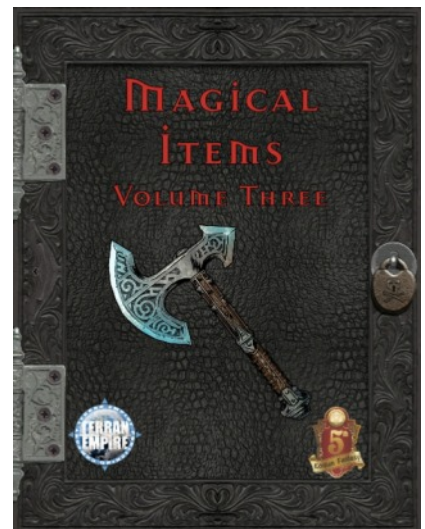
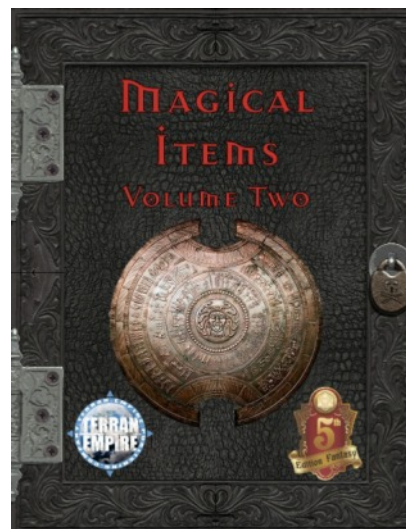
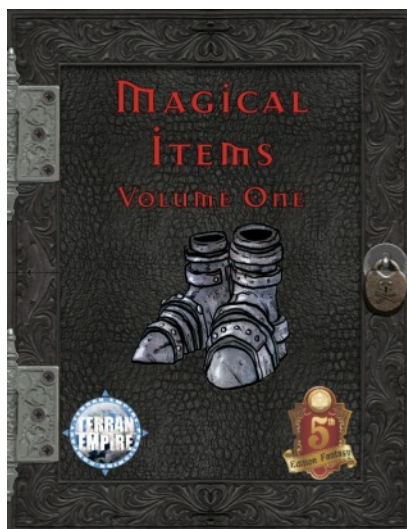
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