

Way of the Crashing Sky

Level 3

Momentum: The Monk uses momentum to inflict crushing punishment. At the end of a move action, the Monk can deal martial arts damage plus 1d6 damage to a target within 5 feet for every 5 feet moved. Max d6 = half monk level rounded up. Vertical movement does not require a save from the target, horizontal moment requires a dex save to avoid taking half damage on a save.. Monk also reduces fall damage by momentum damage dice. Momentum damage counts as an unarmed strike.

Monk gains climb speed equal to movement.

Level 6:

Spurred Momentum: Spend 1 Ki to use climb speed on creatures and humanoids for the rest of the round. Small creatures count as 5 feet high, and each size category larger counts as 5 additional feet. None of your movement for the round provokes opportunity attacks.

Level 11

Storming Momentum: When using your Momentum to attack Vertically you can choose to do thunder damage instead of Weapon/Martial damage.

When you use your Momentum to attack horizontally, you can choose to do Lightning damage instead of Weapon/Martial damage.

Toppling Momentum: On a successful hit, the target is knocked prone as long as 15 feet or more of movement was used for the Monks Momentum Damage.

Level 17

Freed Momentum: Your momentum Damage is no longer restricted by your Monk level, as such you will do 1d6 per 5 feet of all movement made. The monk can still only reduce fall damage taken by 6xMonk Level.

In addition, Toppling Momentum only requires 5 feet of movement to be able to knock a target prone.