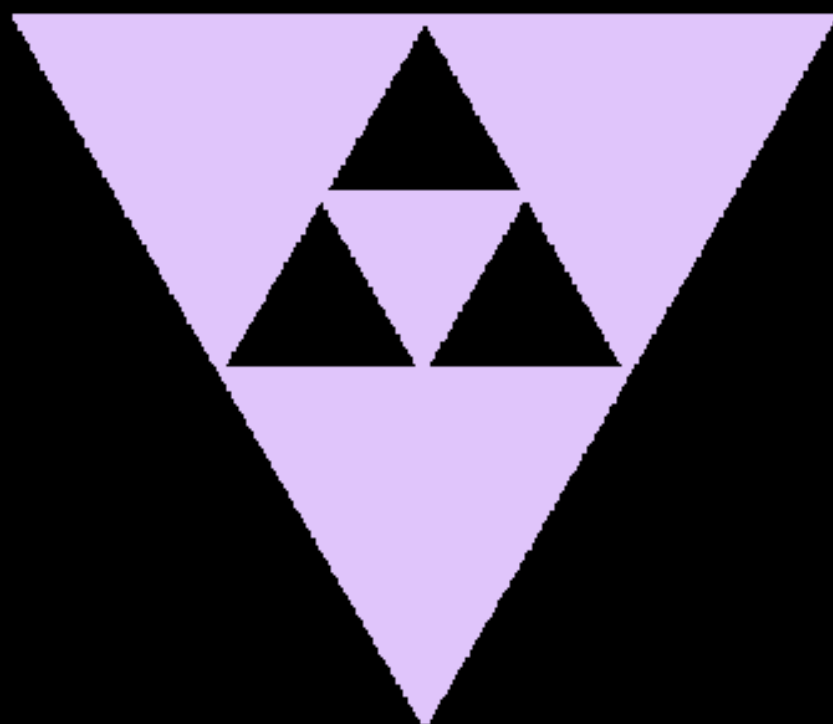




WAY OF THE FORCE



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A monk that trains in the way of pure magic to control the battlefield without moving
for the world's greatest roleplaying game

MONK

MONASTIC TRADITION

THE WAY OF THE FORCE FEATURES

Monk Level	Features	Ki Points	Cantrips Known	Spells Known	Force Points per Spell Level			
					1st	2nd	3rd	4th
1st	-	-	-	-	-	-	-	-
2nd	-	2	-	-	-	-	-	-
3rd	Force Spellcasting, Force Weapon	3	2	3	2	-	-	-
4th	-	4	2	4	3	-	-	-
5th	-	5	2	4	3	-	-	-
6th	Force Training	6	2	4	3	-	-	-
7th	-	7	2	5	4	2	-	-
8th	-	8	2	6	4	2	-	-
9th	-	9	2	6	4	2	-	-
10th	-	10	3	7	4	3	-	-
11th	Force Path	11	3	8	4	3	-	-
12th	-	12	3	8	4	3	-	-
13th	-	13	3	9	4	3	2	-
14th	-	14	3	10	4	3	2	-
15th	-	15	3	10	4	3	2	-
16th	-	16	3	11	4	3	3	-
17th	Force Mastery	17	3	11	4	3	3	-
18th	-	18	3	11	4	3	3	-
19th	-	19	3	12	4	3	3	1
20th	-	20	3	13	4	3	3	1

THE WAY OF THE FORCE

The Way of the Force teaches its students that magic is all around us, flows through every living creature, and connects everything together.

Monks of this tradition are taught that magic is a living energy and part of a larger source called the Force.

Its followers train their bodies to harness the power of magic around themselves and set out on a path to understand the Force.

FORCE SPELLCASTING

Starting at 3rd level, you draw from the raw magic around you and gain the ability to cast spells from the wizard spell list. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Force Points. In lieu of spell slots, the Way of the Force Spellcasting table shows how many Force Points you have to cast your wizard spells of 1st level and higher.

To cast one of these spells, you must expend a Force Point of the spell's level or higher.

You regain all your Force Points when you finish a long rest.

For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level Force Point available, you can cast *shield* using either point.

Force Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice. The spells you learn can come from any school of magic as long as the are from the wizard spell list.

The Spells Known column of the Way of the Force Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be of a level for which you have the Force Points.

For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list.

Force Spellcasting Ability. Your Force Spellcasting ability is Wisdom, since your power comes from the natural connection with the magic all around you. You use your Wisdom modifier when setting the saving throw DC for your Force Spellcasting and Force Powers 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

FORCE WEAPON

At 3rd level, you meditate for at least an hour with one melee martial weapon of your choice during a rest to imbue it with the Force and gain the following benefits:

- You have proficiency with your Force Weapon. It can be used as a monk weapon and you can also use Wisdom, instead of Strength or Dexterity, for the attack and damage rolls.
- When you throw your Force Weapon, you can use the Force to propel it up to 100 feet to make a melee attack against a creature by expending 1 1st-level Force Point.
- As your bonus action, you can recall your Force Weapon back into your hand if it is 100 feet or less from you.
- You can use your reaction to deflect melee damage when you are hit by a melee attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If the damage is reduced to zero, you can make a melee attack of opportunity with your Force Weapon against the creature attacking you as part of your reaction.

FORCE TRAINING

Starting at 6th level, you learn to harness the Force around you and gain the following benefits:

- As a bonus action, at a 1:1 ratio, you can convert any number of available ki points into the same number of 1st-level Force Points.
- As a bonus action, you can use the Force to gain *truesight* within 30 feet of you until the start of your next turn by expending 1 1st-level Force Point.
- When you throw your Force Weapon to make an attack, you can expend 1 additional 1st-level Force Points to strike another creature once within 5 feet of the prior strike. By expending additional 1st-level Force Points, 1 per creature, your Force Weapon can strike a number of creatures equal up to your proficiency bonus as part of your attack.

FORCE PATH

Starting at 11th level, you must choose one path to walk in your understanding of the Force, unlocking your chosen path's destiny and additional spells.

Spells learned from your Force Path don't count against the number of spells you know and can be cast by expending a number of 1st-level Force Points equal to the spell's level.

Path of the Light

You align yourself with good and learn to cast the following spells: *dispel evil and good* (5) and *heal* (6)

Path of the Grey

You align yourself as neutral and learn to cast the following spells: *telekinesis* (5) and *telepathy* (8)

Path of the Dark

You align yourself with evil and learn to cast the following spells: *dominate person* (5) and *mass suggestion* (6)

FORCE MASTERY

Starting at 17th level, you gain the following depending on your chosen Force Path, or a new path if you have worked with the DM to transform your character.

Mastery of the Light

You learn to cast the *project image* spell by expending 7 1st-level Force Points.

Additionally, you can choose to fail a death saving throw and at the moment of death use your reaction to cast a special instance of *astral projection* without ki points, Force Points, spell slots, or components once.

Your astral body projects itself into the astral plane and your material body fades away, leaving behind all your possessions, you become one with the Force.

You only exist as your astral body, with no silvery cord or equipment. Your astral body is immune to damage from attacks made by nonmagical weapons and has advantage on saving throws against spells and other magical effects.

When you travel to other planes, you stay in your astral body, appearing ghost-like to creatures. You cannot die or be killed or dispelled in the astral plane and if you are killed or dispelled in another plane, you fade away and reappear in the astral plane 1d4 days later.

From the astral plane, once per day, as an action, you can also manifest your astral body next to any creature of your choice in any plane they are in for minutes equal to your Wisdom modifier before fading away and reappearing in the astral plane.

Mastery of the Grey

You can have two Force Weapons at any one time and you also learn how to cast the *true resurrection* spell by expending 9 1st-level Force Points.

Mastery of the Dark

You gain advantage on death saving throws and you learn how to cast the *clone* spell by expending 8 1st-level Force Points. You can create and retain a maximum number of clones equal to your proficiency bonus at any one time.