



WAY OF THE STORMFIST

NEW CHARACTER OPTION: MONK

Monks harness the energy that flows through the bodies of living creatures, called ki, to accomplish breathtaking feats of strength and dexterity. Often using little more than their own fists, these pugilists are the height of physical prowess and natural potential. Depending on where they train, a monk will gain uncanny mastery over their ki and physical-ability using ancient traditions and techniques passed down from one generation to the next.

WAY OF THE STORMFIST

Monks of the Way of the Stormfist train on tempestuous mountaintops and in unforgiving conditions to harness the power of legends: lightning. Using their ki, these monks can create, redirect, and move through bolts of lightning like the stories of old.

ELECTRIFY

Starting when you choose this tradition at 3rd level, your unarmed strikes and monk weapon attacks rapidly build electricity. When you hit the same target two or more times on your turn, you become electrified, and you remain so until the end of your next turn. While you're electrified, you can choose to deal lightning damage with your unarmed strikes, instead of their normal damage type. If the target is made of metal or wearing metal armor, you make the unarmed strike with advantage. If you're already electrified and would become electrified again by this or another feature, the duration of it is extended until the end of your next turn.

LIGHTNING SPEARS

Also at 3rd level, you can replace one or more of the attacks granted by your Flurry of Blows with a special one using a spear made of pure lightning. You create each spear with ki. The spears are considered monk weapons for you and have the thrown property (30/120). On a hit, a target takes lightning damage equal to one roll of your Martial Arts die plus your Dexterity modifier. If the target is made of metal or is wearing metal armor, the attack is made with advantage. A spear disappears immediately after the attack.

Once you reach 5th level in this class, you can use your Stunning Strike with the attacks from your thrown lightning spears.

IMPROVED DEFLECT MISSILES

At 3rd level, you can use your Deflect Missiles feature whenever you take lightning damage; if you reduce the lightning damage to 0, you can immediately make an attack with a lightning spear as part of the same reaction. Reducing the lightning damage you take in this way doesn't reduce the damage dealt to any other affected creature. In addition, when you use your Deflect Missiles in this way, or to deflect or catch a missile made of metal, the damage you take from the triggering effect is reduced by an additional amount equal to one roll of your Martial Arts die.

ELECTRICAL SURGE

By 6th level, your abilities are heightened when you're electrified. You also become electrified whenever you take lightning damage from a source other than you. While you're electrified, you gain the following additional benefits:

- Attacking at long range with a lightning spear or being within 5 feet of a hostile creature doesn't impose disadvantage on the ranged attack roll.
- Whenever a creature hits you with a melee attack, that creature takes lightning damage equal to your Wisdom modifier (minimum of 1).
- Whenever you deal lightning damage to a creature, it can't use its reaction until the end of the turn.

STORM STEP

At 11th level, you can become one with the elements when you use your Step of the Wind. When you do, you can immediately teleport to an unoccupied space that you can see, up to a distance equal to your remaining movement. You then reappear in a flash of lightning at the location and become electrified, emitting a thunderous boom that can be heard up to 150 feet away: each creature within 5 feet of that space, other than you, takes thunder damage equal to half your monk level. Your remaining movement is reduced by an amount equal to the distance you teleported in this way.

GALVANIC HAND

Starting at 17th level, you can use an action to spend 6 ki points to become electrified and cast the *chain lightning* spell, using your ki save DC.

Furthermore, whenever you take lightning damage, the damage is reduced to 0, and you can immediately use your reaction to make a single attack with a lightning spear.

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