

MONK - WAY OF SMOKING BARRELS

In the Evil West, a secret order of gunfighting monks known as the Order of the Smoking Barrels has emerged. Combining the ancient art of martial arts with the deadly precision of firearms, these monks have honed their bodies and minds to become formidable warriors. The Order's disciples undergo grueling training regimens, mastering both the explosive gunpowder and the spiritual ki manipulation.

Equipped with their customized firearms and clad in flowing robes, these monks possess an air of mystique and lethal grace. Their combat style seamlessly blends acrobatic movements with precise marksmanship, allowing them to unleash a storm of bullets while gracefully evading their opponents' attacks.

Training of Powder & Self

Starting at 3rd level, you become proficient with firearms. They become monk weapons for you, and you don't suffer disadvantage from using them while within 5 feet of a hostile creature.

In addition, whenever you spend any number of Ki Points, an equal amount of bullets become infused with Ki. Ki-infused bullets cannot misfire, ignore half and three-quarters cover and deal force damage instead of piercing damage.

Gunslinger Art

Also at 3rd level, your ki allows you to perform strong feats with your guns. You gain the following abilities:

Shadowy Hands. You can expend 1 Ki point to reload your firearm as a bonus action.

Ki-cochet. Whenever you miss an attack roll with a firearm, you can expend 1 Ki point to redirect the attack to a creature within 15 feet of the original target. You must make a separate attack roll for the new target.

GM NOTE: This subclass is designed around Mercer's firearm rules. You can use other rules, but they might change the features slightly.

Zen Reload

At 6th level, your Ki is enough to fuel your weapons. Whenever you use your Deflect Missiles, your weapon is automatically reloaded and you must roll one Martial Arts die. A number of bullets equal to the number rolled become Ki-Infused.

Additionally, if you reduce the damage from the projectile to 0, you may make an attack with your firearm as part of the same attack.



Ever-smoking Barrels

Also at 6th level, you can use your firearm to make the attacks granted by Flurry of Blows. When you use it in this way, the weapon damage die becomes equal to your Martial Arts die.

Inner Fire

At 11th level, your infused bullets are stronger than before, due to your connection to your weapon. Your Ki-infused bullets deal additional damage equal to one roll of your Martial Arts die.

Bullet Time

At 17th level, your reflexes have been honed to perfection. As a bonus action, you can enter Bullet Time for 1 minute. When in Bullet Time, you gain the following benefits:

- The damage reduced by your Deflect Missiles ability is doubled.
- Your firearms ignore the reloading property.
- You gain an additional action on each of your turns.

Once you've used this feature, you can't do so again until you finish a short or long rest.

