

Way Of The Six Gates

Monks of the Way of the Six Gates practice unlocking Inner channels of ki in order achieve a short boost of power and speed, but only when necessary as doing so harms their physical body. When you focus your Ki you are able to unlock additional gates to achieve greater temporary abilities, while also causing larger amounts of stress to your own body. These monks know that this ability should be used cautiously and sparingly, and thus many only unlock these gates when in dire situations. Some even choosing to never unlock them.

Gates

Starting when you choose this tradition at 3rd level, you can manipulate your Ki to unlock inner reservoirs of ki, known as Gates. You can open the first Gate as a bonus action on your turn. Subsequent gates can also be opened as a bonus action, but only once the prior gate has already been opened. (*i.e. gate 2 can only be opened after gate 1 is already open*). While any gate after the first is open, you also continue to benefit from the effects of previous gates.

Opening Gates causes stress to your body and over-exerts your muscles. As a result, Opening them can cause short and long term damage to your body. Each additional gate opened causes the user to sustain an additional level of exhaustion (*see the "exhaustion" condition in Appendix A of PHB*) after the effect of all opened gates on the user has ended. Once a gate has been opened, it remains opened for 1 minute, or until the user chooses to end the effect, or another gate is opened.

At third level, you gain access to gates 1 & 2. The benefits of opening gates are detailed in the "6 gates chart" at the end of the archetype.

Skybound Potential

Beginning at 6th level, you gain the ability to open the 3rd gate. Opening this gate follows the normal rules for opening a gate detailed in the "Gates" section of the archetype. The benefits of opening this gate are detailed in the "6 gates chart" located at the end of the archetype.

Through meditation, you begin to learn new ways of healing the damages brought upon your body by opening gates more quickly. At 6th level you also gain the ability to remove additional levels of exhaustion by sacrificing Ki points. Immediately after a long rest, you may expend 2 ki points per level of exhaustion, to remove up to 2 additional levels of exhaustion. This can be used to remove only exhaustion caused by opening gates.

Additionally, your training has tough you to take advantage of even the worst situations. Whenever you are falling, if you are within 5 ft of another creature that is also falling, you may attempt to grapple the target as a reaction. If the grapple is successful and sustained until one or both of you and the target hit the ground, you may have the target take both of your fall damage, while you take none.

Exceptional Opener

Starting at 11th level, you have learned to unlock even greater inner power. You can now Open gates 4 & 5. Opening these gates follows the normal rules for opening a gate detailed in the "Gates" section of the archetype. The benefits of opening this gate are detailed in the "6 gates chart" located at the end of the archetype.

Dire Situations

At 17th level, you gain the ability to open the 6th, and **Final** gate. Additionally, if you are revived after dying in, or as a result of being in the 6th Gate, you are revived with your severely damaged muscle tissue and overloaded Ki channels. As a result, for 1 week after being revived, your strength and dexterity scores both become 3. You also roll a d100. On a roll of 25 or lower, your Ki receptors are so severely damaged that you lose the ability to open the 6th gate. You may regain this ability if you devote 1 full year of time to deep meditation and hourly training.

6 Gates Chart

Gate	Speed Increase Total	Damage Increase total	Additional benefits
1	+5	+2	You may Jump up to 10 ft, and up to an additional 10ft in any direction from the endpoint of the first jump.
2	+10	+4	If you have hit a single opponent with 2 attacks this turn, you may attempt to launch the opponent up to 20 ft into the air with the next attack that hits this turn.
3	+15	+6	Your critical hit range becomes 19-20 and you may roll damage die 3 times instead of twice when you land a critical hit.
4	+20	+8	You gain an additional Bonus Action per turn.
5	+25	+10	You gain an additional Action per turn.
6	+30	+12	You regain all Spent Ki points. You gain a number of temporary Hit Points equal to the difference in you hit point maximum and your current HP. Additionally, for the duration, you can touch

			any number willing creatures, giving them the benefits of the haste spell. You may also touch yourself to gain this benefit.
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