

MONK WAY OF THE SENSEI

The way of the sensei is for the monk who wishes to teach others monkishness and to spread the knowledge of monkhood to followers and others. The allies of a sensei are capable in combat and gain some of the benefits of being a monk, granting them swiftness and independence in a fight.

STUDENT

Starting at level 3, when you finish a long rest, you may pick a student. This student is an ally that was within 20 feet of you for the duration of the long rest. This student's AC while not wearing armor or using a shield = 10 + its Dexterity modifier + your Wisdom modifier until the end of your next long rest.

Starting at level 6, when you would pick a student, you may instead select 2 students.

When you expend a Ki point for Flurry of Blows, your students may make a single unarmed strike as a reaction, as long as they are within 120 feet of you and can see you. This unarmed strike uses either the creature's Strength or Dexterity modifier for the attack and damage roll, though it has to use the same stat for both.

The damage die for your students' unarmed strikes become 1d4 when you reach level 6, 1d6 when you reach level 11, and 1d8 when you reach level 17.

BONUS PROFICIENCIES

At level 3, you gain the ability to read and write in an additional language and proficiency in one of the following skills: Arcana, History, Nature, or Religion.

WEAPON TRAINING

At level 6, all allies within 30 feet of your have proficiency with all weapons you are proficient with, and may use Dexterity for attack and damage rolls for all monk weapons.

IMITATED DODGE

Starting at level 11, when you use Patient Defense or Step of the Wind, your students benefit from the same ability. Additionally, you may spend a number of additional Ki points up to your Wisdom modifier (minimum of 1) to give that many additional allies that you can see who are within 60 feet the benefits of the ability chosen as well. Creatures who use this effect to Dash may immediately move a distance equal to their movement if it is not their turn.

STUDENT'S FLURRY

At level 17, when one of your students uses his or her reaction to make an unarmed strike, you may expend 4 ki points to instead allow him or her to make a number of unarmed strikes equal to your Wisdom modifier (minimum of 1) to any number of creatures within its range.