Way of the Aura Guardian



Fiercely flowing through flora and fauna is a thriving, thrumming thoroughfare known as aura. Aura is the limitless living life force that blaringly beats through all living things and a stunningly stupendous sect of monks have completely, courageously committed to guarding the flow of aura. By channeling their amazing, affluent aura they can positively and powerfully protect the life of their companions or savagely and sensationally strike down sadistic, sinful creatures that would devilishly disrupt the flow of aura in all things.

Aura Infused Strikes

Beginning at 3rd level you have learned to let loose your aura and turn it into an optimally offbeat oppressive force against your foes. Once on each of your turns when you hit with an unarmed strike or monk weapon you can channel your aura into the attack. You deal extra force damage equal to one roll of your martial arts die to the creature you hit with the attack.

At 11th level this becomes 2 rolls of your martial arts die and at 17th it becomes 3 rolls.

Guided Meditation

Also at 3rd level you can tap into your amazing aura to exceedingly enhance your own skills. By sitting in meditation for 1 hour during a long rest you may give yourself proficiency in one skill you do not currently have proficiency in until the end of your next long rest.

Aura Shield

At 6th level you can use your absolute, absolving aura to graciously guard yourself and others. As a bonus action you can spend 2 Ki points to make you or an ally within 5 ft. resistant to bludgeoning, piercing, slashing, and force damage for 1 minute or until you use this feature again. And as long as you have at least 1 Ki point, you always resist force damage.

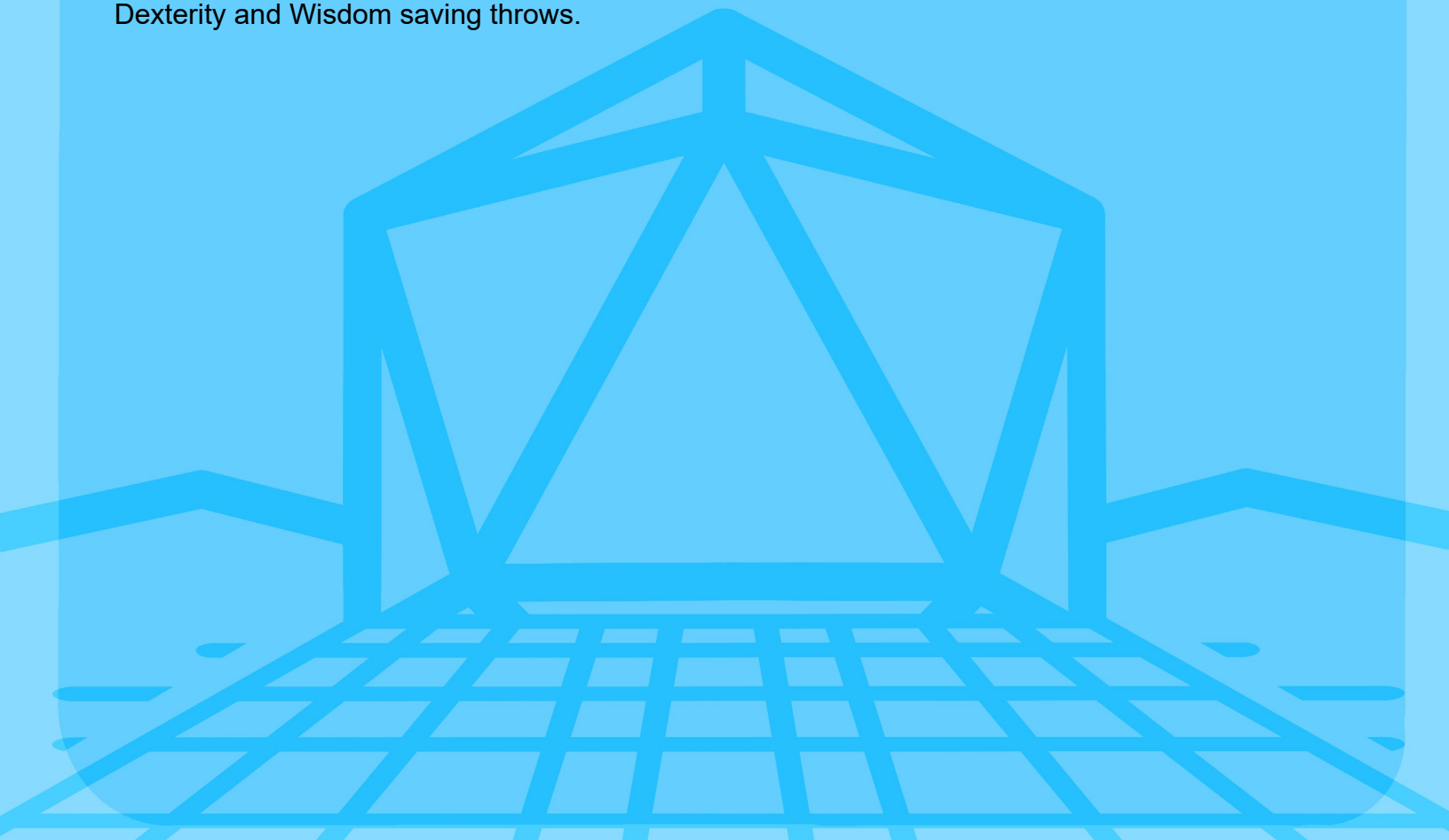
Intense Aura

At 11th level you can try and ferociously force your aura upon others to shockingly shake and shred their core. As an action you can spend any number of Ki points and force all creatures of your choice within 10 ft. of you to make a Wisdom saving throw. On a failed save a creature takes force damage equal to a number of martial arts die equal to the Ki points spent. Also on a failed save an effected is creature incapacitated until the end of your next turn. On a successful save the creature takes half as much damage and is not rendered incapacitated.

Additionally, when you use Aura Infused Strikes all the damage done is considered force for that attack as you directly strike a creature's aura.

Guardian's Aura

At 17th level whenever you use your Aura Shield feature on another ally you also gain the benefits. Additionally, each creature benefited by the Aura Shield gains +2 to their AC and has advantage on Dexterity and Wisdom saving throws.



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