

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 FOUR FISTS

Through the careful manipulation of their ki, monks of the Way of Four Fists strive to emulate the unusual fighting style of the legendary Monkey King. As they progress in their training, these monks undergo a magical transformation, slowly gaining more simian features. In combat, a master of this monastic tradition is a whirling, leaping blur of elbows, fur, and fists.

GRASP OF THE MONKEY

When you choose this tradition at 3rd level, you undergo a permanent magical transformation, lengthening your fingers and toes, strengthening your arms and legs, and sprouting a tail. You gain a climbing speed equal to your movement speed, your jumping distance is doubled, and you have advantage on ability checks and saving throws made to climb, maintain your balance, and grip objects such as ledges or ropes. You can hold and manipulate objects and weapons with your hands, feet, and tail, but you can't make attack rolls with weapons held by your tail.

Additionally, whenever you roll initiative and are not surprised, you can move up to half your movement speed or jump into the air.

NIMBUS

At 6th level, you can use your bonus action to summon a cloud to ride upon. Until the beginning of your next turn, you have a fly speed equal to your movement speed. When you begin your turn, you can maintain this effect by spending a ki point. Otherwise, if you begin your turn in the air, you fall.

UNCANNY DODGE

Starting at 11th level, 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.

FURRY OF LIMBS

At 17th level, by walking on your hands and twirling erratically, you can fight with your feet as nimbly as you do your fists. You make three unarmed strikes, rather than two, when you use Flurry of Blows on your turn.

