

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 REPAIR

In a forgotten corner of a dark and wicked city, there stands a rundown repair shop, ignored by most. On most days, a blind old man wearing simple garments and a belt of tools, waits in the shop for customers and tinkers with his projects, items seemingly broken beyond repair. Despite his calm demeanor and soft-spoken voice, many who encounter the old man can sense that, despite his age and blindness, there is more to him than meets the eye. Some even think the old man is dangerous; they are right.

In truth, the old man, who responds only to "Slim", was a martial arts master of unparalleled ability. He dedicated his life and skill to the protection of his city, which is plagued by criminals and corrupt lords. His repair shop was once a great school, and he trained a number of capable, powerful warriors. Sadly, his greatest pupil betrayed him, putting out his eyes and joining the ranks of his foes. His spirit broken, the old man shuttered his school for decades, and vowed never to take another student.

Yet, as the old man began to approach his final years, he found himself ill-content to take his knowledge with him to the grave. He began training new students, hoping that one may surpass his former pupil, and exact the justice upon her that she deserves.

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you gain proficiency with the spiked chain and improvised weapons, and can treat them as monk weapons. Additionally, you gain proficiency with tinker's tools and smith's tools.

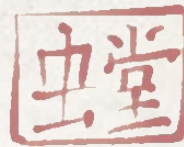
This spiked chain is a double, finesse, reach, two-handed weapon that deals 1d4 damage on a hit. A double weapon has two damage-dealing ends. While wielding this weapon, you are treated as if you are wielding two weapons, and, while engaging in two-weapon fighting, you can use either end of the weapon to make bonus attacks.

STANCE

At 3rd level, when you select this subclass, you learn to adopt a specialized fighting stance. You can adopt one of the following stances as a bonus action on your turn, and it lasts until you are incapacitated, take a rest, or use a bonus action to switch into a different stance. You can only be in one stance at a time.

Alternating Tiger Claw Stance. Damage dealt by your monk weapons or unarmed strikes ignores damage resistance.

Driving Mantis Stance. When you are hit by an attack, you can use your reaction to add your proficiency bonus to your AC, potentially causing the attack to miss.



Grease Monkey Fist Stance. When you take this stance, select a damage type: your unarmed strikes and monk weapons deal that type of damage instead of their normal type. When you make an unarmed strike or an attack with a monk weapon, you can spend a ki point to change the damage type.



Riveting Crane Stance. When you hit a creature with a monk weapon or an unarmed strike, you can spend a point of ki to throw that creature off balance. The next creature other than you who makes an attack against that creature gains advantage on the attack roll.

TOOL FIGHTING STYLE

At 6th level, you have gained significant skill in fighting with specific monk weapons. Select one of the Tool Fighting Styles listed below. You can use an action to switch to a new tool fighting style.

Dual Crowbar Style. While using this fighting style, you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one. When you engage in two-weapon fighting with monk weapons, you gain a +2 bonus to damage rolls. Additionally, you can use Flurry of Blows using a monk weapon you are holding.

Hoist Chain Style. When you hit a creature with a spiked chain, it has disadvantage on the next attack roll it makes.

Jack Handle Style. While wielding a versatile monk weapon, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Pipe Wrench Style. You gain a +1 bonus to AC and damage rolls while you are wielding a monk weapon in one hand and nothing in the other.

Tire Iron Style. Whenever you throw a monk weapon, it immediately returns to your hand, and you can use Flurry of Blows with a throwing monk weapon.

HARMONY

At 11th level, you learn to disorient and confuse your foes with your shifting styles and stances. When you change either your Stance or your Tool Fighting Style, you deal an additional +1 damage on all unarmed strikes until the end of your next turn. If you change both your Stance and your Style in the same turn, your unarmed strikes deal an additional 1d6 damage until the end of your next turn instead.

OVERDRIVE

At 17th level, you learn to push yourself beyond what is normally possible. When you use the attack action on your turn, you can spend 7 ki points to take an additional action.

