

LASERS & LICHES

Tales from the Retroverse

Presents

KING FEAR



A MONK SUBCLASS

Written by Chris Lock Illustrated by Lluís Abadías.

"I work alone." – The previous King of Fury

King Fury

Unlike other monks that dedicate their lives to mastering their bodies and minds, you received the bulk of your abilities in a strange accident. In a great time of stress, you were visited by a magical spirit animal and struck by a bolt of pure magical ether. In an instant, you received a lifetime of martial arts training and mutated into a being of refined kung-fu. You became no mere monk, you became the King of Fury. With this newfound power, you must only answer one question, will be the good cop or the bad cop?

Spirit Animal

The type of spirit animal that has bonded you is important to your character's physical and spiritual abilities. The spirit animal may guide you through dreams and visions. It may ask you to complete certain tasks, threatening to take away its magical boons if you disobey. Some choose not to interfere at all, simply granting you its power and watching the action from afar. Work with your GM to determine the full extent of your Spirit Animal's involvement in your life.

Not Alone

Though you may be a martial arts master, that does not stop people from trying to reach your level. The problem with being at the top is all the others that wish to take your place. Many will simply never reach your prowess, but there is no rule saying you are the only King of Fury.



New Knowledge

When you choose this tradition at 3rd level, there is a wealth of knowledge imparted on you. You gain proficiency with Animal Handling and Land Vehicles. Additionally, you gain proficiency with one martial or simple ranged weapon; this weapon counts as a monk weapon.

Spirit Animal Boons

When you were visited by your spirit animal at 3rd level, you became intertwined with its power. Choose from the spirit animals below. Each animal gains you a passive boon and an active boon. Active boons cost ki points to activate while passive boons can be used with no cost.

Triceratops

This animal represents slow patience and wisdom. Its physical strength is only bolstered by an inner strength that stands as a force of its own.

Passive Boon: You have advantage on Charisma checks when dealing with law enforcement. When you make an unarmed strike against a creature, you can use a bonus action to attempt to grapple them.

Active Boon: When making a ranged attack with your monk weapon, you can spend 1 ki point to turn the attack into a critical hit on a 19 or 20. If you use this ability and the attack is a critical hit, the opponent must succeed

on a Constitution saving throw against your Ki save DC or become stunned until the end of their next turn.

Shark

This animal represents the love of the hunt. It seeks out conflict and bloodshed simply for the thrill of it.

Passive Boon: You gain a swim speed equal to your base speed. You can smell spilled blood up to 500 feet away.

Active Boon: When you hit an enemy with a melee attack, you can use a bonus action and 1 ki point to taste the blood or magical essence of the creature and become empowered by it. For 1 minute you have +1 to attack and damage rolls made against that target.

Beam Raptor

This animal is a brutal scavenger that does well by working in a group. It balances its offensive capabilities with cunning tactics.

Passive Boon: Using your reaction, you can grant 1 ally within 5 feet of you advantage on a melee attack roll.

Active Boon: You can blast laser bolts from your kicks and punches using 1 ki point. Anytime you would be able to make an unarmed strike, you can instead attack with this bolt. This is a ranged attack with a range of 60/120, the bolt's fire damage is equal to your unarmed strikes, and you are proficient with the attack.

Eagle

This animal represents the freedom the sky provides. Seeing the battlefield from a higher perspective grants unique opportunities for attacking from afar.

Passive Boon: You can use your action to wreath yourself in spiritual energy. For 1 minute, you gain a flying speed equal to your base speed. You must finish a long rest before you can use this ability again.

Active Boon: When you attack with your ranged monk weapon, you can use 1 ki point and a bonus action to make an additional attack with the same weapon. This cannot be used with a weapon that has the **loading** property or has an empty clip.

Cobra

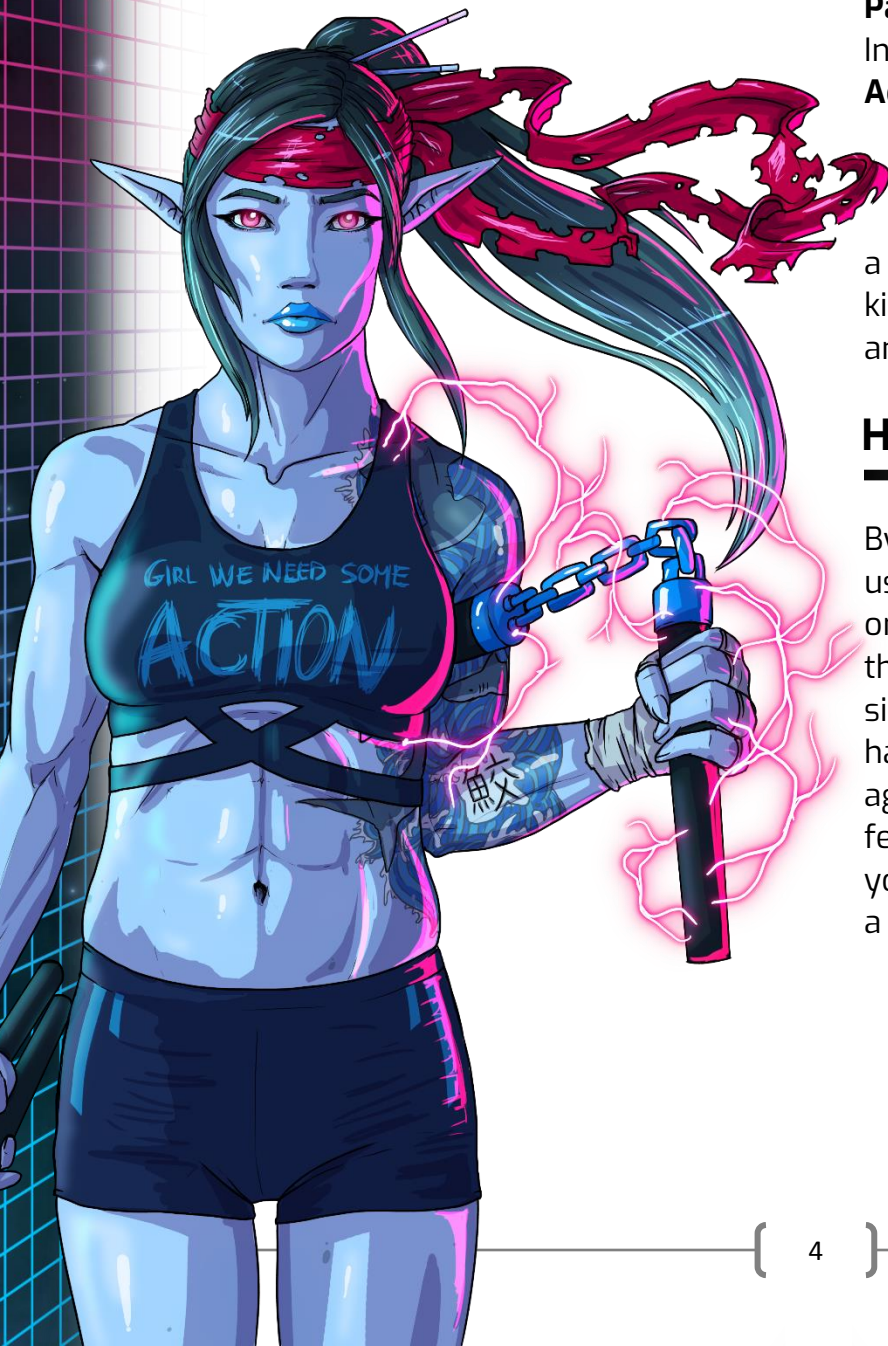
This animal represents the brash power of the individual. Its strength comes from a mix of precise strikes and quick thinking.

Passive Boon: You gain advantage on Initiative rolls.

Active Boon: When you take the attack action on your turn, you can bolster an attack with poison energy. Make a melee attack roll, on a hit, you can use a bonus action and 1 ki point to add poison damage equal to an unarmed strike to the attack.

Hold Your Ground

By 6th level you have become used so used to fighting multiple opponents at once that you prefer it that way. If there are 2 or more enemies (or a single swarm) within 5 feet of you, you have advantage on melee attacks against those targets. You can use this feature a number of times equal to your Wisdom modifier before finishing a long rest.



Cellulinesis

At 6th level, you've magically adapted some ideas from the advanced technology around you. By touching and concentrating on a willing creature for 1 minute, you can memorize their brainwave pattern and create a telekinetic link between both your minds. You can then spend 2 ki points to speak telepathically with them for up to 1 minute. If they are on another plane of existence or in another time, the cost is an additional 2 ki points. If they cannot be reached, by too few ki points being spent or otherwise, you simply hear a dull tone for 3 seconds. You can have up to 5 creature imprints memorized at a time.

Tank Cop

By 11th level, you've broken past the boundaries of what your body is physically capable of. You count as one size larger when determining the weight you can carry, lift, and move. Additionally, if using a large improvised weapon, it gains the **versatile** property and deals 1d6 (1d8) damage. The damage type is determined by the type of object being used as a weapon.

Hacked Health

By 11th level, you can shrug off death like it was a minor nuisance. When you fall to 0 hit points, but are not killed outright, you can burst back to action and heal 1 hit dice for every 3 ki points you spend on this action. You must finish a long rest before using this feature again.

Impossible Resistance

At 17th level your body has adjusted to the extreme environments you often find yourself in. By using a bonus action and 4 ki points, you can brace yourself to survive without harm in extremely deadly environments, such as a lava stream or in the vacuum space, for 1 minute. This only applies to natural environmental effects and does not protect you against attacks directed at you.

For example: Being in a volcano while using this feature would not damage you. A lava monster attacking you would still damage you normally.

In addition, when you reach this level, you no longer need to breathe air.

Blinding Fury

By 17th level, you've become a master of combat and can put yourself in a trancelike pose, allowing you to attack faster than the eye can see. When you take the attack action, you can spend 2 ki point and a bonus action to activate

this ability and make a hyper speed melee attack against a target within 15 feet of you. You can then spend another 2 ki points to make an additional melee attack against a different target within the same range. You can continue to make these attacks as long as you have the required ki points and do not attack the same target twice on your turn. The targets all must be within 15 feet of the location you were when you started this ability. Once you use this feature, you must finish a short rest before you can use it again.

Author's Note

This class is intended only for comedic purposes. It has not been properly balanced and will *likely* not appear in

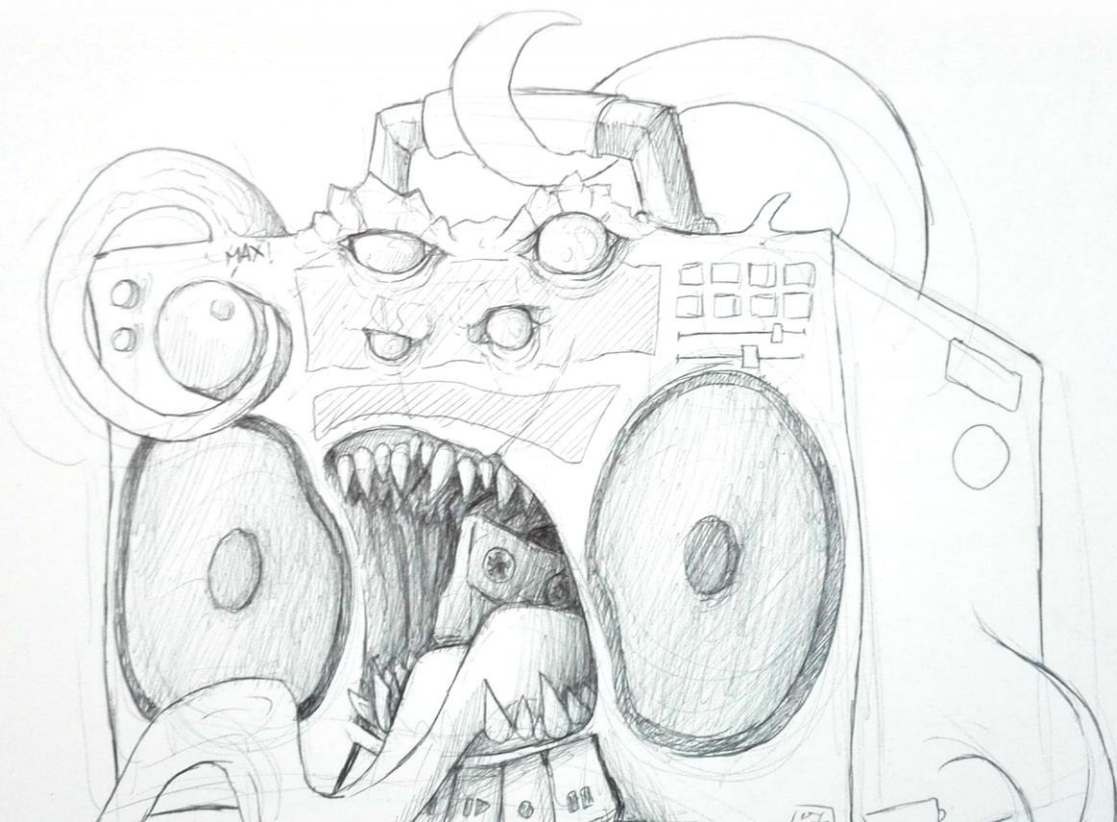
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Art: [@LuisAbadias](#)

Design: [@Snickelsox](#)



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