Way of the Insect



Warriors of the Way of the Insect use tricky techniques taught to them by observing some of the singularly smallest creatures around them. By meticulously mimicking movements and hallowed, hostile hunting methods of various insects, wiry, wild warriors of this path become erratic, lunging hunters able to take on malignant, macabre monsters ten times their size.

Grasshopper Lunge

Starting at 3rd level, when you spend a Focus Point on Step of the Wind, you may immediately jump 15 ft. In any direction (this does not use your movement). You may spend an additional Focus Point to make an unarmed strike attack against a creature within 5 ft. Of the point you land or a creature flying above the ground.

Skitter Step

At 6th level, you learn to masterfully mimic and mime the entrancing, elaborate, and erratic movements of your insectoid tutors. When you move, you may spend 2 Focus Points and roll your martial arts die.

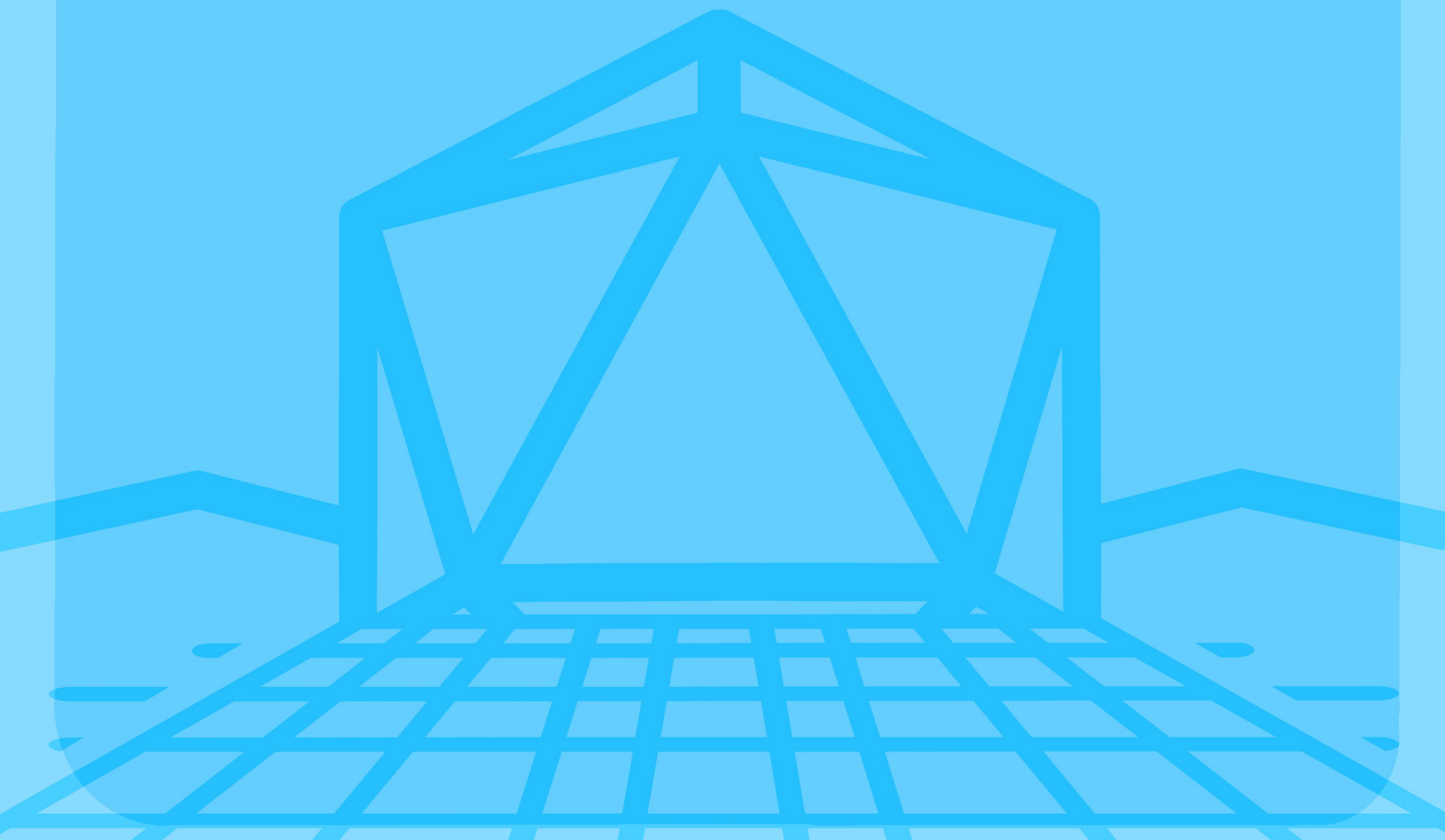
Until the start of your next turn, your AC increases by an amount equal to the roll of your martial arts die.Float like a Butterfly Also at 6th level, when you fall you may use your reaction to spend 1 Focus Point to reduce the damage by an amount equal to 10 x your Monk level.

Sting like a Bee

At 11th level, once per turn when you hit a creature with an unarmed strike, you may deal an additional amount of poison damage equal to one roll of your martial arts die. When you use your Flurry of Blows feature, you may add this damage to each attack made with that feature.

Flight of the Bumblebee

Beginning at 17th level, you may use your bonus action to spend any amount of Focus Points. You gain a flight speed equal to your walking speed for a number of rounds equal to the Focus Points spent. While you have this flight speed, you may add the extra damage granted by Sting like a Bee to every unarmed strike you make



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