

Monk Features Rework

These are some suggested changes to make monks more resilient as melee combatants.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, your jump distance is doubled for the turn and you gain a number of temporary hit points equal to 1d6 + your Wisdom Modifier, as a thin barrier of ki protects you.

NOTE:

As it stands, Step of the Wind is just like Cunning action for rogues, but with a ki cost associated (and you can jump further). It's not bad, but could be better, adding tHP makes it more impactful.

Essence of the Sun and Moon.

13th level monk feature (replaces Tongue of the Sun and Moon)

All the impurities of your body have been cleansed, allowing your ki to always protect you. Whenever you complete a long rest you gain a number of temporary hit points equal to your Monk level.

NOTE:

Tongue of the Sun and Moon would be more useful if monks has any Charisma abilities, or the spell *tongues* didn't exist, as it stands that ability is rarely useful

The monk class is extremely reliant on ki points, if they get all their short rests that make them quite effective. But one issue that they face is that they are supposed to frontliners, yet neither their AC or HP support them being able to tank. The main frontlines (barbarian, fighter, paladin, ranger) don't just rely on "defense" but also on "damage mitigation". The barbarian straight up reduces damage. The rest have abilities and/or spells that heal damage. Also, their higher hit die allows them to recover more hp on a short rest, and the fact that they are less MAD (Multiple attribute dependant) allow them to invest more points into Constitution.

Monk Optional Class Features

You gain class features in the PHB when you reach certain levels in your class. This section offers additional features that you can gain as a monk. Unlike the features in the PHB, you don't gain the features here automatically. Consulting with your GM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them.

Vacuum Strikes

3rd-level monk feature

You can spend 1 ki point at the start of your turn to infuse your fists with ki. Until the end of your turn, your unarmed strikes knock your opponents back 5 feet on a hit.

Magic Disruption

5th-level monk feature

When you use your Flurry of Blows against a creature, you disrupt the flow of their magic. They have disadvantage on any Concentration saving throw they must make due to the attacks.

Perfect Dodge

7th-level monk feature

When you are targeted by an attack roll, you can use your reaction to attempt to dodge the attack in the brink of time. You can spend 1 to 3 ki points to increase your AC by 2 for each of these ki points you spend, potentially turning the hit into a miss.

Air Step

13th-level monk feature

You can focus your ki into the sole of your feet, allowing you to step on the air. At the start of your turn you can expend 1 ki point to gain a flying speed equal to your movement speed. This flying speed lasts until the start of your next turn, where you can choose to expend another ki point to stay aloft.