

Sun Soul Monk, Revised

Additions and modifications are shown in blue. Subtraction is shown in red.

Way of the Sun Soul

Way of the Sun Soul Features

Monk Level	Features
3rd	Radiant Sun Bolt
6th	Searing Arc Strike, Blinding Strike
11th	Searing Sunburst
17th	Sun Shield

Radiant Sun Bolt

Starting when you choose this tradition at 3rd level, you can hurl searing bolts of magical radiance.

You gain a new [unarmed strike option](#). This special [unarmed](#) attack is a ranged [weapon](#) attack with a range of [30/150 feet](#). This [unarmed attack](#) deals [1d4 radiant damage](#). This [attack acts like a normal unarmed strike and works with both Martial Arts and Flurry of Blows](#).

Searing Arc Strike

At 6th level, you gain the ability to channel your ki into searing waves of energy. Immediately after you take the Attack action on your turn, you can spend 2 ki to cast the *burning hands* spell as a bonus action.

You can spend additional ki points to cast *burning hands* as a higher-level spell. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points (2 plus any additional points) that you can spend on the spell equals half your monk level.

You may also spend 1 ki point to change the spell's damage type to force, lightning, radiant, or thunder.

Blinding Strike

Starting at 6th level, you can cause your blows to explode with a flash of brilliant light. When you hit another creature with a weapon attack, you can spend 1 ki point to attempt a blinding strike. The target must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Searing Sunburst

At 11th level, you gain the ability to create an orb of light that erupts into a devastating explosion. As an action, you magically create an orb and hurl it at a point you choose within 150 feet, where it erupts into a sphere of radiant light for a brief but deadly instant.

Each creature in that 20-foot-radius sphere must succeed on a Constitution saving throw or take 2d6 radiant damage. A creature doesn't need to make the save if the creature is behind total cover that is opaque.

You can increase the sphere's damage by spending ki points. Each point you spend, to a maximum of 3, increases the damage by 2d6.

You may also spend 2 ki points to force creatures to take half damage when they succeed on their saving throw.

Sun Shield

At 17th level, you become wreathed in a luminous, magical aura. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish or restore the light as a bonus action.

If a creature hits you with a melee attack while this light shines, that creature takes radiant damage equal to 5 + your Wisdom modifier.

As a reaction to taking damage, you may spend 1 ki point to increase the brightness of your aura. Until the start of your next turn, you glow so brightly that other creatures are unable to see you, making you essentially invisible. You also shed bright light out 120 feet and dim light for another 120 feet. This light is considered sunlight.