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Overall, PDF Binder is a minimalist program, easy to use that it is free of FUSS and does what it has to do without any extra functionality. Allows users to tie PDF documents together and save them as a single PDF file. However, you cannot view or preview the documents, and you can only see them in a list view or titles. This makes it more complicated to organize or delete files from the complete document. Unlike other alternatives, this means PDF binder is not a complete PDF program and is quite naked to work with. One would be better to get another program with more functionality, than downloading PDF Binder, along with other 2-3 programs for other functionality. On the third level, a monk acquires the characteristic of the monastic tradition. The following options are available for a Monk, as well as those offered in the player's manual: via dei Via dei Sacri Inks, Via del Vigilante, Via del Void and Via dei Selvaggi. The Via dei Boulder is an old tradition as the mountains themselves. Inflating in secluded monasteries on the tops of the mountains and deep underground caves, monks boulder focus on as big and still as the mountains around them. They grow in circumference and size and use their weight to ground devastating blows. Try to become solid as imposing as the mountain peak, still as rocky and fruitful as fertile soil. The monks of Boulder are often stubborn and inflexible in their thinking and take a large amount of time to come to a decision. The level of the monk represents the third solid body, the strength of the mountains 6th flip defence of the 11th strong fat of the 17th powerful shape after adopting this monastic tradition at the 3rd level, learn how to use your physical mass to improve your defenses and boost your attacks. When you are not wearing armor or using a shield, the Armor class is equal to 10 + your Constitution modifier + your Judgment modifier. You can also use your Constitution, instead of strength or dexterity, for attacks and damage rolls of your unarmed attacks or monk weapons. Even at the 3rd level, you can use your ki to reinforce your sturdy frame. When you do a force check or a force-saving shot, you can use your reaction to tap into the Earth below you and give yourself an advantage on the roll. You can use this feature a number of times equal to your skill bonus, and regain all spent uses when you finish a long rest. While you don't have any available uses, you can spend 1 Ki to use this feature again. Starting from the 6th level, you can use your massive body to absorb or reflect all but the most powerful strokes. As a reaction, when you have been hit by a mixed weapons attack, you can spend 1 ki point to reduce the damage by an amount equal to 1D12 + your Constitution modifier + your monk. If you reduce the damage of the melee weapon to 0, you can use your large circumference to rebound the blow to your attacker. If you disrupt an attack like this, make sure you can do a mixed weapons attack, targeting the attacker, as part of the same reaction. Do this attack competently, and the tipping attack counts as a monk's weapon for the purposes of this special reaction attack. Starting at the 11th level, your dense physical form allows you to withstand physical and elemental assaults. When you finish a short or long rest, choose one of the following types of damage: shaving, piercing, cutting, acid, cold, fire, lightning, or thunder. You're resistant to that kind of damage until the end of your next short or long rest. As a bonus action, you can spend 2 ki points to realign your ki and pass the damage resistance you acquired from this ability to another damage resistance from the list above. By reaching the 17th level your body has exceeded the normal deadly limits of density and mass. The constitution score and maximum constitution score, both increase by 2. Also, you can use your immense blur to shake the world around you. As action you spend 3 ki points and ground stomp under your feet. The ground within a radius of 15 feet around you becomes difficult ground and creatures of your choice within 15 feetYou have to make a savings pitch. Come on. Creatures take 2d10 hit damage and fall inclined on a failed rescue, and on a hit the creatures take half damage, but do not fall inclined. When using this feature, you can spend additional ki points, increasing your step damage by 1d10 for each additional ki point, up to a maximum of 10d10. Initiates of Sacred Inks spend years practicing celestial calligraphy. Once ready, the monks mark their bodies with increasingly complex celestial tattoos, allowing them to access divine power. As the monk's spiritual bond with the divine grows, so does the beauty of their heavenly tattoos. The monks of the monastic tradition travel the world, supporting those who treasure beauty and give hope to those who have lost it. These Celestial Warriors do not hesitate to use their divine power to strike down anyone who opposes them or their ideals. Monk Level Feature 3A* Celestial Artist, Divine Conduct 6A* Celestial Protection 11A* Light of Heaven 17A* Celestial Aspect When you adopt this Monastic Tradition at the 3rd level, you master the techniques needed to become monks of Sacred Inks. Learn to speak, read and write Celestial. Although most monks will refuse to speak heavenly aloud out of reverence for the divine. You also gain proficiency with calligrapher supplies, and you can add double your proficiency bonus to any skill check you do using your calligrapher supplies. Your Celestial tattoos allow you to channel the radiant power of the higher planes through your hands. Starting from the 3rd level, you can align with an appearance of the upper floors. At the end of a short or long rest, choose one of the following abilities, which lasts until the end of your next rest. Divine shield. You can channel the power of your sacred tattoos to protect yourself. You get a bonus to your Armor Class equal to half your skill bonus (rounded down). In addition, you can spend 1 ki point as a bonus action to give you temporary success points equal to your monk level. Touch Healer. The power of your sacred tattoos can heal. When a spell or other feature restores your success points, you regain additional success points equal to your Wisdom modifier. As an action in your turn, you can spend 2 ki points and touch a willing creature, restoring their success points by an amount equal to 1d8 + your wisdom modifier. Radiant Strike. You can channel the power of your sacred tattoos to defeat your enemies. When you hit a creature with an unarmed hit, you can spend ki points to inflict additional radiant damage to the target. You deal 1d6 for every ki point you spend, up to a maximum of 6d6 Additional radiant. Once you reach the sixth level, your connection with the divine and the complexity of your celestial tattoos has grown, allowing you to protect yourself from death. You can throw the death arm, targeting only yourself, without spending a slot for spells, as if you threw your death arm like this, you have to finishlong rest before you can do it again like this. Your sacred tattoos can take a look at the divine. From the 11th level, you can cause your celestial tattoos to emit the light of the upper floors. As a bonus action, it is possible to emit bright sunlight within a radius of 10 feet. While this feature is active, you add your Wisdom Editor (minimum of 1) to any temporary success point you allow, successful points you restore, or damage it is using the functions of Divine Conduit. This function lasts for 1 minute unless you end up as a bonus action or fall unconscious. Once you use this function you need to finish a short or long rest before you can use it again. You have become a master of the Sacred Ink, and the divine art that covers your body is a direct reflection of altruistic beauty. Starting from the 17th level, you can use an action to briefly assume a celestial form. For the next minute you get the following advantages: Your heavenly tattoos manifest angelic wings. You get a flight speed equal to the speed of movement. When you hit a creature with an unarmed strike you can choose to treat radiant instead of blunt damage. Its attacks have additional radiant damage from 1d6. You get access to all three skills from your Divin Conduit feature for the duration. Once you use this function you need to finish a long rest before you can use it again, unless you expel 6 ki points to use it. While all the monks strive for perfection in one way or another, the monks of this tradition are a comparison of justice, freedom and fair play. Praised as heroes by some, and derided as extrajudicial criminals by others, Vigilant monks work to perform more and more impressive feats of heroism. The distinctive sign of a vigilant monk is their Eroic Person, a mantle that create for themselves that protects their true identity. The vigilant monks almost always have a profoundly personal reason to give their heroic Person and to work on the evils of all kinds, what is yours? Level of the monk Feature 3 * Vigilante Proficienze, Eroico Persona 6 * Valiant Action 11 * Inspirant Presence 17 * Paragon of Virtue When you adopt this Tradition, you get the skills to succeed as a heroic Vigilant. On the third level, you get the expertise in choosing Intimidation or Performance. In addition, you get expertise with light armor, medium armor and shields. When you wear a armor or use a shield, you still gain the benefits of both the Martial Arts and the Unarmored Movement. On the third level, draw your Eroic Person, a lager that the identity of life usually marked by a thematic costume or a flashy costume of armor. It is possibleyour Heroic Person, which can include a light suit or medium armor and a shield, as a bonus action, until you can see it. While your Heroic Person is active you get the following benefits: You earn temporary success points equal to the monk level. As a bonus action, you can spend 1 ki point to grant yourself temporary hit points equal to monk level. When you hit with a Mixed Attack, you can spend 1 ki point to deal 1d10 additional damage. You can use your Wisdom instead of Dexterity when calculating your Armor Class in light or medium armor. Skill checks and divination spells that could discern your true identity automatically fail. Your Heroic Person lasts for an hour, unless you use a bonus action to repel it. Once you use this feature you cannot use it again until you finish a short or long rest, unless you spend 3 ki points to use it again. As the reputation and power of your Heroic Person grows, it guarantees you enhanced physical abilities. At the sixth level, you acquire competence in the choice of acrobatics or athletics. Also, whenever you do a Strength (Athletics) or Dexterity (Acrobatics) check while your Heroic Person is active, you can treat a d20 throw of 9 or less as a 10. Your presence inspires confidence in those who fight at your side. Starting at the 11th level, while you're in your Heroic Person, friendly creatures within 15 feet of you, who can see or hear you, have the advantage of saving shots to resist being charmed or frightened. At the 17th level, the radius of this ability increases to 30 feet. Your true identity and your Heroic Person have become one. Starting at the 17th level, when you adopt your Heroic Person, it lasts until you decide to delete it as a bonus. Starting at the 17th level, you can channel everything you are into one devastating blow. As action on your turn, you can spend 1 or more ki points and force a creature within 5 feet to make a Saving Force throw. For every ki point you spend it is 1d10 magic damage sticks and the creature is thrown back 10 feet. In a failed rescue, a creature suffers all the damage and is rejected. In a successful rescue, the creature suffers half damage and does not move. The Way of the Vigilante wants to evoke the archetype of the superhero. To make sure the mechanics match the fantasy of playing this type of character, ask your Dungeon Master to change Wisdom to Charisma for your class of monks and subclass Wisdom features. While all monks seek unity with the cosmos in one way or another, those who follow the Way of the Void seek unity through annihilation. These strange nihilistic warriors channel the power of entropy, the gradual journey of the universe into nothingness. Known as Wielders of the Void, these monks seek to accelerate the natural process of cosmic decay. Mortal or immortal, worldly or magical in origin, all will eventually become one in the inescapable emptiness. Monk Level Feature 3rd Entropic Touch, Void 6th Vorpal Step 11th Degraded Form 17th Avatar of entropy Starting from the 3rd level, you can draw on the power of the vacuum and destroy a small or smaller object that touches. The object must have a non-magic character and cannot be worn or transported by another creature. The object remains destroyed all the timefocuss on this ability, as if it focused on a spell. If you keep the concentration for 1 hour, the object is destroyed permanently. If you lose concentration, the object reappears in a free space as close as possible to its last position. Once you have destroyed an object with this function, you cannot do it again until you have finished a long rest, unless you spend 3 ki points to use this function again. The size of the non-magic object that you can destroy with this function increases with the increase of the levels in this class: at the 6th level (Medium), at the 11th level (Great) and at the 17th level (Great). When you adopt this Monastic Tradition on the third level, you get the distinctive skill of an empty monk. Once per turn, when you hit a creature with an unarmed shot, you can spend 1 ki point to face and 1d12 additional force damage to the target. If the creature you hit is focusing on a spell, it has a disadvantage on saving shot to maintain concentration. Starting from the 6th level, when using Step of the Wind, you draw on the power of the vacuum to partially drain. Until the end of your current turn, you can move through objects and non-magic creatures as if they were difficult terrain. If you finish your movement within an object or creature, you will immediately be diverted to the nearest free space, causing damage of 1d10 for every 5 feet you are forced to move. Drawing on the cosmic forces of entropy has changed you. Starting from the eleventh level, your touch can undo the arcane textures. As an action, you can spend 4 ki points to touch a creature, object or magic effect and throw the magic to disperse to the third level, using Wisdom as an orthographic modifier. Also, when you go through a creature with your Vorpal Step, you can force it to make a Constitution rescue shot. On a failed save they take damage equal to your martial arts die + your modifier of wisdom. You can force a creature to do this savior shot just once per turn. Upon reaching the 17th level, you can use an action in your turn to touch a creature and force them to make a rescue shooting Constitution. In a failed rescue, the creature undergoes the effects of the disintegrated spell launched at the sixth level. Once you use this ability you can not use it again until you end a long rest, unless you spend 6 ki points to use it again. Monks of all traditions strive to dominate their physical form, honing their bodies in mortal weapons, mastering ancient martial arts techniques. Creatures born with natural weapons, ferocious claws, imposing horns, sharp teeth, thick scales, or tailsThey have a natural advantage over other monks in their attempt to arm their bodies for combat. The monks with these natural advantages often use their physical shape to their advantage and adopt the Wild Street. Through the practice of this ancient and wild tradition they enhance their physiological characteristics with secret techniques, and unite their mastery of ki with the primordial ferocity that lives in all creatures of inheritance . Monk Level Feature 3rd Savage Strikes, Natural Predator 6th Primal Intuition 11th Power of the Wilds 17th Apex Predator Your body has evolved to become una weapon. Whether it's claws, teeth, spines or scales, your fitness has an innate potential combat. Starting from the 3rd level, the damage to the martial arts die increases in d6 for your unarmed strikes. The size of your martial arts die for your unarmed strikes increases as income levels in this class: to a d8 on the 5th level, a d10 to 11 A * level, and finally becomes a d12 to 17 A * level. Having adopted this tradition to the third level, you can improve your natural ability with one of the following disciplines: Bestial Rend. This discipline is more often used by creatures with natural claws. Your unarmed attacks now deal slashing damage, and inflict deep wounds to your target. Every time you hit a creature with an unarmed blow, his movement speed is reduced by 5 feet until the start of your next turn. If you reduce the speed of a creature to 0, it is kept until the beginning of your next turn. Natural Defense. This discipline is more often used by creatures with scales or shells. When you hit a creature with an unarmed blow, this has a disadvantage on the first pitch of attack that is against you before the start of your next turn. Savage Charge. This discipline is more often used by creatures with hooves or horns. When you move at least 20 feet on your turn, you have an advantage on the roller d4 attack for the first attack unarmed or with the natural weapons you do. The Way of the Warrior Feral is typically practiced by animal creatures. Only creatures with natural weapons, such as Lizard, Tortles, Minotaurs or Leonin can choose this monastic tradition. Your Dungeon Master may remove this restriction settings to best fit your campaign. You worked to hone your skills instinctive along with your fitness. On the sixth level, choose a skill you have acquired as a racial characteristic. You can add double your competence bonus to any checks you do with that skill. If you have not acquired a skill from your racial, instead acquire competence in the choice between Intuition, Intimidation, Perception or Survival. In your training you learn to increase your physical blows with the ki power. Starting from the 11th Level, when you hit a creature with an unarmed blow can spend 1 ki 2d6 to inflict further damage to the target. You have revealed the true potential of your wild body. At the seventeenth level, you learn one of the following disciplines: Bestial Fury. You can jump into a primal fury when you hunt your enemies. When you achieve a critical hit against a creature with an attack not Its speed is reduced to 0 and you have an advantage over any unarmed attack that I carry out the creature up to the beginning of your next turn. Natural resilience. You can harden your outdoor to divert incoming shots. As a reaction, when yes Hit by an attack, you can turn off Ki to increase your armor class until the start of your next turn. For each Ki point you are spending Armor class increases of 2, up to a maximum of 5 ki points. Rush wild. You can tap into the primordial speed to trample those in your path. As an action, you can spend 4 ki points and move up to your full speed in a straight line. Any creature that passes through must make a dexterity saving throw. Creatures take 8D6 damage downstream and fall inclines on a failed saving and half damage on a successful. A This document has been created with care using the GM binder. If you want to support the developers of GM Binder, consider joining our Patreon community. Community .

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