

The Monk

Alternate Build for

DUNGEONS & DRAGONS 5E

An Unofficial Class Build
from Sean's Gaming Coner

Important Information

This document contains some information originally published by Wizards of the Coast© in their Dungeons & Dragon's Player's Handbook®, The Monk Character Class. Enclosed in this document is some information from the book, note - however - this is a variation of the character class from the book, and that not all information is carried over. Because of this, this variant rule set is free to use.

Additionally, this document is the sole creation of Sean Ropp, who is not affiliated with WOTC© in anyway.

Before using, be sure to check with your Dungeon Master (DM) before using.

If the "Alternative Monk" requires changes to make it more balanced, or otherwise usable in a regular game, please reach out to me either on **Twitter** ([@Sean_Ropp](https://twitter.com/Sean_Ropp)), or via **email** (seanswebcorner@gmail.com).

Why an Alternative Build?

Simply put, the monk has long been underclassed by the other classes in the game. It plays too much into a set stereotype of what a fantasy martial artist should be. Martial artists are not always monks, but the monk as a class can serve as a basis for many martial artist builds so long as flexibility is given.

Cover Image

The image on the cover is a screen grab from the Jet Li / Michelle Yeoh film, "**Tai Chi Master**," and has been altered for this document.

MONK

A man staggers about, drunk, an easy prey for those following him. They strike, but he lurches about suddenly, as if falling into them but he is grabbing and kicking as he does so with terrible precision.

The blade sings through the air, tracing a pattern as arrows as nocked aside or sliced through. She breaths out slowly, calmly, as she moves swiftly into her foes, to dance with her blade in their midst.

Centered, at ease, they place their hands on their friend, channeling their ki. Flesh knits together, bone mends, and they are made whole once more.

The ability to channel and control the flow of magic energy within themselves, their ki, is what defines a person as a monk. Their abilities vary depending on how they learn to wield their ki with some following the path of a more mystical and inner harmony while others learn to wield it for augmenting their combat prowess or heal others.

LIFEFORCE AS ENERGY

Monks, through various means, learn that they can harness an inner magical energy they call ki. Ki resides in all living things, but only some people ever learn to control and harness their own flow of ki. Some use their ki to perform or gain magical abilities, while others learn to suffuse their actions with ki in different way, even acquiring their own array of unique abilities.

DISCIPLINE AND TRAINING

People come into their abilities and powers in different ways. Some people take up the traditional path of the monk, living in monasteries or cloisters and dedicating their minds and bodies to inner harmony through rigorous physical and mental training. Others come into their own through self-discipline and extensive training. Others may possess a natural aptitude, where they are just able to figure out how to use their ki as if it were as easy as breathing.

Monks are versatile warriors, who often take to lives of adventure as ways of testing their abilities, or to just test themselves on a more spiritual level. Most monks value accomplishments over that of the accusation of wealth, but know that at the end of the day you still keen a place to sleep and food to eat.

CREATING A MONK

In making your monk, you should put some thought into not just how they came about their impressive skills, but was there some sort of event that led them to becoming a monk? Are they a savant, possessing a natural aptitude? Were they orphaned at a monastery to be raised by the monks and priests with in? Perhaps they were raised far from others under the tutelage of a kindly but eccentric master that taught them the martial arts and means to use their ki? Or perhaps you are the child of skilled martial artist, with the skill of monks being passed down for generations?

Monks can be of any alignment, but most, due to their disciplined lives, tend to be of a lawful alignment.

Level	Prof. Bonus	Martial Die	Features
1	+2	d6	Unarmored Defense, Martial Arts Basics, Martial Arts Tradition
2	+2	d6	Ki Arts, Martial Techniques
3	+2	d6	Martial Techniques
4	+2	d6	Ability Score Improvement, Martial Arts Tradition
5	+3	d8	Extra Attack, Ki Arts
6	+3	d8	Martial Techniques
7	+3	d8	Martial Arts Tradition
8	+3	d8	Ability Score Improvement
9	+4	d8	Martial Techniques
10	+4	d10	Martial Arts Tradition
11	+4	d10	
12	+4	d10	Ability Score Improvement, Martial Techniques
13	+5	d10	Martial Arts Tradition
14	+5	d10	
15	+5	d12	Martial Techniques
16	+5	d12	Ability Score Improvement, Martial Arts Tradition
17	+6	d12	
18	+6	d12	Martial Techniques
19	+6	d12	Ability Score Improvement, Martial Arts Tradition
20	+6	d12	Ki Mastery

QUICK BUILD

You can make a monk quickly by following these suggestions. Dexterity should be your highest score to start, with their Wisdom as their second highest. The hermit background is additionally well suited for the average monk.

CLASS FEATURES

As a monk, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per monk level

Hit Points at 1st Level: 8 + your CON modifier.

Hit Points at Higher levels: 1d8 (or 5) + your CON modifier per monk level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple Melee Weapons, or based on Martial Arts Tradition.

Saving Throws: Dexterity, with the other to be determined by Martial Arts Tradition

Skills: Choose two from Acrobats, Athletics, History, Insight, Religion, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a flail (nunchaku) or (b) a short sword or (c) any simple weapon
- (a) a dungeoneer's pack, or (b) an explorer's pack
- (a) 10 darts or (c) short bow

UNARMORED DEFENSE

Beginning at 1st level, so long as you are not wearing any armor, you have an AC equal to 10 + your Proficiency Bonus + the ability score modifier of your chosen Martial Arts Tradition or Dexterity. At level 1 with a DEX of 17, your AC will be 15.

MARTIAL ARTS TRADITION

At 1st Level, choose one of the following options to form the basis of your way of fighting. As you gain in experience and level up you will gain additional features within your chosen martial arts tradition.

- **Inner Harmony Style:** This follows the path of the traditional monk and is not so much a fighting style as it is a frame of mind. Charisma is your additional Saving Throw. You have Proficiency in spears and glaives.
- **Swift Wind and Crashing Water Style:** This fighting style teaches the monk to be fluid, adaptable and swift, but also able to hammer upon a foe with unrelenting force. Wisdom is your additional Saving Throw. You have proficiency in short and long swords.
- **Mountain's Grandeur Style:** This is a style that teaches the monk to be physically powerful, learning to harden their body through strict training. Strength is your additional Saving Throw. You have proficiency in Maces, and Flails.
- **Drunken Frog Style:** This is a fighting style that is very different from others in that it makes extensive use of alcohol and being in a near constant state of being drunk. Constitution is your additional Saving Throw. You are proficient in improvised weapons, this allows you to wield objects around you like clubs or staffs, or other applicable melee weapon that it may resemble.
- **Tooth & Claw Style:** This is a style that involves learning to move and fight like an animal. Intelligence is your additional Saving Throw. You have proficiency in battle axes, and picks.

At levels 4, 7, 10, 13, 16, and 19 you gain additional features at these levels that relate to your chosen Martial Arts Tradition. Some of these features are also noted as Universal. A universal feature is an option that can be chosen instead of what you have available from your chosen martial arts tradition. Levels

noted on each of the features is the level a character must be at in order to choose the feature.

If there is a Monastic Tradition (from the original Monk Class) that you would prefer to have, you may use them, with their features gained in the proper order (if a monastic tradition would be gained at level 11 you cannot select it until that level or afterward).

UNIVERSAL TRADITION

These are features that any martial artist can develop, regardless of their chosen martial arts tradition.

[Lvl 4] Heightened Mobility: You increase your speed by 10ft, with the bonus increasing by an additional +5ft every 4 levels up to a max of +30ft.

[Lvl 7] Slow Fall: You may use your reaction, when you fall, to reduce any fall damage you take by an amount equal to 5x your monk level. If damage is reduced to 0 then you suffer no damage. You do not need a wall or anything else around to make use of this, as it can involve using a hand on a wall to slow your fall, or knowing how to move and roll upon landing, or some other method of slowing your fall.

[Lvl 7] Evasion: Your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

[Lvl 13] Diamond Soul: You gain proficiency in all of your saving throws. If you fail a save

you can spend 1 ki point to reroll the save but must take the second result.

INNER HARMONY TRADITION

Seeking to bring peace and control to one's self is the goal of those who follow the tradition of inner harmony. These are people who are often peaceful and develop techniques that related to this.

[Lvl 4] Stillness of Mind: You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

[Lvl 7] Purity of Body: By mastering the flow of ki within you, you gain immunity to diseases and poison.

[Lvl 10] Tongue of the Sun and Moon: You are able to synchronize your ki with that of others around you. This allows you to understand the languages that are being spoken to you, and in turn allows you to be understood by them. This does not confer the ability to read those languages, however.

[Lvl 16] Timeless Body: You have unprecedented mastery over your body, allowing you to stop the aging process and become immune to magical attempts to age you. However, you can still die of old age. Finally, your mastering of your body and ki has allowed you to learn to draw nourishment from the flow of ki in the world, allowing you to sustain yourself without the need for food or water (although you still can eat and drink if you so desire).

SWIFT WIND AND CRASHING WATER TRADITION

Moving like the wind, and twisting and hammering like water. Those of this tradition learn to be without a traditional fighting form,

preferring to be flexible, unpredictable, and strike hard when the opportunity is present.

[Lvl 4] Flowing Movement: You can ignore environmental penalties to your speed, and gain a +10ft to your movement.

[Lvl 7] Cloud Walk: You can walk on air. This grants you flight at a speed equal to your normal movement. However, if you are grappled or entangled while in the air and can no longer move then you immediately fall.

[Lvl 7] Hammer like Water: You can spend 2 ki points to infuse a melee attack with an additional martial die of damage. This damage is force damage and only applies to one of your melee attacks. If you can make an extra melee attacks then you can spend 2 ki for each attack to increase the damage.

[Lvl 13] Leaf on the Wind: You move like the wind, swift and light, bending and flowing making it difficult to hit you. You gain a +1 to your AC. Your melee attacks are also treated as if they have Reach 1.

MOUNTAINS

GRANDEUR TRADITION

To be like the mountains, unmoving, unyielding, and powerful. Those that follow the this path are tough, and rugged, knowing that training for sturdiness is just as important as technique.

[Lvl 4] Unyielding: You know a technique for strengthening and hardening your body at a moments notice. For 1 ki you can gain resistance to a damage type of your choice, retaining the resistance for 1 minute. You can spend additional ki to gain more than one form of resistance.

[Lvl 7] Majesty: You can be both awe inspiring and fearsome to behold. You have advantage on Intimidation and Persuasion checks.

[Lvl 10] Might of the Mountain: If your attacks are Strength based, you may double your STR modifier to damage you deal, as well as skill checks. You also may consider your Strength score as +5 higher for determining your encumbrance.

[Lvl 16] Erupting Might: For a short period of time you can channel your ki to make yourself physically powerful. Once per long rest, you may treat your STR score as if it were a 20 (if already a 20, you may treat it as if it were a 25). Heat radiates from your body, dealing your martial die in damage against any opponent that makes a melee attack against you. You are also immovable and have advantage on grapple checks and attempts to escape being entangled. These benefits last 1 minute, but you can spend 5 Ki to maintain the Erupted Might state for another minute.

DRUNKEN FROG TRADITION

The drinking of alcohol has taught you that there is a method of fighting in being drunk that can be learned. Best of all, alcohol is like water to you, so you may as well drink up.

[Lvl 4] Imbibing Miscreant: When drinking alcohol, you do not suffer the normal penalties for doing so, and you have immunity to poisons. Also, once per long rest, you can create alcohol as if you were casting the Create or Destroy Water spell. This alcohol is flammable, and if drunk by someone other than you, deals your martial die as poison damage on a failed DC 10 CON save. You can sell this alcohol, but due to it's potency it has more in common with terpentine than alcohol.

[Lvl 4] Holding a Blade of Grass: You are never steady on your feet, always looking as if you are about ready to fall over, and when you do you often roll right back to your feet, or just lay there as if it were normal. If you are prone you are not at a disadvantage to your melee attack rolls, and your opponents do not have advantage on attack rolls. You may also stand up from prone using 5ft of movement (combined with any other similar features, this allows you to stand up with out costing you any of your movement).

[Lvl 7] Acrid Breath: You can use your action to channel your ki to breath out a noxious cloud. You need to have drunk some alcohol during the day first to use this. All beings within a 15ft cone must make a CON save (DC = 8 + Proficiency bonus + CON modifier). If they fail, they take poison damage. Damage is 1 martial die, and +1 martial die per 2 ki points you spend to perform this action. Additionally, if you have a source of fire (like a torch) you can change the damage from poison to fire instead, though in doing this the target makes a DEX save instead of a CON save.

[Lvl 13] Feel No Pain: By imbibing an alcoholic drink you can temporarily gain a measure of resistance to damage. After drinking an alcoholic beverage, for the next minute, you have Damage Resistance against non-magical bludgeoning/Piercing/Slashing attacks. Drinking additional alcoholic beverages only prolongs the effect, but only after the effects of the first have passed. The quality of the drink does not matter either beyond personal tastes. For 2 ki, your alcoholic drink may be treated as a potion of healing, with the more ki (2 per step) you put into it, the more potent the type of potion of healing it becomes.

TOOTH AND CLAW TRADITION

Embracing the predator is only part of this tradition, as you learn emulate one, to move and fight like one. With this understanding of the beast, also comes with the understanding of an predator's patience and tenacity.

[Lvl 4] Tear and Cling: Your unarmed attacks may be treated as slashing type damage instead of bludgeoning as you curl your fingers as if they were clawed. You also possess incredible finger strength that allows you to climb as if you had climbing equipment, giving you a +2 to your roll. If you already possess natural claws, add a +2 to the damage you deal.

[Lvl 10] Fearless and Patient: You are immune to fear inducing effects. Additionally, when you ready an action, when the time comes to take the action you may add your INT modifier to the roll.

[Lvl 13] Move and Strike: When moving you can use your action to make one melee attack against any enemies in your path. You do not draw opportunity attacks doing this. The number of attacks you can make in doing this is equal to your INT modifier +1. Once used, you recover its use after a long rest.

[Lvl 16] Alpha's Aura: Cool and calculated, you can exude an aura of command, the alpha of a pack. You can expend 3 ki as a bonus action to do one of the following:

- Grant all allies within 30ft of you, your INT modifier to their next attack roll.
- Give any one ally you are adjacent to you a bonus die to the damage of their next attack equal to your martial die.
- Immediately end any charm or fear effect on any one ally who is within 30ft of you.
- Any opponent coming within 30ft of

you must make a WIS save against a DC = 8 + your Proficiency bonus + your INT modifier. If they fail, they become frightened of you. This aura of fear that you exude lasts until the start of your next turn. Targets already frightened remain so until they succeed in a WIS save.

MARTIAL ARTS BASICS

Starting at 1st level you gain the following:

- You gain the martial die type as noted in the table above. This die type changes as you gain in level. Your base unarmed damage is based on this die type instead of the normal 1 + your Ability modifier in damage.
- When attacking with an unarmed strike you may use your DEX modifier instead of your STR modifier for attack and damage rolls if you desire to.
- When attacking in melee, you may use a bonus action to make an unarmed attack roll. This is possible so long as you are either fighting unarmed or using a monk weapon (weapon proficiency granted by this class).
- Kip-Up: You may use only 10ft of your speed to stand up from prone instead of half of your speed.

KI ARTS

Starting at 2nd level, you have learned to harness the energy of your life and spirit, often referred to as Ki. You have a number of ki points equal to your current level as a monk, + your Proficiency bonus.

Ki points are spent on a number of ki powers known as ki arts. You start with access to several of these features as noted below.

Once you have expended one or more ki points, they cannot be used again until you finish either a short or long rest. After a short rest you can recover your Proficiency bonus in ki points (multiple short rests do allow you to recover all expended ki if you avoid using too much). After a long rest you regain all of your expended ki points.

Your character starts with the following basic techniques. More can be gained as you gain levels (See Martial Arts Techniques below).

- **Flurry of Blows:** After taking an attack action on your turn, you may spend 1 ki point to make 2 additional unarmed attacks as a bonus action.
- **Patient Defense:** On your turn as a bonus action, you may spend 1 ki point to take the Dodge action.
- **Step of the Wind:** As a bonus action on your turn, you may spend 1 ki point to take either a disengage or Dash action, or this may be used to double your jumping distance.

At level 6 your unarmed strikes become infused with ki, making your unarmed attacks magical for the purposes of overcoming resistances & immunities.

Additional ki powers are gained as you advance in level via the Martial Arts Techniques feature or via your Martial Arts Tradition. These powers will have their own noted saving throws where it is applicable.

MARTIAL ARTS TECHNIQUES

Starting at 2nd level you gain the ability to start using martial techniques. These can be made up of ki techniques and other special actions that a monk may take in combat, and sometimes out of combat. You gain two techniques at 2nd level, and then only one at levels 3, 6, 9, 12, 15, and 18.

- **Martial Block:** As long as you are not using a shield, you gain a +2 bonus to your AC as if you had a shield. You can still wield weapons you are proficient with or fight unarmed.
- **Grappler:** When grappling, or being grappled, you have advantage on rolls made to grapple an opponent or escape from a grapple.
- **Rooted:** By using your reaction, you can root yourself in place, this reduces the distance you can be shoved or moved back by 5ft. Additionally, while rooted, you cannot be knocked prone.
- **Surface Run:** You may move across vertical and unstable surfaces as part of your move action. If at any point you are unable to move at least 10ft you fall. As such, you can essentially run across a river so long as you don't stop. Your base movement is increased by +10ft.
- **Counter Strike:** When you are targeted by a melee attack, whether it hits or misses, you can use your reaction to make an opportunity attack against the opponent. If your attack hits, you throw the opponent off and they lose their ability to make reactions until their next turn.
- **Whirlwind Kick:** As an action, you can make take a -5 to your attack roll. This allows you to put a lot of extra power into your attack, giving you an additional Martial Die of damage. With a bonus action, you can make the same attack roll against another opponent that is adjacent to the first and you, but you do not get to add the additional martial die to damage to this bonus attack.
- **Grappling Throw:** As an action you can initiate a grapple, once you have successfully grappled an opponent, so long as they are the same size as you, or smaller, you can perform a throw. This requires an Athletics skill roll, DC 10. If succeeding right on, you are able to render the opponent prone. Every 5 points by which you exceed the DC by with your roll allows you to throw the opponent 5 ft away from you. If you fail the roll you cannot throw them.
- **Disarm:** You can make an unarmed attack to disarm an opponent of a weapon they are holding. Make an attack roll as an action. If you succeed in your attack, instead of dealing damage you knock one held weapon from the opponent's hand. The weapon is knocked a number of feet away equal to your martial die roll + STR modifier (or DEX, whichever is higher). You can also, instead choose to wield the weapon as a bonus action if you have an empty hand.
- **Deflect Missiles:** You can use your reaction to deflect or catch missiles when you are hit by a ranged attack made with a weapon or other similar projectile. In doing this, you are able to reduce the damage of the attack by your Martial Die + DEX Modifier + your level as a monk. If you manage to reduce the damage to 0 then you are able to catch the projectile so long as you have a free hand. You may, expend 1

ki point to immediately make an attack with the caught weapon as part of the same reaction. The weapon is treated as if it were one you had proficiency in and has a range of 20 feet and 60 feet at a long range.

- **Nerve Strike:** You can use your action to strike at a nerve cluster on the opponent. This requires that the opponent have some sort of discernible anatomy. If you land a successful unarmed attack on an opponent you may do damage as normal, but if you spend 1 ki the opponent then must make a CON Save, $DC = 8 + \text{Proficiency bonus} + \text{Martial Die Average}$ (d6 = 3, d8 = 4, etc.). If they fail the check they gain 1 level of exhaustion. Opponents can make a CON save every turn to throw off 1 level of the condition. If 6 levels are applied then the opponent must make a CON save or die.
- **Kata:** You can perform a practiced series of actions that can be done in combat or in a way that can entertain. When using a kata to entertain, you may use the Performance skill as if you were proficient in it. If you are already proficient in the skill then you may add your Martial Die to the roll. In combat, a kata can be used to fight a single opponent or a group. With an action, you make 1 attack for each opponent with the number of attacks you can make being equal to your proficiency bonus. If you have only one opponent, then you apply the attacks against the single opponent. You can still use Flurry of Blows as a bonus action. This ability can only be used once per short rest.
- **Breath Control:** You have learned breathing techniques that have not only increased your natural lung capacity, but help in other ways. First, you can hold your breath for double the normal minutes one can (See Suffocating). Second, your breathing control allows you to fall asleep or rest much more easily. When taking a short or long rest you need half the time others need as you can enter a meditative state that utilizes your breathing abilities. When using hit dice to heal you gain a +2 to the rolls.
- **Empty Body:** You can use your action and spend 4 ki points to become invisible as if you had used the invisibility spell. However, there are a few noted differences. First, the ability lasts only 1 minute and does not require you to concentrate. Second you gain resistance to all damage, except force damage. Attacking while invisible in this way does not cause you to become visible.
- **Project Consciousness:** You can use your action and spend 8 ki points to cast the Astral Projection spell (without any material components). The spell's use, however, only affects you.
- **Stunning Strike:** You can disrupt the flow of ki in an opponent with a strike to their body. This does not require the opponent to have any discernable anatomy. Expend 1 ki point and use your action to make a melee attack, if successful the opponent must make a CON saving throw ($DC = 8 + \text{your Proficiency Bonus} + \text{WIS Modifier}$) or be stunned until the end of your next turn.
- **Leg Sweep:** As an action, you make an attack roll. If you hit, you deal damage and the target is knocked prone if they fail a DEX save vs. $DC = 8 + \text{Proficiency}$

bonus + your DEX or STR modifier (based upon which you used to make your melee attack). This is not usable on opponents that have more than 2 legs, or are of a size larger than you.

- **Ki Projection:** Instead of making a melee attack you can instead project your ki outward as a ranged attack. This allows you to make a ranged attack with your martial melee attack. Range is 30ft and deals your martial die in Force damage. You can also substitute this in with your flurry of blows for an additional 1 ki. Any feature that would be applied to your unarmed melee attacks can be applied to your projected ki attack by expending an additional 1 ki point. Any extra attacks you make can also be made as ki projection attacks.
- **Ki Burst:** You create an orb of ki that when hurled at a group of opponents, erupts in a violent explosion. As an action you create an orb of force energy and can hurl it up to 90ft away from yourself. All opponents within a 20ft radius of the attack take your martial die in force damage (with this base damage increasing by 1 martial arts die per 4 monk levels). You may expend 2 ki points to increase the damage by 1 die, and can expend more ki in this way to increase the damage further. Opponents in the area of effect must make a DEX save vs DC 8 + your Proficiency bonus + your DEX Modifier. An opponent with total cover does not need to make a save.
- **Ki Repulse:** You are able to project your ki out from yourself forcefully to push back anyone too close to you. You can expend 1 ki point to push all beings around you, within melee range, back from you. Opponents may make a STR save vs DC 8 + your Proficiency bonus + your chosen ability score (determined by your tradition, or WIS for a default). If they fail, they take your martial die in force damage and they are pushed/shoved back 5ft and must make an Acrobatics skill roll (DC 10) to keep from falling prone. You can expend an additional 2 ki points to inflict an additional die of damage (per 2 ki) and force the opponent effected back an additional 5ft per die increase. If the opponent strikes a solid structure or another opponent, they are treated as if taking fall damage. Opponents that make their saving throw are not pushed back, and take half damage.
- **Ki Infusement:** You can infuse your unarmed attacks or ki projection with a particular elemental effect. By expending 2 ki point you can apply either Fire, Force, Electric, or Thunder type damage to one of your unarmed attacks, dealing a martial arts die of damage with that elemental type. So long as you maintain concentration, the effect continues for 1 minute.
- **Fortified Spirit:** You gain proficiency in two additional saving throws of your choice.
- **Ki Flow Sense:** You have honed your senses to sense the flow of ki in the world around you. Even if blinded, this ability allows you to sense the world around you, negating the effects of being blind. Additionally, this allows you to essentially see in darkness and magical darkness. You cannot discern colors beyond the kaleidoscope like world that is laid bare before you as you sense the flow of ki in all things. This also allows you to tell if something is living or dead as dead things emanate

a dark negative ki. This does not allow you to see through walls or other structures. Objects and constructs can also still be seen even though they may not be living as an imprint of ki is always left on things. This does not tell you if a thing is magical, or good, or evil. You can expend 1 ki point to be able to make a Perception roll (DC 10) to sense the ki of beings obscured/concealed from your sight, even via magical means, with you being able to concentrate on the use of this ability to sense the concealed for one minute.

- **Solidify Ki:** You are able to sheath your body in ki to make yourself more difficult to harm. By expending 5 ki, for a number of turns equal to your CON modifier +1 (minimum 1 turn), you may reduce all damage you take by 3 points, even magical damage. However, you must maintain concentration on the power. If your concentration is broken, then the power's use ends.

KI MASTERY

At 20th level, you have mastery over your ki which allows you, at the start of combat when you roll initiative, to immediately regain your proficiency bonus in Ki points as if you had taken a short rest.