

PATH OF THE HERO

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One who walks the path of the hero fights for the glory of all that is good, to help and protect those in need. The greatest of these rise and fall unbeknownst to those they protect. However unseen the sacrifice may be, Heroes continue down this path for the greater good.

HEROIC PRESENCE

When you take this path at 3rd level, you gain the ability encourage those around you. As an action you may expend 1 ki point per ally you choose within 30 ft of you, and roll your martial arts die. Each chosen ally gains a bonus to their AC equal to the number rolled on the die until the start of your next turn

HERO'S FIST

Beginning at 6th level, your heroic power is brimming, as a part of your unarmed strike you may expend ki points to add an extra 1d8 of damage per ki point to a max of 5d8.

THOSE IN NEED

Starting at 11th level, defending those in need is your primary goal. When an ally within your movement speed falls to 0 hit points, you may use your reaction to take an additional turn. During this turn you may only move towards the downed ally and may only use your action to heal them or attack a hostile creature within 5 ft of them. You must finish a long rest before you can use this feature again.

ALL IN

At 17th level, you gain the ability to push past your limits, no matter the cost. As an action you may regain your maximum Ki points, but gain 1 level of exhaustion after doing so.

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