

Monk Variant: Blade Priest



You gain class features in the *Player's Handbook* when you reach certain levels in the Monk class. With your DM's permission, you can gain the following features instead of the features that they replace. You gain no benefit from a replaced feature and don't qualify for anything in the game that requires it.

Level 1: Core Blade Priest Traits

Replaces the Weapon Proficiencies and Starting Equipment from the Core Monk Traits

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| Weapon Proficiencies | Simple weapons and Martial weapons that lack the Heavy property |
| Starting Equipment | Choose A or B: (A) Longsword , Sling , Artisan's Tools or Musical Instrument with which you are proficient, Explorer's Pack , and 7 GP; or (B) 50 GP |

Level 1: Blade Arts

Replaces the Martial Arts feature

Your dedicated study at your monastery gives you mastery of two Monk weapons, which are weapons of your choice with which you are proficient that lack the **Heavy** property, such as the Longsword and the Sling.

You gain the following benefits while you are wielding only Monk weapons and you aren't wearing armor or wielding a Shield.

Martial Arts Die. You can roll 1d6 in place of the normal damage of your Monk weapons. This die changes as you gain Monk levels, as shown in the Martial Arts column of the Monk Features table.

Dexterous Attacks. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Monk weapons.

Quick Attack. As a Bonus Action, you can make an attack with one of your Monk weapons. If you use this feature to make a Ranged attack, you can only attack a target within the weapon's normal range.

Weapon Mastery. You can use the mastery property of your Monk weapons.

Whenever you finish a **Long Rest**, you can practice weapon drills and replace one of your Monk weapons with a different eligible weapon.

Level 2: Blade Priest's Focus

Replaces the Monk's Focus feature

Your focus and martial training allow you to harness a well of extraordinary energy within yourself. This energy is represented by Focus Points. Your Monk level determines the number of points you have, as shown in the Focus Points column of the Monk Features table.

You can expend these points to enhance or fuel certain Monk features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind, each of which is detailed below.

When you expend a Focus Point, it is unavailable until you finish a **Short** or **Long Rest**, at the end of which you regain all your expended points.

Some features that use Focus Points require your target to make a saving throw. The save DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Flurry of Blows. When you use Quick Attack, you can expend 1 Focus Point to attack twice instead of once. You only add your ability modifier to the damage of one of these attacks, unless that modifier is negative.

Patient Defense. You can take the **Disengage** action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the **Disengage** and the **Dodge** actions as a Bonus Action.

Step of the Wind. You can take the **Dash** action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the **Disengage** and **Dash** actions as a Bonus Action, and your jump distance is doubled for the turn.

Level 6: Fighting Style

Replaces the Empowered Strikes feature

You gain a Fighting Style feat of your choice. Instead of choosing one of those feats, you can choose the option below.

Empowered Blades

Whenever you deal damage with one of your Monk weapons, it can deal your choice of Force damage or its normal damage type.

Level 10: Heightened Blade Priest's Focus

Replaces the Heightened Focus feature

Your Flurry of Blows, Patient Defense, and Step of the Wind gain the following benefits.

Flurry of Blows. When you use Quick Attack and expend a Focus Point, you attack three times instead of once. You only add your ability modifier to the damage of one of these attacks, unless that modifier is negative.

Patient Defense. When you expend a Focus Point to use Patient Defense, you gain a number of **Temporary Hit Points** equal to two rolls of your Martial Arts die.

Step of the Wind. When you expend a Focus Point to use Step of the Wind, you can choose a willing creature within 5 feet of yourself that is Large or smaller. You move the creature with you until the end of your turn. The creature's movement doesn't provoke **Opportunity Attacks**.

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