Way of Ink



Studiously scribing scrolls with ink and commanding calligraphy is nothing new to stellar, scholarly monks. However, monks with imaginative ideas for ink began taking their expressive, aesthetic endeavors off the page. They use their own flesh as a creative canvas to create intricate designs, infusing their kinetic, killer Ki into the ink to artfully animate and empower their fabulously fascinating fine art.

Ink Artist

At 3rd level, your perpetual practice with creative calligraphy and artistic endeavors becomes polished to proficient perfection. You gain proficiency in calligrapher's supplies, painter's supplies, and sleight of hand.

Inked Up

Also at 3rd level, you begin to incredibly, iconically ink yourself with immaculate designs. You learn two of the Monastic Tattoo options outlined at the end of this document. You gain one additional tattoo at levels 6, 11, and 17. Each section of your body – arms, head, body, legs – can have one tattoo at a time. You may change which tattoos you have upon a level up.

Infused Ink

Beginning at 6th level, the tattoos covering you become intertwined with your ki. Each tattoo you apply to yourself as part of your Inked Up feature contains 2 ki points. As a bonus action you can regain the ki points stored in one of your tattoos. Your tattoos regain their ki points when you finish a long rest.

Living Canvas

At 6th level you can treat your flesh as a dazzling, dynamic canvas for creative calligraphic creations. Your arms and legs can now hold one tattoo per limb and the ki flowing through the ink on your body animates the tattoos if you so choose. At the end of a long rest, you can reshape the ki fueled ink on your body. If you do, you may turn any Monastic Tattoo on your body into a different Monastic Tattoo that can be placed on the same body part. You expend 3 ki points per tattoo reshaped and any reshaped tattoos revert back to their original form at the end of your next long rest.

Blinding Strike

Beginning at 11th level the incredible ink fantastically flowering and flowing over and through your body can launch, leap and lash out at your foes. When you hit a creature with Stunning Strike and they fail the saving throw, you may expend an additional 2 ki points to cover the creature's eyes with ink. A creature under this effect is blinded for 1 minute or until they use their action to wipe away the ink.

Tattooist

Also at 11th level you can share some of the knowledge passed down to you through your artistry and practice. You can spend 8 hours and 1000 gp of materials to apply one Monastic Tattoo to another creature using calligrapher's supplies or painter's supplies. That creature gains all benefits of the tattoo as long as it is on their skin, they can only use abilities that cost ki if they have ki points. If the Monastic Tattoo requires a saving throw, it uses your DC. If the creature you tattoo has ki points, the time and gp cost is cut in half.

Living Ink

Beginning at 17th level you can use your ki to turn your body into a pool of animated ink. As a bonus action you may spend any number of ki points to become a manifestation of living ink. For a number of rounds equal to the ki spent, you gain the following benefits:

- You have resistance to bludgeoning, piercing, slashing, and acid damage
- Your creature type becomes ooze
- You can fit in a space as narrow as 1 inch without squeezing
- Every unarmed strike you make gains the effect of Blinding Strike without spending any ki
- You gain the benefit of every Monastic Tattoo

Once you use this feature, you cannot do so again until you finish a long rest.

Monastic

Arcane Icon

Placement: Anywhere

While you have this tattoo, you have proficiency in Arcana and can use Wisdom instead of Intelligence when making an Intelligence (Arcana) check. You also learn one Wizard cantrip of your choice. Wisdom is your spellcasting ability for this spell.

Whenever you make a saving throw against a spell and fail, you can use your reaction to spend 1 ki point and roll your martial arts die, adding the result to the total of your save potentially turning the failure into a success

Bear Claws

Placement: Arms

While you have this tattoo, you are considered one size larger when determining your carrying capacity and the weight you can push drag or lift.

As an action you can invoke this tattoo to gain temporary hit points equal to your Wisdom modifier. Whenever you deal damage with an unarmed strike or monk weapon, you can spend 1 ki point and any amount of the temporary hit points provided by this feature to deal bonus slashing damage equal to the temporary hit points spent.

Ferocious Visage

Placement: Head

While you have this tattoo, you can cast Speak with Animals at will.

As an action you may spend 3 ki points to invoke the intimidating nature of the tattoo and cast the Fear spell without needing material components. Once cast in this way, you cannot do so again until you finish a long rest.

Great Wave

Placement: Arms or Legs

While you have this tattoo, you have a swimming speed equal to your walking speed.

Whenever you use your Flurry of Blows and have this tattoo, you may make an additional attack with your Flurry of Blows provided all three attacks are against different creatures. Whenever you hit with your Flurry of Blows, a creature takes additional cold damage equal to a roll of your martial arts die and must make a Strength saving throw or be pushed up to 15 ft. away from you.

Holy Symbol

Placement: Anywhere

While this tattoo is on your person, you gain proficiency in Religion and can use Wisdom instead of Intelligence when making an Intelligence (Religion) check. You also learn one Cleric cantrip of your choice. Wisdom is your spellcasting ability for this spell.

Also while you have this tattoo, you may cast any 1st level Cleric spell with a casting time of one action or bonus action. After you cast a spell in this way, you cannot do so again until you finish a short or long rest. Wisdom is your spellcasting ability for the spell cast through this feature.

Iron Shield

Placement: Body

While you have this tattoo, you gain a +2 bonus to your AC while you are not wearing armor or using a shield.

In addition, when you take damage, you can use your reaction and spend 1 ki point to gain resistance to that instance of damage.

Radiant Wings

Placement: Body

While you have this tattoo, you can speak, read, and write Celestial.

As a bonus action luminous, spectral wings sprout from your back for the next minute. Until the transformation ends, you have a flying speed equal to your walking speed, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an unarmed strike or monk weapon. The extra damage is equal to a roll of your martial arts die. Once you use the tattoo in this way, you cannot do so again until you finish a short or long rest.

Streaking Flame

Placement: Legs

While you have this tattoo, your walking speed increases by 5 ft.

Whenever you take the dash action, you may invoke this tattoo as a bonus action. If you do, you do not provoke opportunity attacks until you stop moving and creatures you get within 5 ft. during the dash must make a Dexterity saving throw or take 2d6 fire damage. This damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 17th level. Once you invoke the tattoo in this way, you cannot do so again until you finish a short or long rest

Third Eye

Placement: Head

While you have this tattoo, you gain dark vision out to 60 ft. If you already have dark vision, then it extends to 120 ft. The dark vision granted by this tattoo allows you to see in both magical and non-magical darkness.

As a bonus action you can spend 2 ki points to grant yourself true sight for 1 minute. Your true sight extends to 15 ft.

Twisting Serpents

Placement: Arms

While you have this tattoo, you may use Dexterity (Acrobatics) instead of Strength (Athletics) when attempting to initiate a grapple. While you have a creature grappled, they take poison damage equal to your Wisdom modifier at the start of your turn.

As a reaction when you strike a creature with an unarmed strike or monk weapon, you can animate the tattoos to strike out at the creature you hit. The creature takes an additional 1d6 poison damage. As part of this reaction, you may spend any number of ki points, adding an additional 1d6 of poison damage per ki point.

Writhing Roots

Placement: Legs

While you have this tattoo, you cannot be knocked prone or moved against your will.

As a bonus action you can cause the roots to reach into the soil and revitalize you with natural nutrients. You heal an amount equal to a roll of your martial arts die + your Wisdom modifier + your Monk level. Once you use this ability, you cannot do so again until you finish a short or long rest.

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Monastic Tattoos

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