



WAY OF THE TRUE MIND

NEW CHARACTER OPTIONS: 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 TRUE MIND

Monks of the Way of the True Mind train both their physical and mental selves, enabling them to use psychic abilities. Using these psionics, monks of this tradition can extend their reach and control over others using telekinesis. Monks from these monasteries often spend their lives as sages or spiritual leaders, helping others to clear their minds and discover the best paths forward.

LEVITATE

When you choose this tradition at 3rd level, your *ki* unlocks deeper psionic abilities within yourself. As an action, you can spend 1 *ki* point to duplicate the effects of the *levitate* spell, using your *ki* save DC. This version of the spell doesn't require your concentration, but it only lasts for a maximum number of rounds equal to your Wisdom modifier (minimum of 1). An unwilling creature makes an Intelligence saving throw (instead of Constitution) against this version of the spell, and if such a target takes damage while being levitated in this way, it can immediately repeat the saving throw, ending the effect on itself on a success. Furthermore, you can use a bonus action to move one levitating target up or down, instead of an action.

At 3rd level, you can maintain this effect on one target at a time. You can maintain it on additional creatures simultaneously when you reach certain levels in this class: two targets (6th level), three targets (11th level), and four targets (17th level). When you levitate a new target while already levitating your maximum number, the effect ends on one of them (your choice). You can also end the effect on a target at any time (no action required).

PSIONIC WISDOM

Starting at 3rd level, you can make Intelligence checks and Intelligence saving throws using your Wisdom modifier instead.

TELEKINETIC REACH

Also at 3rd level, the reach of your unarmed strikes is increased by 5 feet, as you can manifest telekinetic force to extend the impact of your limbs. In addition, you can use your Deflect Missiles feature whenever a missile from a ranged attack travels within the reach of your unarmed strikes, reducing the damage taken by the target of the attack.

This reach increases by another 10 feet when you reach certain levels in this class, for a total increase of 15 feet (at 11th level) and 25 feet (at 17th level).

PSIONIC STRIKES

At 6th level, attacks using your Flurry of Blows or Stunning Strike are considered psionic strikes. When you hit a creature with a psionic strike, it takes extra psychic damage equal to your Wisdom modifier. In addition, when you hit a creature with a Stunning Strike, you can attempt to either stun the target as normal or levitate it instead (as if by your Levitate feature). A levitating creature that's hit by a psionic strike doesn't repeat the saving throw against the levitation as a result of taking damage, and a stunned creature automatically fails its saving throw against being or remaining levitated.

IMPROVED LEVITATION

By 11th level, you can now move levitating targets horizontally. While levitating a target with your Levitate feature (including yourself), you can move it horizontally; it costs 2 feet for every 1 foot you move the target in this way. In addition, you can move a target you're levitating (other than yourself) as part of the same bonus action to use any of your other monk features. For example, when you use a bonus action to use your Flurry of Blows or Step of the Wind, you can also move a target that you're levitating.

TOTAL CLARITY

At 17th level, your *ki* can clear your mind and open you up to additional benefits. You can use an action to spend 4 *ki* points to duplicate the effects of either the *mind blank* spell on yourself or the *project image* spell. In addition, while you're levitating, all of your melee attacks are considered to be psionic strikes.