

Way of the Brush

Twisting and twirling through a horde of goblins, the half-orc covered head to toe in tattoos that depict beautiful cranes and elegant swans takes leaps and bounds as their tattoos spring to life, creating a beautiful and deadly dance of martial arts and flight. A dwarf steadies herself as she takes a defensive stance, the depictions of roots and branches on her tattooed skin begin to sprout from her body and root her into place. These are a few examples of Monks that follow the Way of the Brush.

These monks find the expression of their soul and the energy of life through calligraphy and art. These Monks have found a way to inscribe ink with the energy that creates all life, making their tattoos, markings, and creations living and breathing like themselves.

One with the Brush

When you choose this tradition you gain proficiency in Painter's supplies and Calligraphy supplies if you did not already have it.

Ki-Infused Tattoos

Starting when you choose this tradition at 3rd level, you scribe tattoos on your person that are infused with Ki. Choose two of the following tattoos from the list below. Each tattoo has a passive benefit from having it scribed on your person, in addition to a Channeled ability. You can Channel and utilize the latent ki in your tattoos a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While you have no uses available, you can spend 1 ki points to use this feature again.

You gain 1 additional tattoo at 6th level, 11th level, and 17th level. You can change what tattoo you have on your body when you level up, and you can also change one of your tattoos if you have Calligraphy supplies or Painter's supplies on you, and you spend 8 hours of continuous work scribing a new one.

The Serpent

You have imagery of a serpent, octopus, snake, or another tentacled creature upon your body. Creatures attempting to escape your grapples have disadvantage on their saving throw made to do so.

Coiling Strike. As an action you can cause your tattoos to spring to life, and grasp at a creature within 15 feet of you. Make an unarmed strike against the creature. On hit, you deal bludgeoning damage equal to a roll of your Martial Arts die twice, and the creature is grappled by you. A creature attempting to escape this grapple has to beat your Ki Save, as opposed to 8 + your Strength modifier + your Proficiency bonus. This grapple also ends if you or the creature move more than 15 feet away from each other, or use this tattoo again.

The Great Tree

You have imagery of a beautiful and ancient tree upon your body. You have advantage on saving throws made to be Shoved or knocked Prone.

Ironwood Stance. As a bonus action, your tattoos spring to life and cover you in protective bark and roots keep you grounded. Your speed becomes 0 until the start of your next turn, you cannot be forcibly moved or knocked prone, attack rolls targeting you are made with disadvantage, and if you take damage, you can use your reaction to reduce the damage dealt by your Martial Arts die rolled twice plus your Wisdom modifier.

The Crane

You have imagery of a beautiful crane or other majestic bird upon your body. If you fall from 20 feet or lower, you do not take fall damage.

Soaring Flight. As a bonus action, your tattoos spring to life as you gain a pair of beautifully feathered spectral wings that last until the end of your turn. While you have these wings, attacks of opportunity made against you are made with disadvantage, and you gain a flying speed equal to two rolls of your Martial Arts die x 10.



The Beast

You have imagery of a fierce animal on your body; like a tiger, lion, or panther. When you make an unarmed strike, you can choose to deal slashing or piercing damage as opposed to bludgeoning damage; and you critically strike on a roll of 19 or 20 as your tattoos spring to life and become sharp claws or fangs.

Feral Swipe. When you critically hit a creature with an unarmed strike, you can channel your tattoos as a reaction to gain temporary hit points equal to a roll of your Martial Arts die plus your Wisdom modifier and make one additional unarmed strike against a creature within range.

The Black Dragon

You have imagery of fierce black dragons on your body with maws that are pooling sizzling acid. You can choose for your unarmed strikes to deal Acid damage as opposed to Bludgeoning damage when you hit a creature.

Belch of the Black Dragon. When you hit a creature that is wearing armor or has natural armor, as a bonus action you can immediately cause acid to jump from your tattoos and magically coat the creature you hit, reducing their AC by 1 for 1 minute. A creature coated in this magical acid can scrape off the acid as an Action, and if this tattoo is used on a creature already magically coated in acid in this way, the duration instead extends by an additional minute.

The Amarak

You have imagery of frigid winds and glaciers surrounding a massive wolf on your body. You can choose for your unarmed strikes to deal Cold damage as opposed to Bludgeoning damage when you hit a creature.

Arctic Drift. You can replace one of your attacks from the attack action with a frigid blast of arctic wind that erupts from your tattoos in a 20 foot cone. All creatures caught within this cone must succeed on a Constitution saving throw against your Ki save DC or have their speed reduced to 0. An affected creature can remake the saving throw at the end of each of their turns, ending the effect upon success.

The Phoenix

You have imagery of raging infernos and flames coating the fabled phoenix on your body. You can choose for your unarmed strikes to deal Fire damage as opposed to Bludgeoning damage when you hit a creature.

Flaming Rebirth. When you take Fire damage, as a reaction flaming feathers can erupt from your tattoos magically absorbing the flames. You gain temporary hit points equal to half of the damage dealt to you, and while you have these temporary hit points you deal additional Fire damage equal to your Proficiency bonus whenever you hit a creature with an unarmed strike.

The Blue Dragon

You have imagery of a feral blue dragon on your body, that produces arcs of lightning and electricity. You can choose for your unarmed strikes to deal Lightning damage as opposed to Bludgeoning damage when you hit a creature.

Flowing Current Fist. At the start of your turn you can evoke your tattoos to cause lightning to jump from them and coat your fists, causing all Unarmed Strikes you make for the duration of your turn to deal lightning damage and have a range of 40 feet.

The Thousand Palms

You have imagery of thousands of closed palms depicted on your body. You can choose for your unarmed strikes to deal Thunder damage as opposed to Bludgeoning damage when you hit a creature.

Thousand Palm Clap. You can replace one of your attacks from the attack action with a concussive blast that erupts in a 15 foot cone as hundreds of spectral hands spring from your tattoos and clap at once. All creatures caught within this cone must make a Strength saving throw against your Ki save DC. Upon failure, they take Thunder damage equal to two rolls of your Martial Arts die and are pushed back 10 feet. Upon success, they take half damage and are not pushed back.

Strokes of Reality

At 6th level, you have learned to enhance your craft and artwork with the essence of Ki, temporarily turning your artwork into reality. Over the course of 10 minutes when you complete a painting or piece of artwork, the object or terrain feature depicted becomes a real, nonmagical object for 1 hour. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and so on. Nothing you have created can have a value greater than 25 gp, or take up space larger than a 5 foot cube. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material. If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything. Once you have used this feature you may not use it again until you complete a long rest.

Protective Ink

At 11th level, you have learned how to alter the ki within the ink of your tattoos to protect yourself or your allies. As an action, you can form a temporary tattoo made of pure Ki on a friendly creature you can touch, which can include yourself. For the 10 minutes, the creature gains resistance to bludgeoning, piercing, slashing, acid, cold, fire, lightning, or thunder damage, as a magical tattoo appears on their person. Once you have used this feature, you cannot use it again until you complete a short or long rest.



Art of Life

At 17th level, you have mastered the art of the Brush, and you are able to breathe tangible life into your creations for a short time.

Over the course of 10 minutes you can paint a perfect replica of yourself and expend 5 ki points to breathe life into your creation. This replica of you is considered a creature, partially real and formed from raw ki and ink, and it can take Actions and otherwise be affected as a normal creature. It appears to be the same as you, but it has half of your hit point maximum, half of your total Ki points, and is formed without any Equipment. Otherwise, the replica uses all of your abilities and has all of the same Tattoos as you.

The Replica is friendly to you and creatures you designate. It obeys your spoken and telepathic commands, moving and acting in accordance with your wishes and acting on Your Turn in Combat. The replica lacks the ability to learn or become more powerful, so it never increases its level or other Abilities, nor can it regain expended Spell Slots, Ki points, or similar features. The Replica cannot use the Art of Life feature.

The Replica can not regain hit points, and will fade away in 1 hour or until it drops to 0 hit points. Once you have used this feature, you may not use it again until you finish a long rest.

Changelog

- Version 1.2
 - Removed Elemental Tattoos
 - Changed Ki-Infused Tattoos to have passive and channeled benefits
 - Added previous elemental tattoos to ki-infused tattoo options
 - Changed Ki-Infused Tattoos to gain more tattoos as you level
 - Added Protective Ink
 - Changed Way of the Brush to One with the Brush
- Version 1.1
 - Added "Once you have used this feature, you may not use it again until you finish a long rest." to Art of Life
 - Grammatical fixes
 - Added flavor text
- Version 1.0
 - Initial release

More!

This homebrew was made by KoatheDM, and you can find more homebrew content on [Patreon!](#) I also have an [Instagram](#) account, [Reddit](#) account where I post and tease other homebrew content by the name of KoatheDM, and a [Twitter](#) where I also tease upcoming content! This document was made through GMBinder. Art by Warmtail.

