

# MONK WAY OF THE FLEET OF FOOT

Fleet of foot monks are graceful and swift anywhere, and their speed of strikes is unparalleled. Fleet of foot monks typically train for years, if not, decades, to maximize the agility they can gain from their ki, though, at times, their touch can still remain as light as a feather.

## TRAINED GRACE

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At 3rd level, you're already a master acrobat. You gain proficiency in acrobatics. You also take damage from falling as if you fell 20 feet less, and you jump 5 feet further and higher.

## LEAPING STRIKES

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Starting at 3rd level, when you use Flurry of Blows, you may add 1d4 to one of the damage rolls gained from the ability. You do this by leaping and kicking at your opponent's upper body and head.

Starting at level 6, apply this to all damage rolls gained from Flurry of Blows.

## STUNNING BALANCE

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Starting at 6th level, your talents and ki allow you to manipulate the weight you inflict on the world. When your weight is on an object or surface, it is as if you weigh one tenth your weight for the purpose of interacting with the object or surface, if you so choose. This also applies to your equipment, but not any armor you are wearing.

You also may jump to and/or from falling objects, given a successful Dexterity (Acrobatics) check. The DC for a large and usually traversible object should be about 15.

## BALANCED DEFENSE

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Starting at level 11, when you use your reaction, you may make a single unarmed strike against a creature in range as part of the reaction, as long as you are not wearing armor or using a shield. You're able to strike even as you defend yourself.

## WHIRL OF BLOWS

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At level 17, you're able to unleash a string of mighty attacks. If you move at least 20 feet towards a creature and hit it with an unarmed strike, you're able to initiate your Whirl of Blows with a bonus action.

You may use Whirl of Blows by expending 2 ki points. This effect allows you to make an additional attack against the creature you attacked, pushing it back 5 feet in the process, and approaching 5 feet closer, each time you hit it. This effect may allow up to 5 hits. Missing your target or reducing it to 0 hit points also ends this effect. This ability may not be used if you are using a shield or wearing armor.