

Way of Fortune

Monks of the Way of Fortune are masters of altering their Ki to sway the odds in their favor. You have a skill set that can support yourself and allies to make tasks easier, combat less challenging or provide a greater deal of rewards.



Items of good luck are treasured and sought after by monks of this monastic tradition.

Touch of Bad Luck

At 3rd level you can use your ki to manipulate the luck of a target to harm them. When you hit another creature with a melee weapon attack you can spend 1 ki point to attempt a strike of bad luck. The target must succeed on a Constitution saving throw or suffer bad luck. Until the end of your next turn any attack rolls the affected target makes that land on a 5 or lower count as a 1 critical fail. At 17th level an attack roll of 10 or lower is counted as a 1 critical failure.

Aura of Good Luck

At 3rd level you can use your ki to give yourself an aura of good luck to share among your allies. As an action you can spend 1 ki point to gain an invisible aura of luck that lasts till the start of your next turn. During this time you and any allies within a 15ft radius centered on you add an additional 1d4 to attack rolls, skill checks and saving throws. This ability's addition becomes 1d8 at 11th level and 1d12 at 17th level.

Fountain of Fortune

At 6th level your connection to luck is strengthened and you gain the following benefits:

- You gain proficiency with dice and playing cards found in a Gaming Set. If you are already proficient in one of these gaming sets it now becomes an expertise.
- You gain proficiency in one skill of your choice.
- Once per long rest whenever you make an attack roll, an ability check, or a saving throw you can roll an additional d20. You can choose to roll your additional d20 after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also use this ability when an attack roll is made against you. Roll a d20 and then choose whether the attack uses the attacker's roll or yours.
- When you fail an attack or saving throw once per turn you can spend 1 ki point to add 1d4 to the result potentially changing the outcome. When an ally you can see fails an attack or saving throw you can use your reaction and 1 ki point to add 1d4 to their result in an attempt to turn a fail to a success. At 11th level this ability becomes 1d6 then 1d8 at 17th level.

Roll the Dice

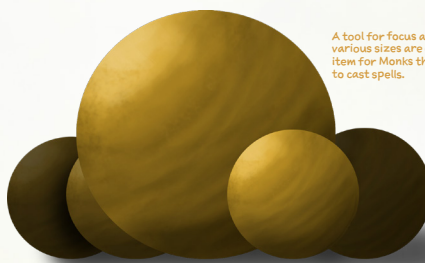
At 11th level you can add a touch of ki to your attacks and let fate decide how effective or beneficial your strikes can be. When you hit another creature with a melee attack you can spend 1 ki point to roll a d20 on the Roll the Dice Effect table to determine an extra effect for yourself or your chosen target.

d20	Roll the Dice Effect
1	Your attack only does 1 point of bludgeoning damage.
2-3	Add an additional 2d6 bludgeoning damage but you are knocked prone.
4-7	A wave of force does 4d10 force damage to all creatures within a 30ft radius from the target, including you.
8-12	Any 1's in your normal damage roll can be rerolled again once.
13-16	Target must make a Strength saving throw. If it fails, the target is pushed 10ft from you and knocked prone.
17-18	You gain +1d4 bonus to AC until the start of your next turn.
19	You heal for 4d6 hitpoints and regain 1d4 Ki Points.
20	Add an additional 5d10 Force and Thunder damage to your attack.

A Lucky Find

At 17th level you have mastered the way of fortune and are able to focus your good fortune into physical objects for maximum effect. Once per day for 10 Ki points you can use an action to touch a chest, bag of holding or other closed object before opening. Once you open the item you'll find alongside any existing items 1 extra item or set of items inside that may have not been there before. Roll a 1d100 on the Lucky Find table to see what extra item you find.

d100	Lucky Find Table
1	1 Tiny sized Rock
2-10	1 Potion of Healing
11-20	1 Mystery Key
21-30	1 Potion of Growth
31-50	1 Horn of Silent Alarm
51-70	1 Magical scroll contains the spell Hero's Feast
71-80	2 Potions of Superior Healing
81-90	3 Potions of Speed
91-93	3 Potions of Heroism
94-96	3 Potions of Invulnerability
97-99	5000 GP
100	1 Ring of Three Wishes. Only has 1 charge.



A tool for focus and stress relief, Baoding balls of various sizes are often a great spell casting focus item for Monks that also possess the knowledge to cast spells.