

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 POVERTY

Monks who follow the Way of Poverty take a vow foreswearing material possessions. Above all other monks, these individuals are considered among the most virtuous, and their divorce from earthly goods is compensated by considerable might, both due to their own discipline and through the favor of the gods. However, breaking this vow carries grave consequences: a complete separation from the divine and completely unbalanced ki.

VOW OF POVERTY

When you choose this tradition at 3rd level, you take a solemn vow to abandon all property and treasure. To honor this vow, you can own nothing; you must donate everything you own to the poor, and, when you acquire new wealth or property, you must donate it as well. You can keep a set of clothing and one trinket as your own and you can carry items to be sold and donated, but willingly using a weapon or shield, wearing armor, or spending money constitutes breaking your vow.

When your vow is broken, you can no longer spend ki points, nor access any ability offered by this monastic tradition. You can reaffirm your vows by discarding all property and wealth you own and meditating for 24 hours.

SAINT'S FIST

At 3rd level, the gods have rewarded your temperance. When you use the Attack action to make an unarmed strike, you can roll twice the number of damage dice on a hit. This extra damage does not apply to additional attacks, such as from your Flurry of Blows.



SAINT'S SPEAR

At 6th level, when you take the Attack action on your turn, you can lunge up to 10 feet directly towards 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.

SAINT'S SHIELD

Starting at 11th level, when you are targeted by an attack, you can use your reaction and spend 1 ki point to gain a +4 bonus to AC against that attack.

PERFECT STRIKE

At 17th level, as a bonus action when you attack a creature, you can expend 4 ki points to make this attack a critical hit without rolling.