



WAY OF THE KARMIC KILLER

When one shifts the balance of the world's energy, they better watch their back, for the Order of the Karmic Killers will have no mercy. Watching and feeling the energy of the world, they take down anyone who dares disturb the balance. Their brand of justice is one considered violent by many, but one cannot argue with its effectiveness.

KARMIC ASSASSIN

3rd-level Way of the Karmic Killer feature

You excel as a vigilante and assassin, taking down those who wronged the world with vicious swiftness. Each time you reduce a creature of CR1/2 or higher to 0 hit points with unarmed strikes, you regain a number of Ki points equal to your Wisdom modifier (minimum of 1 Ki point).

In addition, your melee attacks made against targets that are stunned or unconscious deal an additional 1d6 necrotic damage.

TOUCH OF KARMA

6th-level Way of the Karmic Killer feature

You've found a way to turn Karma against a target, its impending essence aiding you in its disposal. As a reaction to taking damage, you may use 2 Ki points to choose a creature within 5 feet of you. That creature takes an amount of force damage equals to half of the damage dealt to you.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

CHOSEN BY DEATH

11th-level Way of the Karmic Killer feature

You can mark a target for death and enact a terrifying form of justice upon it. As initiative is rolled or when you are hidden from a creature, you may attempt place a black mark upon them, if they are within 30 feet of you. The target must make a Charisma saving throw against your Martial Arts save DC. On a failure, the mark takes effect. For the next minute, all your attacks against the target are made at advantage and each time you roll a critical hit, the target becomes stunned until the end of your next turn.

You can't use this feature again until you finish a short or long rest.

SOUL FOR A SOUL

17th-level Way of the Karmic Killer feature

You take the will of the world within your own hands, choosing to bind your soul to a creature's Ki and Karma. Sacrificing your soul to end theirs. Choose a creature within 90 feet of you. You and the creature become bound. For the next minute, you gain the following benefits:

- You may use Touch of Karma on it regardless of how far away the creature is from you.
- All your attacks against it deal an additional 2d10 necrotic damage.
- You have advantage on all saving throws it forces you to make.
- The creature must make a Wisdom saving throw against your Martial Arts save DC each time it attempts to move to a space that is more than 90 feet away from you, being unable to do so for that round on a failure.
- At the end of the minute, if your chosen target has not reached 0 hit points or died, you fall to 0 hit points with 2 failed death saving throw.

You can't use this feature again until you finish a long rest.

Art by Wonderis