

THE MITHRAL CANVAS

MONK: WAY OF THE SPLITTING SECOND



A MONASTIC TRADITION WITH CLOCK-STOPPING STRIKES
FOR DUNGEONS & DRAGONS 5TH EDITION

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A Monastic Tradition with Clock-Stopping Strikes

Time is an illusion, a seemingly intangible concept perceived by those who experience time in its understandable, linear form. Monks of the Way of the Splitting Second know this well, and use their ki to manipulate time to their advantage. If time is perceived as a stream, then altering its current can allow one to achieve seemingly-impossible feats.

FLOW STATE

3rd level Way of the Splitting Second feature

You can increase the flow of your own time stream, gaining the following abilities:

You can spend a ki point on your turn to enter a state of increased speed for 1 minute. Whenever you use a ki feature in this state (Flurry of Blows, Patient Defense, or Step of the Wind) you can choose to use a second different ki feature as part of the same bonus action.

You can spend a ki point in place of a use of your reaction to use your Deflect Missiles feature. If you do, you do not need to spend an additional ki point to make an attack with the ammunition.

When you reach 11th level in this class, you can spend 3 ki points on your turn. If you do, you can take one additional action on top of your regular action and a possible bonus action. You can do so only once on the same turn.

SPEEDY RECOVERY

3rd level Way of the Splitting Second feature

You have learned to speed yourself and others through the process of resting. When you take a short rest, you can reduce the time it takes you to complete it to 10 minutes. A number of creatures you choose equal to twice your wisdom modifier may join you in meditation for the duration, gaining the benefit themselves. Once you have used this feature, you cannot do so again until you finish a long rest. If a creature benefits from this feature from any source, it cannot do so again until it finishes a long rest.

HANDS OF TIME

6th level Way of the Splitting Second feature

You can use your ki to affect the flow of time around your enemies.

When you hit a creature with a melee attack, you can spend a number of ki points to affect the flow of time around it, choosing one of the effects listed below. The creature must make a Charisma saving throw against your ki save DC or suffer the chosen effect.

Rewind (1 ki point): The creature is teleported to the space it occupied at the beginning of its last turn.

Slow (2 ki points): The creature is considered to be under the effects of the Slow spell for 1 minute, using your ki save DC whenever it repeats its saving throw.

Freeze (3 ki points): The creature is stunned until the end of your next turn. If the creature takes bludgeoning, piercing, slashing, thunder, or force damage while stunned this way, it takes half the total such damage done as force damage when the stun ends.

Player Note: when using the Rewind effect, be sure to mark the positions of your intended targets at the beginning of their turns, as to not require your DM to keep track of both the current and past positions of each enemy.

TEMPORAL RECALL

11th level Way of the Splitting Second feature

You have gained the ability to turn back the clock when in dire situations. When you choose to use this feature on your turn, record your HP total, remaining ki points, and current position. At the start of your next turn, or by using a reaction when you take damage at any time between using this feature and your next turn, you return to the recorded space with the recorded HP total and recorded remaining ki points. If the space is currently occupied, you are shunted to the nearest unoccupied space, and you take 1d8 force damage.

Once you use this feature, you can't use it again until you finish a long rest.

CLOCK-STOPPER

17th level Way of the Splitting Second feature

You have learned to send a creature hurtling through its own chronology with a single time-shattering punch. When you hit a creature with a melee attack, you can spend a number of ki points up to your wisdom modifier, adding 1d8 force damage to the attack for each ki point expended.

In addition, you can force the creature you hit to make a Charisma saving throw against your ki save DC + the number of ki points spent using this feature. On a failure, the creature is banished outside of time for 1 minute. While banished this way, no time passes for the creature. After one minute, the creature repeats its save, returning to the space it last occupied or the nearest unoccupied space on a success. On a failure, you may choose for the creature to return to that spot at any time up to 7 days from now.

Once you use this feature to successfully banish a creature, you cannot banish a creature with it again until you finish a long rest.