



# D&D 5E MONK SUBCLASS - ACROBAT

I was inspired to write this watching action movies and cartoons and seeing how the characters throw themselves around and perform impossible feats like jumping from the ground to a rooftop or cross huge distances. I wanted to put in some incentive to use them, and add some fun to the usually serious monk class.

If you use this subclass please credit me and let me know how it goes: [@madfishmonger](#) on Twitter or <http://inktree.madfishmonger> for all my links. Thank you and happy gaming!

## ACROBAT

An unconventional subclass, some would even hesitate to include them among monks as their practice does not appear to include the spiritual or intentional aspects of Ki manipulation. On the other hand, an acrobat and a martial arts monk have much in common; training for acrobats is just as rigorous, strenuous, and grueling. Acrobat's spiritual practices come in to play in their artistic expression and performances, which can also translate in to deadly attacks should they need to defend themselves.

Few master it and join the distinguished ranks of the Sun Circus - the world's most prestigious troupe of performers of physical feats. These shows draw huge crowds, and the Sun Circus have performed for nobility and royalty - to join their ranks is a great honor. There are of course many other troupes of varying size, skill, and composition, one of which could be your character's origin.

Acrobats learn flexibility, strength, endurance, and performance skills. Some are full time performers, while others are travelers who busk for enough coin to get by. Some are committed adventurers, leaving their starry circus days behind, and others join later, wanting to use their skills for something other than fighting. Acrobat's come from all walks of life and can be professionally, traditionally, or self-taught.

## PERFORMANCE SKILLS

Acrobats can focus on one or several types of performance. Choose one or roll from the following list:

1. Aerial silks, hoop, or rings
2. Contortion
3. Trapeze
4. Tumbling/gymnastics
5. Dance (example: ballet, breakdance, Ukrainian folk dance, etc)
6. Bars
7. Tightrope or slackrope
8. Juggling or object manipulation (plate spinning, balancing etc)

There are of course many dozens of types of acrobatics and these are only suggestions. You could just as easily be a synchronized swimmer if that suited your campaign or character. Consider your specialty when deciding your performance style as well.

## SUBCLASS BENEFITS

When taking this subclass at 3rd level, you gain the following benefits:

**Put On a Show** - At 3rd level, you gain proficiency in the performance skill. You also acquire a costume and the basic supplies you require for your performance. These costumes are outlandish and complex, and give you advantage on Deception rolls to hide your identity while wearing it. Your costume requires maintenance and proper storage when not being worn.

**Specialty Performance** - You gain one Specialty at this level, and can choose one more at level 6, 11, and 17. These represent special abilities you can do with your chosen form of expression.

**Weapon Proficiency** - You can use the whip and the net\* as monk weapons.

\*The net operates as stated in the PHB but with the following benefits: You do not roll at disadvantage, and you may add your proficiency bonus to the attack. In the turns following capturing a creature in the net, you may use your attack to pull on the cinch rope of the net, crushing the creature inside and doing damage equal to your monk weapons. You must roll to attack at a flat roll unless influenced by other factors. Other creatures attacking the netted creature have advantage, but may destroy the net with their attack.

**Level 6 Costumed** At this level you gain proficiency with the disguise kit and can begin creating costumes for others, giving them the same advantage on Deception rolls to disguise their identity.

**Great Leap** You can use your Dexterity modifier in place of your Strength modifier when determining jump distances.

### Level 11

**Experienced Performer** You gain expertise in the performance skill.

**Expert Acrobat** Your training and experience gives you advantage on all dexterity checks.

### Level 17

**Dazzling Performance** Your skills are so honed you are utterly enchanting to watch. Once per long rest you may charm your audience with a performance. Spend 1 ki per target, and the target must make a Wisdom saving throw or be so enthralled with your performance they can't look away until you finish.

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## SPECIALTIES

Whenever a saving throw is required, use your Ki save DC. Each specialty can only be used once per turn.

1. **Twist Shape** These expert contortionists can spend 1 ki to make themselves so compact they can fit in to spaces one category size smaller than they (such as a medium creature fitting in to a small size box). They can move but at 1/4 speed.
2. **Whip Trip** When you perform a whip attack, spend 1 ki point to force the target to make a Strength saving throw. On a fail, the target is knocked prone.
3. **Monkey Climb** Spend 1 ki point to double your climbing speed for the turn. In the case of climbing in difficult terrain, you would move at 1/2 instead of 1/4 speed.
4. **Precision Throwing** Spend 1 ki point to use a weapon attack with an improvised weapon you can hold in your hand (such as a juggling club or bean bag). For this attack, the object gains the property of a monk weapon and if thrown, may be thrown up to 30 feet normally and 70 feet long range. Depending on the construction of the object, using it in this manner likely destroys it (at the DMs discretion).
5. **Large Lungs** You've got such control over your breathing, you can spend 1 ki point to hold your breath for twice as long and prevent yourself from inhaling any air at all, which includes fumes, gases, and the like.
6. **Whip Tangle** When performing a whip attack, spend 1 ki point to force the target to make a Dexterity saving throw or be entangled.
7. **Scurrying** When navigating difficult terrain or circumstances, such as walking a tightrope or narrow ledge, spend 2 ki points to focus your balance and walk at normal speed. You will also do any Dexterity checks or saves related to keeping your balance or staying upright at advantage.
8. **Performing Tricks** You're an entertainer, and know how to get an audience's attention. Spend 1 ki to give yourself advantage on charisma ability checks.



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## CREDITS

Made by [Madfishmonger](https://homebrewery.naturalcrit.com/) with <https://homebrewery.naturalcrit.com/>