DUALINK

Way of the Fish-Man

Monk Subclass



One Piece Edition

Way of the Fish-Man

Monks who follow the Way of the Fish-Man move with the fluid grace of water, striking with the force of crashing waves and manipulating their surroundings to gain the upper hand in combat. Practitioners of this tradition harnesses the essence of water, believing that by mastering its movements and properties, they can transcend their physical limitations. They see water as both a source of strength and a means of achieving harmony with the world around them and aim to become as adaptable and unstoppable as the ocean itself. Their ultimate goal is to achieve a unity with the element of water, becoming a living embodiment of its might and tranquility.

Water Manipulation

At 3rd level, you gain the ability to manipulate water in your surroundings. You can use your action to control water within a 30-foot radius, shaping it into simple forms and moving it up to 30 feet in any direction. This water control can extinguish flames, fill containers, or create simple shapes and currents. This ability does not create water but manipulates existing water sources.

Additionally, you gain proficiency in Athletics if you don't already have it and access to the following ability:

- ***Water Shot:*** You can use your Ki to launch a powerful jet of water. As an action, you can spend 1 Ki point to make a ranged spell attack (range 30 feet) using your Wisdom modifier.

On a hit, the target takes 1d8 bludgeoning damage, and if the target is Large or smaller, it must succeed on a Strength saving throw or be pushed back 10 feet.

The damage increases to 2d8 at 6th level, 3d8 at 11th level, and 4d8 at 17th level.

Fish-Man Resilience

At 6th level, your training enhances your physical durability. You gain resistance to bludgeoning damage and can breathe underwater. Additionally, you gain a swimming speed equal to your walking speed.

Shark Tile True Punch

Also at 6th level, you learn to bypass your opponent's defenses by transmitting force through the water in their body. When you hit a creature with an unarmed strike, you can spend 2 Ki points to force the target to make a Constitution saving throw. On a failed save, the target takes additional bludgeoning damage equal to two rolls of your Martial Arts die, and the strike bypasses any resistances to bludgeoning damage.

Crushing Wave Technique

At 11th level, you master the ability to both grapple your enemies with immense force and leave debilitating pressure marks on them. You gain the following features:

- ***Sea Drum:*** You can also spend 1 Ki point to punch the water in front of you, sending a shockwave through it to strike a creature within 30 feet. The target must make a Constitution saving throw. On a failed save, the target gains a ***Pressure Mark***, which lasts for 1 minute.

A creature with a ***Pressure Mark*** has vulnerability to the next attack that hits it, and it has disadvantage on Strength and Dexterity saving throws until it fades or is triggered by an attack. You can apply only one ***Pressure Mark*** to a creature at a time. If a creature with a pressure mark is hit by an attack, the pressure mark is consumed and the effects end.

- ***Shark Grip:*** When you hit a creature with an unarmed strike, you can spend 2 Ki points to attempt to grapple the target as a bonus action. While grappling a creature, you can use an action to squeeze them, dealing bludgeoning damage equal to twice your Martial Arts die + your Wisdom modifier. If the target has a ***Pressure Mark***, it must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Water Heart

At 17th level, you master the ultimate techniques of Fish-Man Karate. As an action, you can spend 5 Ki points to unleash a devastating wave of water in a 60-foot cone. Each creature in the area must make a Strength saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save, a creature takes 8d10 bludgeoning damage, gains a pressure mark and is pushed back 30 feet and knocked prone. On a successful save, the creature takes half as much damage and isn't pushed or knocked prone.

Additionally, you can now manipulate water even when there are no water sources around. You can create water up to a volume of 10 gallons per Ki point spent (maximum of 50 gallons) once per long rest.