



MONASTIC TRADITIONS

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All 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 BOW

Monks that follow the Way of the Bow find serenity in the perfect, precise arc of an arrow's flight. You have been trained in archery on horseback, to fire a bow while blindfolded, and to pinpoint the wings of an insect in flight. As you attain peace and oneness with your arrow, no feat of archery will prove to be beyond your grasp.

ARCHERY FIGHTING STYLE

Starting when you choose this tradition at 3rd level, you gain a +2 bonus to attack rolls you make with ranged weapons.

BOW ARTS

At 3rd level, you gain proficiency in the longbow and shortbow, which are considered monk weapons for you. Any ranged weapon attacks you make while within 5 feet of a hostile creature do not have disadvantage. Also, you can spend ki points to use the Flurry of Arrows and Soul Arrow features.

Finally, if you are not unconscious or surprised when you roll initiative, you can immediately make a ranged weapon attack.

At 6th level, you can make a ranged weapon attack to deliver a Stunning Strike.

FLURRY OF ARROWS

Immediately after you take the Attack action on your turn to make a ranged weapon attack or an unarmed strike, you can spend 1 ki point to make an additional ranged weapon attack as a bonus action.

SOUL ARROW

When you take the Attack action on your turn to make a ranged weapon attack, you can spend 1 ki point to fire a soul arrow for the first attack. A soul arrow is a normal arrow of its type which ignores partial cover and deals additional damage equal to your Wisdom modifier on a hit. Firing a soul arrow does not consume ammunition.

INTERCEPTING SHOT

Starting at 6th level, when an attacker you can see makes an attack against you, you can make a ranged attack roll as a reaction to interrupt the attack. If the result of your roll is greater than the result of the attacker, you can reduce the attack roll targeting you by 5, to a minimum of 1.

SERENITY OF THE WIND

By 11th level, you can listen to the wind to see the otherwise invisible. As a bonus action, you may spend 1 ki point to gain blindsight with a range of 120 feet until the end of your next turn.

At 17th level, you always have blindsight out to 30 feet.

ZEN ARCHERY

At 17th level, if you make a ranged weapon attack on your turn and miss, you can immediately make another ranged weapon attack against the same target. You can only gain one additional attack during your turn with this ability.