DUALINK

Kinetic Store



JJK Edition

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Kinetic Store

School: Transmutation
Level: 2
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: 1 minute
Classes: Monk, Rogue (Arcane Trickster), Cleric (War Domain)

You infuse your movements with latent kinetic energy, preparing to unleash it in a moment of need. Upon activating this ability, when you hit an enemy with an attack on your turn, you can choose to either store 2d8 bludgeoning damage or gain a kinetic charge. This extra damage can be released once during the spell's duration as a bonus action on a subsequent turn, dealing the stored damage to a target within range. Alternatively, you can expend a kinetic charge to:

Increase your speed by 10 feet until the end of your current turn.
Gain advantage on your next Acrobatics or Athletics check made before the end of your turn.
Push an opponent 5 feet away from you without provoking opportunity attacks (no action required).

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The spell ends once the stored damage is released, all kinetic charges are used, or the duration expires. You cannot store more than 4d8 bludgeoning damage at a time or hold more than 2 kinetic charges. The spell can only be activated once per long rest.

At Higher Levels

When you cast this spell using a spell slot of 3rd level or higher, the maximum stored capacity and the number of kinetic charges you can hold increase by 1 for each slot level above 2nd.