DUALINK

Way of Rokushiki

Monk Subclass



One Piece Edition

Way of Rokushiki

Monks of the Way of Rokushiki pursue physical perfection with ruthless discipline.

Where other martial traditions seek harmony, enlightenment, or spiritual balance, Rokushiki asks a colder question:

What can the body be forced to do?

Its practitioners train until ordinary limitations cease to apply. They cross rooms faster than the eye can follow. They kick the air hard enough to cut stone. They harden muscle until blades recoil from flesh. They step upon empty air, twist around attacks like paper caught in the wind, and drive a finger through armor as though it were cloth.

The six fundamental techniques of Rokushiki are collectively known as the Six Powers: Soru. Shigan. Tekkai. Geppo. Rankyaku. Kami-e. Mastering one is extraordinary. Mastering all six means transforming the body itself into a weapon.

The greatest practitioners eventually discover something beyond the Six Powers: Rokuogan, a secret technique that releases physical force directly through an enemy's body.

Rokushiki is commonly associated with assassins, elite soldiers, secret agents, government operatives, and warriors subjected to brutal training. A practitioner need not remain loyal to the organization that taught them. Indeed, some of the most dangerous masters are those who learned Rokushiki and then turned it against their former instructors.

3rd Level: Six Powers Training

When you choose this tradition at 3rd level, your training begins with two fundamental Rokushiki techniques: Soru and Shigan. Your Rokushiki techniques use your ki save DC whenever they require a saving throw.

Soru. Shave.

You kick against the ground repeatedly in an instant, accelerating so quickly that you seem to disappear. When you use Step of the Wind, you gain the benefits of both the Dash and Disengage actions instead of choosing one. In addition, until the end of the turn, you can move through the spaces of hostile creatures. A hostile creature's space is difficult terrain for you, and you can't willingly end your movement there.

Soru is movement, not teleportation. You must have a path through which you can physically move.

Shigan. Finger Pistol.

You focus the force of your entire body through a single finger, fist, toe, or similarly precise strike. Once on each of your turns when you hit a creature with an unarmed strike, you can spend 1 ki point to use Shigan. The attack deals additional piercing damage equal to one roll of your Martial Arts die. In addition, the target can't take reactions until the start of its next turn.

The attack counts as an unarmed strike for the purpose of your Monk features regardless of the body part

used to perform Shigan.

6th Level: Body Beyond Limits

At 6th level, your training unlocks two additional Powers: Tekkai and Geppo.

Tekkai. Iron Body.

Through precise muscular control, you harden your body at the instant of impact. When you are hit by an attack, you can use your reaction and spend 1 ki point to reduce the damage you take from that attack by two rolls of your Martial Arts die + your Wisdom modifier. Your speed then becomes 0 until the start of your next turn.

Tekkai can't be used while you are incapacitated.

Geppo. Moonwalk.

You strike the air beneath your feet with enough force to propel yourself upward. During your turn, you can spend 1 ki point to gain a flying speed equal to your walking speed until the end of the turn. No action is required. You can't hover using this flying speed. If you end the turn in the air with nothing supporting you, you fall.

Starting at 11th level, when you use Geppo, the flying speed lasts until the end of your next turn instead. If you use Geppo again before the duration ends, the duration resets.

Soru-Geppo

Also at 6th level, you can combine Geppo with Soru. When you use Step of the Wind and Geppo during the same turn, your flying speed increases by the bonus to your walking speed granted by your

Unarmored Movement until the end of that turn.

11th Level: The Complete Six Powers

At 11th level, you complete your training in the Six Powers, learning Rankyaku and Kami-e.

Rankyaku. Tempest Kick.

You kick with such speed and force that the compressed air itself becomes a cutting blade. When you take the Attack action on your turn, you can replace one of your attacks with Rankyaku and spend 2 ki points. Choose either a 30-foot line that is 5 feet wide or a 15-foot cone originating from you. Each creature in the area must make a Dexterity saving throw against your ki save DC. On a failed save, a creature takes slashing damage equal to three rolls of your Martial Arts die. On a successful save, it takes half as much damage.

At 17th level, the damage increases to four rolls of your Martial Arts die.

Kami-e. Paper Art.

You release unnecessary tension from your body and allow incoming attacks to guide your movement rather than resisting them. When a creature you can see targets you with an attack roll, you can use your reaction and spend 1 ki point to use Kami-e before the roll is made. The attack roll has disadvantage. If the attack misses, you can immediately move up to 10 feet to an unoccupied space you can see. This movement doesn't provoke opportunity attacks. If the attack still hits, you don't

move.

Six Powers Sequence

Also at 11th level, your mastery allows one Rokushiki technique to flow naturally into another. Once on each of your turns, after you use one Rokushiki technique, the next different Rokushiki technique you use before the end of your next turn costs 1 fewer ki point, to a minimum cost of 1 ki point. For example, using Soru can't make another use of Soru cheaper, but it can reduce the cost of Rankyaku.

This feature can't reduce the cost of a technique to 0.

17th Level: Rokushiki Master

At 17th level, the Six Powers are no longer separate techniques to you. They are simply movement. Once per turn, you can reduce the ki cost of one of the following techniques by 1 ki point: Soru, Shigan, Tekkai, Geppo, Rankyaku, Kami-e. This reduction can reduce the technique's cost to 0. You can use this reduction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a short or long rest. You can't apply this reduction and Six Powers Sequence to the same use of a technique.

In addition, you learn the secret technique known as Rokuogan.

Rokuogan. Six King Gun.

Rokuogan is not considered one of the Six Powers. It is what lies beyond them. You place both hands against or immediately before a creature and release a concentrated shock through its body. Armor offers little

protection; the force is transmitted directly through the target.

As an action, choose one creature within 5 feet of you and spend 5 ki points. The target must make a Constitution saving throw against your ki save DC. On a failed save, the target takes force damage equal to ten rolls of your Martial Arts die, is pushed up to 15 feet directly away from you, and can't take reactions until the end of its next turn. On a successful save, the target takes half as much damage, isn't pushed, and can take reactions normally.

Rokuogan produces a thunderous shockwave audible out to 300 feet. After using Rokuogan, you can't use it again until the start of your next turn.