DUALINK

Way of Hamon

Monk Subclass



Jojo'S Bizarre Adventure Edition

Way of Hamon

Monks of the Way of Hamon harness the power of controlled breathing to generate life energy that mimics sunlight. This energy flows through their bodies and anything they touch, allowing them to strike with radiant force and unleash a wide array of techniques.

Hamon Breathing

At 3rd level, you learn to generate Hamon through precise breathing.

- Your unarmed strikes deal radiant damage instead of their normal type.
- Once on each of your turns when you hit with an unarmed strike, you can deal extra radiant damage equal to your Wisdom modifier (minimum of 1).
- You have advantage on saving throws against disease.

Hamon Techniques

At 3rd level, you learn to channel your Hamon into specialized techniques.

You learn three techniques of your choice from the list below. You learn one additional technique at 6th, 11th, and 17th level.

You can use only one Hamon Technique per turn unless otherwise stated.

Sunlight Yellow Overdrive

When you hit a creature with an unarmed strike, you can spend 1 ki point to deal extra radiant damage equal to two rolls of your Martial Arts die and the target cannot take reactions until start of its next turn.

Zoom Punch

When you make an unarmed strike, you can spend 1 ki point:

- reach increases by 15 feet
- if it hits, you may pull yourself up to 10 feet toward the target or push it 10 feet

Metal Silver Overdrive

When you hit a creature with a weapon attack using a metal weapon, or with an improvised weapon made of metal, you can spend 1 ki point to conduct Hamon through the object. The attack deals extra radiant damage equal to one roll of your Martial Arts die. If the target is wearing metal armor or carrying a metal shield, it has disadvantage on the next attack roll it makes before the end of its next turn.

Scarlet Overdrive

When you hit a creature with a melee attack, you can spend 2 ki points to ignite your Hamon into searing force. The target takes extra fire damage equal to one roll of your Martial Arts die, and at the start of its next turn it takes fire damage equal to one additional roll of your Martial Arts die unless it or another creature uses an action to extinguish the effect.

Hamon Cutter

As an action, you can spend 1 ki point to launch a slicing wave of Hamon.

Make a ranged spell attack with a range of 30 feet. On a hit, the target takes radiant damage equal to two rolls of your Martial Arts die.

Hamon Conduction

When you hit a creature, you can spend 1 ki point to conduct Hamon through a medium.

Choose another creature within 10 feet of the target. That creature takes radiant damage equal to one roll of your Martial Arts die.

Defensive Breathing

When you take damage, you can use your reaction and spend 1 ki point to steady your breathing and lessen the blow. Reduce the damage by an amount equal to one roll of your Martial Arts die + your Wisdom modifier (minimum reduction of 1). You can then move up to 10 feet without provoking opportunity attacks.

Healing Pulse

As an action, you can spend 2 ki points and touch a creature other than yourself, restoring hit points equal to two rolls of your Martial Arts die + your Wisdom modifier. Undead creatures touched by this technique take radiant damage equal to the amount that would otherwise be restored.

Sendo Leap

As a bonus action, you can spend 1 ki point to flood your legs with Hamon. Until the end of the current turn, your jump distance is tripled, and you can move across vertical surfaces and liquids without falling during the move. If you end this movement on a liquid surface, you immediately fall or sink as normal unless another effect supports you.

Sunlight Resilience

At 6th level, your body becomes infused with life-giving energy. You gain resistance to necrotic damage.

Additionally, at the start of your turn, if you have at least 1 hit point, you regain hit points equal to your Wisdom modifier (minimum of 1).

Ripple Overdrive

When you use a Hamon Technique, you may apply two benefits instead of one. Once you do so, you cannot do it again until end of your next turn.

You may use this feature a number of times equal to your half your Proficiency Bonus (rounded down) per long rest.

Final Overdrive

At 17th level, you can channel all of your remaining Hamon into a single devastating strike.

When you hit a creature with an unarmed strike, you can spend up to 5 ki points. For each ki point spent, the attack deals an extra 2 rolls of your Martial Arts die in radiant damage.

If you spend 5 ki points on this feature, the target must succeed on a Constitution saving throw against your ki save DC or be stunned until the end of your next turn.