

MONASTIC TRADITION - WAY OF THE FORCE

You follow the ancient, but largely unknown tradition of the Jedi. These monks utilize the power of the Force. Much like ki, this energy can be found within any living thing. From the mightiest of dragons, to the smallest of insects. Unlike ki, it flows just as strongly outside the body. It surrounds everyone, penetrates all life, and it binds the very universe together. Few know of the Force. Fewer still are gifted enough to harness this ability.

DISCIPLINES OF THE FORCE

Beginning when you choose this tradition at 3rd level, you must choose one of the following:

COMBATIVE

You use the Force to enhance your fighting abilities. During combat, you can take a bonus action and spend 1 Force to add 1d4 force damage to each of your attacks for one minute.

At 6th level, you add 1d6 force damage to each of your attacks. When a creature makes an attack against you, you can use a reaction to dodge the attack.

At 11th level, you add 1d8 force damage to each of your attacks. When a creature makes an attack against a creature within 5ft of you can make a reaction to block the attack.

At 17th level, you add 1d10 force damage to each of your attacks. Whenever you make a critical hit, you can make a bonus action to attack again.

SPIRITUAL

You use the Force for a more enlightening path. While you are skilled in battle with the Force, you focus more on the mental or spiritual branch. When you perform a check in a skill you have proficiency in, you can spend 1 force point to add 1d4 to the roll.

At 6th level, when you perform a check in a skill you have proficiency in, you can spend 1 force point to add 1d6 to the roll.

At 11th level, when you perform a check in a skill you have proficiency in, you can spend 1 force point to add 1d8 to the roll.

At 17th level, when you perform a check in a skill you have proficiency in, you can spend 1 force point to add 1d10 to the roll.

BALANCED

You rely on classic skill and experience as much as the Force. When you perform a check in a tool you proficiency in, you can spend 1 force point to add 1d4 to the roll.

At 6th level, when you perform a check in tool you have proficiency, you can spend 1 force point to add 1d6 to the roll.

At 11th level, when you perform a check in a tool you have proficiency, you can spend 1 force point to add 1d8 to the roll.

At 17th level, when you perform a check in a tool you have proficiency, you can spend 1 force point to add 1d10 to the roll.

PREMONITION

At your DM's discretion, whenever you meditate, you may be able to perceive things you normally couldn't. These 'visions' could involve your current quest, your location, an object in your possession or someone else, or lead you to a new objective entirely.

CONTROL THROUGH THE FORCE

Starting at 3rd level when you choose this tradition, you can influence the world around using the force. You can push, pull, or levitate an object from a max distance of 60ft as long as the object or creature is within sight. You must succeed in a Strength check equal to half of what is normally expected. If you succeed,



the object is pushed in the desired direction up to 15ft. If you want to pull the object to you, as long as it starts within range it comes all the way to your hand.

If your target is a creature, and if it is unwilling, it must succeed in a Strength saving throw equal to your monk level + your wisdom modifier. On a failure, depending on your intentions, it is pushed up to 15ft in the desired direction. If you want to pull the creature towards you, as long as it starts within range it comes all the way to your hand. If you want to suspend the creature in the air, it becomes restrained and this lasts for 10 minutes until you lose concentration or you end it as an action.

You gain advantage if you are hidden from the targeted creature.

ALIGNMENT BASED FEATURES

When you reach the appropriate level, depending on your alignment at the time, you gain one of the following abilities. If your alignment changes after choosing one of these features, you do not replace the feature you already have.

LIGHT

Healing from the Force: At 6th level, if your alignment is LG, NG, or LN, you can spend 3 ki points to heal yourself or others as an action. Target creature gains hit points equal to twice your monk level at your touch. You may spend 1 additional point every time you want to use this ability before a long rest.

Shielded from Harm: At 11th level, if your alignment is LG, NG, or LN, you may spend 4 ki points as an action to gain resistance to your choice of damage type. This lasts for a number of hours equal to your monk level or until you dismiss it as an action. You must finish a long rest before you can use this feature again. You can spend an additional 2 ki points for each other creature you choose to gain resistance to your choice of damage. You cannot choose a different type of damage for each individual creature.

Spirit Form: At 17th level, if your alignment is LG, NG, or LN, you can spend 5 ki points to go into a unique meditation. You can project your very soul out of your body. In this form, you have the same properties as a ghost, you can choose who sees you if they do not have a means to already, and you cannot interact with the physical world.

Your body is in a state similar to sleep. You can make an action to end this feature and instantly return to your body. While you are in spirit form, you cannot see, hear, smell, taste, or feel with your body. Unless you are with your body in spirit form, you are unaware if anything is affecting it. If you are killed while performing this, your spirit form dies along with the body.

DARK

Mind Shard: At 6th level, if your alignment is CE, LE, or NE, you can spend 3 ki points to force a creature to perform a Wisdom saving throw. On a failed save, the creature takes 3d8 psychic damage and become paralyzed. It remains paralyzed for a number of days equal to your monk level. If the creature succeeds in the saving throw, it takes half the damage, and is knocked prone for 1 minute.

Force Lightning: At 11th level, if your alignment is CE, LE, or NE, you can spend 4 ki points to cast Lightning Bolt. At 11th level, you can spend 2 ki points to catch a lightning based spell directed at you or any creature within 5th of you. If you succeed, you can redirect the spell. At 17th level, you can spend an additional 2 ki points to cast Lightning Bolt from both hands at once. If you catch a lightning based spell, you can make a Wisdom check to quench the spell. On a failed save, you take what damage you would normally take.

Drain Life: At 17th level, if your alignment is CE, LE, or NE, you can spend 6 ki points to drain the very life force a creature you are touching. Targeted creature must make a Constitution saving throw. On a failed save, the creature loses 2 hit points per minute and you gain hit points lost this way. As you drain their life, the creature becomes incapacitated. If you use this ability during combat, you have disadvantage.

GREY

Mind Trick: At 6th level, if your alignment is N, CG, or CN, you can spend 3 ki points to manipulate those of a weaker mind than yours. Target creature must succeed in a Wisdom saving throw or do what single order you gave it. If it succeeds, it gains advantage the next time you attempt to use this feature on it.

Read Minds: At 11th level, if your alignment is N, CG, or CN, you can spend 4 ki points to read the mind of one other creature. Targeted creature must make a Wisdom saving throw. If they fail, you can see and hear what they are consciously thinking. If they succeed in the saving throw, you take 1 point of psychic damage. If you are hidden from the targeted creature, it has disadvantage on the saving throw.

Alter Environment: At 17th level, if your alignment is N, CG, or CN, you can spend 5 ki points to manipulate the environment around you. You can reshape stone, make plants grow or wither, freeze and melt water in an instant, ignite anything flammable, and control then like you could with Grip.

