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Kensai monk 5e

Monks of the Kensea Way inexorably train with their weapons, to the fact that the weapon becomes like expanding the body. Based on the skill of dealing with swords, the tradition has expanded to include many different weapons. Kensey sees the weapon just as a calligrapher or artist examines a pen or brush. Regardless of weapons, kensei views it as a tool used to express the beauty and precision of martial arts. The fact that such skill makes Kensea an incomparable warrior is only a side effect of intense devotion, practice and study. Source: Xanathar's Guide to The Whole Way of Kensei When you choose this tradition on level 3, your special martial arts training leads you to master the use of certain weapons. This path also includes instruction in deft strokes of calligraphy or painting. You get the following advantages: Kensei Weapons. Choose two weapons to be your kensei weapon: one near-battle weapon and one long-range weapon. Each of these weapons can be any simple or combat weapon that has no heavy and special properties. Longbow is also a valid choice. You get knowledge with these weapons if you don't already have one. Weapons of selected types are monk weapons for you. Many features of this tradition only work with your kensei weapons. When you reach level 6th, 11th and 17th in this class, you can choose a different kind of weapon - either melee or range - to be Kensay weapons for you, following the criteria above. Nimble Parry. If you make an unarmed strike as part of attack action in turn and hold a kensei weapon, you can use it to defend yourself if it's a melee weapon. You get a +2 bonus to AC before the start of your next turn, while the weapon is in your hand and you are incapacitated. A shot of Kensea. You can use bonus actions in turn to make your attack range with kensei weapons more lethal. When you do that, any target you hit with a long-range attack using Kensea weapons takes an extra 1d4 damage to the type of weapon. You keep this advantage until the end of the current rotation. The method of the brush. You gain knowledge with your choice of calligrapher supplies or artist supplies. One with a blade on the 6th level, you expand your ki in kensei weapons, giving you the following benefits. Kensea's magic of arms. Your attacks with kensei weapons count as magical in order to overcome resistance and immunity to non-magical attacks and damage. A spirited strike. When you hit a target with kensei weapons, you can spend 1 ki point to inflict weapons to cause additional damage to a target equal to your martial arts die. This feature can only be used once on each of your turns. Sharpen the blade on the 11th level, you get the option of increasing the weapon further with your ki. As an action bonus, you can use the Ki points to provide one weapon kensei you Bonus for attack and damage rolls when you attack with it. Bonus equals the number of ki points you spent. This bonus lasts for 1 minute or until you use this feature again. This feature does not affect magic weapons, which already have a bonus to attack and damage the rolls. Unerring Accuracy On the 17th level, your weapons skill gives you extraordinary accuracy. If you miss out with a roll attack using a monk's weapon in turn, you can rewind it. This feature can only be used once on each of your turns. Today we'll talk about monk Kensea. For anyone interested in Monk Kensea, you can thank Brandon for this review, as in my guide to the master of divination, they asked me to make an assessment on the monk's underclass. That's why I hope you enjoy it and feel free to ask for an assessment if you're interested. As I rate them for those who have read my previous reviews, feel free to miss it. If you didn't, welcome! It comes over how I rate how strong the class is. There are three things I'm considering in-depth guidance. I look at how strong the underclass is in combat, how much utility it has and, if possible, its role abilities. Thus, each playstyle can be shown according to their needs. Now, deciding whether something is good for management, I look at what the underclass is trying to achieve. Then see how successfully it succeeds in this task. For example, in a previous article on the blade, I concluded, trying to make you a competitive front line. Then I figure out how good that ability succeeds in allowing you the front lines, as well as how soon it comes online. If this is achieved at Level 2, then it is an early game. Level 6 is early in the middle, level 10 at the end of the middle, and level 14 is a late game. I rate earlier tiers better as most dungeons and Dragons campaigns don't go beyond Level 8. Without further due, let's start this review on Kensei Monk. Color, meaning GOLD- It's Jerry's gold! Gold! If the ability is allocated gold, it means that this ability is not only what defines your underclasses, but achieves it better than almost any other subclass. I rarely make gold ratings, so definitely pay attention to them if you see me doing it. Sky Blue – If the ability is sky blue, it means that this ability is a defining feature in your underclass, but for one reason or another is not a game like gold. Blue – If it's just blue, it's good ability, but there are many other abilities that perform better. It is even better to have in the subclass than other colors. Black. Black is fine. These are your niche abilities that have power-ups in some situations but are not useful in others. Violet - Purple for very niche abilities. They have times they are good, but they are rare and almost never invented. Not the best color to see for ability. Red is red dead. It's worse than worse to see on the ability. However, regardless of color, the ability can work, so don't ignore the subclass if they have a red color. Enough imagination and can make the attitude do it well, but not optimal. Kensey Monk (midway late in the game) So it was incredibly difficult to gauge. The reason is, on the one hand, their strongest abilities don't come online until level 11, which are fantastic, but then I had to take a look at what the class achieves. Which is the use of weapons. Now it seems small in the grand scheme of things, but actually a big deal for monks. The reason is that your DNR is increasing in its early stages, and now you have access to magical weapons. This is what many monks lack, as with unarmed defences, without spells, and no weapons, monks' magical point options are hard to lack. So you get you a great range of elements to work with, since you get your choice of owning a weapon. In addition, the damage opportunities they receive from additional damage and increased accuracy make them incredibly strong for consistent late-game damage. Kensea Way: Monk Arms & The method of brush So let's first turn to the freebie. Knowledge in calligraphy or paintings. So it has very little benefit in the campaign. Only those who really want to use it will ever use it and even then very rarely. Still, fluency is free possession. Now comes the main benefits of being a Level 3 Kensea monk; Kensea weapons. This is what defines the underclass and changes the way you fight. Now, instead of focusing on your fists, you're focusing on your monk's weapon. Your strongest weapon to choose from is longsword as it will deal with 1d10+ dexterity damage. Better than the monk's original weapon from the block, and the most common weapon, which has magical properties. This though subtle changes the amount of damage you inflict by about 1 point per strike from a monk's weapon. Again, very small changes, but it's not a great appeal, great appeal comes from the abilities they also get, and the addition to the magic weapon in their arsenal, such as the longworth flametongue, which causes extra 2d6 damage per kick. Which are going to be talked about in detail. Kensea's way. Agile Parry With more subtle abilities talked about in Kensea's path, now we're talking about the active abilities that everyone is discussing. First, Agile Parry, the strongest of Kensei's Level 3 monk abilities. The mathematics behind this function just like the ability of a master of war of secret deflection, which gives you +2 AC. However, the math is slightly different because the AC master and monk AC are different. So, if you're looking for complete math based on my results check out my war master article, which goes into how I created the formula and collected the data. If, however, you just know the math behind Monk Kensea, it's good to stay here and read the results. So ok, there are two two I used to assess how effective Agile Parry is, the difference in DNR you're provising when attacking your fist instead of conventional weapons, and reducing damage for using ability. The difference in DNR is relatively small with a chart showing the loss difference shown below. A noticeable difference is at level 3 between the difference in damage to prevent damage. With the change of the DPR by 35.29% and the loss decreased by 22.89% at the level of 3. Thus, your DNR falls more than preventing harm, making pay off negative returns. Thus, considering him weak. However, the notable message is that this ability actually continues to grow as your level increases. Eventually it becomes quite useful at the level of 11 with a decrease of 9.52% in the DNR, but an increase of 14-20% decrease in damage. Then, ultimately, changes by 0% of the difference of the DNR and the reduction of damage by 11-14%. So Agile Parry perk gets a blue rating for its ability to constantly be useful and grow in each level. Kensei Way: Kensei Shot This is widely considered not very good, for good reasons too. The ability allows you to deal with an extra 1d4 every time you hit with your Kensei weapon. The only cost is to use all your bonus action. Your economics of action is enormous because it determines how much can be done around. So using all your bonus actions to do at least 2d4 damage seems like a good subpar. But, I decided to test the math anyway, which was interesting, to say the least. To do this, I used the data that I have and compiled what average monsters hit points at this level before the chances of hitting are there. Then I created a chart to compare Kensea's shot in two ways. One thing, the actual increase in damage is done if you couldn't use bonus actions to attack. And two, the actual difference in damages between using a Kensei shot and using bonus actions to attack once with your hand. Taking away from the schedule to the detriment of Kensea's increase shot is that at level 3 you are dealing an additional 2.5% to the overall health of the opponent. Then increasing to 3.3% at level 5; most likely because of an additional attack. However, then falls consistently only to make an extra 1.64% of general health monsters. Meanwhile, looking at the cost of being able to use bonus action to attack with a fist or Shot Kensei, you see that at level 3 you're dealing with 3% less damage from the average monster overall hit points when attacking with a Kensei shot instead of a fist. This again softened again reduced to just .99% difference at level 5 and ended up with a 1.81% difference at 17. Doing the math behind this show that cost is not a hugely significant difference at level 17. However, this assumes that you only attack once with bonus and not using a flurry of punches, if you were to use a flurry of blows, then damage damage actually 8.5% at 3 and 5.25% difference at 17. In conclusion, why do you get a 1.64%-3.3% increase in damage from Kensea's shot, you forgive 1-3% damage by sacrificing a fist attack or 5.25%-8.50% if you sacrifice a flurry of blows. Kensay Monk: Kensea's Magic Weapon & Deft blow next, we have Kensea's magic weapons and a spirited kick for kensea monk. Making kensei weapons magical is a solid and necessary choice for Kensei monks for several reasons. One is on the off chance of fighting slime that destroys your weapon with every hit. While the second is now to overcome resistance to monsters and immunities to non-nuclear weapons. 117 monsters to be exact. In general, not much can be said for it as it is fairly standard in gun-based classes. Now the second part, a nimble punch is useful for increasing the damage. You can expect to see a small but good part of the additional damage when using it. The most effective way to use this ability would be to wait until you roll a natural 20 on the attack. Effectively doubling the damage you are dealing with this ability, as you can roll the damage to die twice. The ability effectively allows you to do additional damage by spending Ki point. Useful ability to be sure of battle, but there is nothing absurd. So it's a solid ability, but nothing breaking the game. Sharpen The Blade Level 11 comes with the ability to transform any everyday element into a legendary magical element. What it effectively does, as long as the element no longer has the bonus to attack the roll and damage you can spend up to 3 ki points to make the weapons have +3 whack and damage. Note that this does not mean that magic weapons can not get this bonus, but just weapons like +1 shortswords. Therefore, the longworth flame can still be turned into a longsworth +3 flametong. Crazy! To show you how crazy it is, I calculated that the average monster ac at level 11, then I counted how much momentum +1, +2 and +3 the weapon has to damage. To do this, I calculated how much more of your chances of success to hit and how much additional damage base weapons would add. At level 11, the average monster has AC 17. This means that at level 11, a Kensay monk can increase its damage from 19.23% with a weapon +1, down to an increase of 42.86% per beat! It's an amazing ability that changes class damage capabilities. So Kensea Monks Change Harm is a solid choice in this regard solely to increase the damage you can add with this level 11 ability class. Reflector accuracy If you were afraid to miss, now you don't have to worry. Unerring Accuracy changes your chances of missing out from 12.25% to 4.29%. And that's before you add +3 magic weapons that you can make with sharpening the blade function. Which, in case you were wondering, reduces your chances of skipping to a 0.8% chance on average. I'm sure every weapon attack will hit. It's another solid ability that is a solid level-17 ability to make you feel much more competent in dealing with anything, being bosses finishing the campaign, or even just your standard favourites. Conclusion There you have. Kensey Monk, with all the math that comes with them. I definitely don't plan how much math this underclass is involved in, but frankly it's a blast to see the differences in damage in this classroom. I also don't realize how powerful +3 weapons are before I do this, so seeing an increase in mathematical damage from them is absolutely crazy. Their ability to consistently deal solid damage each round against a single enemy makes them a solid choice to fight enemies with high AC levels. Also, keeping enemies distracted by being in your face and reducing the damage they take with their flexible parry feature, makes them a solid tank as well. In general, the Kensea monk is a solid choice for those monks who want to play a gun-oriented class who want to have magical items in their arsenal if you liked this review, then I definitely suggest looking at a full class of monk review like this. I hope you all have a wonderful day and have fun stabbing enemies from the spot end. P.S. If you liked this post and you have a specific subclass, spell, or anything else, be sure to check out my Patreon to see the rewards! Awards!

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