



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 STREET FIGHTING

The Way of Street Fighting is an urban discipline founded on necessity, whose blindingly fast, unique brand of martial arts has been honed and perfected in back-alley brawls and tournaments alike. Monks which adopt this relatively new technique place comparatively little value on spiritual

enlightenment and karmic balance; the thrill of split-second timing, rapid combos, and decisive knock-outs drive them to become the best combatants in the world.

COMBO

Starting when you choose this tradition at 3rd level, you gain bonuses for successful consecutive hits on a single target. On your turn, you gain a +2 bonus to the attack rolls of your unarmed strikes for each hit that you have made on that target on your turn, to a maximum of +6. This bonus resets to 0 if you take damage on your turn.

IRON FIST

At 6th level, you excel at punching wagons. Your unarmed strikes and monk weapons ignore the damage threshold of objects and deal maximum damage to them.

SPECIAL MOVE

By 11th level, you have memorized and mastered patterns of discrete movements that unlock your ki, allowing you to use the following special moves:

Ki Blast. You can channel your ki into a blast of energy. As an action, you can expend 2 ki points to make a ranged spell attack (using your Wisdom modifier) against a creature you can see within of 120 feet of you. On a hit, the target takes force damage equal to 2d10 + half your monk level.

Uppercut. Immediately after you take the Attack action on your turn, you can spend 1 ki point to make an unarmed strike as a bonus action. On a hit, if the target is Large or smaller and doesn't have all of its hit points, it is knocked off its feet and falls prone.

Whirlwind Strike. When you take the Attack action on your turn, you spend 1 ki point to lunge up to 20 feet directly toward your target, without provoking Opportunity Attacks, even if this movement causes you to travel through the air. If your target is in the air, you can complete your Attack action before falling.

K.O.

Beginning at 17th level, you can channel your ki into a single strike, knocking a foe unconscious. As an action, make an unarmed strike against a creature within your reach. On a hit, the target deals damage as normal. If the creature has 100 or fewer hit points after you deal damage, it is reduced to 0 hit points, is knocked unconscious, and becomes stable.

Once you use this ability, you can't use it again until you finish a long rest.