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5e kensei monk guide

Kensei Road monks relentlessly train with their weapons, to the point where weapons become like body extensions. Founded on mastery of sword fighting, the tradition has spread to many different weapons. Kensei sees guns the same way a calligrapher or painter looks at a pen or brush. Regardless of the weapon, kensei sees it as a tool used to express the beauty and precision of martial arts. This kind of mastery makes a kensei warrior unrivalled is just a side effect of intense dedication, practice and study. Source: Xanathar's Guide to Everything Path of the Kensei When you choose this tradition on level 3, your special martial arts training leads you to master the use of a particular weapon. This time it also includes instructions in deft strokes of calligraphy or painting. You gain the following advantages: Kensei Weapons. Choose two types of weapons that will be your kensei weapon: one melee weapon and one weapon in range. Each of these weapons can be any simple or martial weapon that does not have heavy and special properties. Longbow is also a valid choice. You gain knowledge of these weapons if you don't already have one. The weapon of the chosen types is a monk's weapon to you. Many features of this tradition work only with your kensei weapons. When you reach the 6th, 11th and 17th levels in this class, you can choose a different type of weapon — whether crowded or ranged — to be your kensei weapon, following the criteria above. Agile Parry. If you make an unarmed attack as part of an attack action on your turn and hold kensei weapons, you can use it to defend yourself if it's a melee weapon. You'll get a +2 AC bonus by the start of your next turn, while the weapon is in your hand and you're not incapacitated. Kensei's shot. You can use bonus action on your turn to make your range of attacks with kensei weapons more lethal. When you do, each target you hit with a long-range attack using kensei weapons requires an additional 1d4 gun-type damage. You retain this benefit until the end of the current turn. Brush mode. You gain knowledge with your choice of calligrapher aids or painter aids. One with the Blade on the 6th Magic Kensei weapon. Your attacks with your kensei weapons count as magical for the purpose of overcoming resistance and immunity to negligent attacks and damage. A deft strike. When you hit a target with a kensei weapon, you can spend 1 ki point to make the weapon cause additional harm to a target equal to your martial art to die. You can only use this feature once on each of your turns. Sharpen the blade at the 11th level, acquire the ability to increase your weapon further with your ki. As a bonus action, you can spend up to 3 ki points to assign one kensei weapon The bonus for assault and damage rolls when you attack with it. The bonus is equal to the number of ki points you have spent. This bonus lasts 1 minute or until you use this feature again. This feature has no effect on magic weapons that already have a bonus for attack and damage rolls. Unmistakable accuracy on level 17, your mastery of guns gives you extraordinary accuracy. If you miss with a roll of attack using a monk's weapon on your turn, you can rewind it. You can only use this feature once on each of your turns. Today we're going to talk about the Kensei monk. To anyone interested in kensei monks, you can thank Brandon for this review as in my guide to the Fortune Teller Wizard, they asked me to make an assessment on the monk's subclass. As a result, here it is. That's why I hope you'll enjoy it and feel free to request an assessment if you're interested. As I rate them For those who have read my previous reviews, feel free to skip this. If not, welcome! This goes over how I estimate how strong the class is. There are three things I review in depth guide. I look at how strong the underclass is in combat, how much utility it has and, if applicable, its ability to play roles. In this way, it can be shown that everyone's style of play suits their needs. Now, when I decide if something is good for the guide, I look at what the subclass is trying to achieve. Then see how successfully it succeeds in this task. For example, in a previous article on bladesinger, I concluded, it tries to make you a competitive front line. Then I realize how well this ability succeeds in leaving you in the front row, as well as how quickly it comes online. If that comes true at level 2, then it's an early game. Level 6 it's Early-Mid, Level 10 Late-Mid, and Level 14 is behind schedule. I rate earlier levels better as most dungeons and dragon campaigns don't go beyond level 8. Without further notice, let him begin this review of Kensei Monk. Color means GOLD- That's gold Jerry! Gold! If ability is highlighted gold, then this means that this ability is not only what defines your subclasses, but achieves it better than almost any other subclass. I rarely do gold grades, so be sure to 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 trait in your subclass, but for one reason or another it is not breaking a game like gold. Blue – If it's only blue, it's a good ability, but there are plenty of other abilities that have better results. It is still better to have in the subclass than other colors. Black. Black is fine. These are your more nih abilities that have bonuses in some situations but are not useful in others. Purple – Purple is for very nih abilities. They have times when they are good, but these are rare and almost never come up. Not the best color to see ability. is dead. It's worse. Up. see on ability. That said, regardless of color, the ability can work, so do not ignore the subclass if they have red. Enough imagination and can-do attitude will make it ok, but not optimal. Kensei Monk (Mid-Late Game) So this was incredibly difficult to assess. The reason is that, on the one hand, their strongest abilities don't come online to level 11, which are fantastic, but then I had to look at what class achieves. And that's the use of weapons. Now it seems small in the grand scheme of things, but it's actually a big deal for monks. The reason your dpr increases in the early stages, and now you have access to magic weapons. This is something that many monks lack as with unarmed defenses, without casting spells and without weapons, monks lack the options of magical objects. So acquire a large array of items to work with because you have acquired your choice of weapons of expertise. Moreover, the damage opportunities they get through additional damage and increased accuracy make them incredibly strong for consistent late-game damage. Put Kensei Monk Weapons & Way of Brush So let's address the freebie first. Expertise in calligraphy or painting tools. So it has very little or no benefit in the campaign. Only those who really want to use it will ever use it, and even then very rarely. Yet free knowledge is free knowledge. Now comes the main advantage of being a Level 3 Kensei monk; Kensei's weapon. That's what defines the underclass and changes the way you fight. Instead of focusing on your fists, you focus on your monk's weapon. Your strongest weapon to choose from is a long word because it will carry 1d10+ dexterity damage. Better than the original monk's weapon quarterstaff, and the most common weapon that has magical properties. This, while subtly changing the amount of damage you carry by approximately 1 point per shot from a monk's weapon. Again a very small change, but this is not a great attraction, the great attraction comes from the abilities they also get and the addition of a magic weapon in their arsenal, such as a flametongue longsword that deals with an additional 2d6 damage per hit. Which will be discussed in detail. The Path of Kensei: Agile Parry With the subtler abilities discussed on kensei's path, we are now talking about the active abilities that everyone is discussing. The first is Agile Parry, the strongest of the abilities of Level 3 Kensei monks. The math behind it works similarly to the ability of a war wizard for arcade deflection that gives you +2 AC. That said, the math is a little different because the wizard AC and Monk AC are different. So if you're looking for the full math behind my results, check out my article on the war wizard that goes into how I created the formula and collected the data. If, however, you just want to know the math behind Kensei monks, it's a good idea to stay here and read the results. So there are two I used to assess how effective Agile Parry was, the DPR difference you give up when attacking with your fist instead of a regular weapon, and reducing the harm to using your ability. The difference in DPR is relatively small with a chart showing the difference in damage shown below. A significant difference is in level 3 between the difference in damage prevention damage. With a change in DPR of 35.29%, and damage reduced by 22.89% at level 3. Therefore, your DPR falls more than damage prevention, making the payout a negative return. That's how he thinks he's weak. However, a significant notice is that this ability actually continues to be better as the level rises. It eventually becomes fairly useful at level 11 with a 9.52% reduction in DPR, but a gain of 14-20% in harm reduction. Then, it ultimately changes to a 0% DPR difference and a reduction in damage of 11-14%. Thus, Agile Parry perk gets a blue rating because of her ability to constantly be useful and grow at every level. Kensei's journey: Kensei Shot This is considered not very good, and for good reason. The ability allows you to deal with an extra 1d4 every time you hit with your Kensei weapon. The only cost is to use the entire bonus action. Your action economy is huge because it determines how much can be done around. So using the whole bonus action to do on a maximum of 2d4 damages makes a good subpar. But I decided to check the math no matter what was interesting, to say the least. To do that, I used the data I have and compiled what average monsters hit points at that level to chances to score. Therefore, getting the closest exact increase in damage you acquire at this level. After that, then I made a chart to compare Kensei's shot in two ways. First, the actual increase in damage was dealt with if you couldn't use your bonus action to attack. And two, the real difference in damage between using a Kensei shot and using your bonus action to attack with one hand. Subtrax the graph at the expense of increase Kensei's shot is to level 3 to handle an additional 2.5% on enemies of overall health. Then increase to 3.3% at level 5; most likely due to an additional attack. However, it then falls consistently just by doing an additional 1.64% of monsters' overall health. Meanwhile, when you look at the cost of the opportunity to use your bonus action to attack with your fist or Kensei's shot, you see that at level 3 you have 3% less damage to the average monster total hit points when attacking with Kensei shot instead of fist. This is again mitigated by a drop to only a .99% difference at level 5 and at the end of a 1.81% difference at level 17. Making the math behind this shows that the cost is not extremely significant from the difference by level 17. However, this is assuming that you attack only once with your bonus action and do not use a flurry of blows, if you would use a flurry of blows, then it is a pity is actually 8.5% at level 3 and 5.25% difference at level 17. In conclusion, why did you gain a 1.64%-3.3% increase in damages with Kensei shot, which gave up 1-3% damage by sacrificing a fist attack or 5.25%-8.50% if you sacrifice a flurry of punches. Kensei Monk: Magic Kensei Weapon & Deft strike Next, we have Magic Kensei Weapon and Deft Strike for kensei monks. Making kensei weapons magical is a solid and necessary choice for Kensei monks for several reasons. One is on off the chances of fighting slime that destroys its weapons with each hit. While the second is overcoming monster resistance and immunity to negligenc weapons. Specifically, 117 monsters. All in all, there's not much to say because it's pretty standard in gun-based classes. Now part two, a deft strike is useful for increased damage. You can expect to see a small but good portion of the additional damage when using it. The most effective way to use this ability would be to wait until you roll the natural 20 on offense. Effectively doubling the damage you carry with this ability because you can roll the damage die twice. The ability effectively allows you to deal with additional damage by spending a ki point. Useful ability to be safe in combat, but nothing is absurd. As such it is a solid ability, but nothing game-breaking. Sharpen The Blade Level 11 comes with the ability to turn any mundane object into a legendary magical object. What works effectively is as long as the item doesn't already have a reel attack bonus and damage you can spend up to 3 ki points to make the weapon have +3 to hit and damage. Notice, this does not mean that the magic weapon can not get this bonus, but only weapons like +1 short words. Therefore, flametongue longsword can still be converted into a long word +3 flametongue. Crazy! To show you how insane this is, I calculated what the average monster AC is at level 11, then I calculated how many incentives +1, +2 and +3, the weapon must damage. To do this, I calculated how much more of your chances of being able to guess and how much additional gun-based damage it would add. At level 11, the average monster has an ac of 17. This means that at level 11, a Kensei monk can increase his damage by 19.23% with weapons +1, up to an increase of 42.86% per hit! It's a awesome ability that changes the possibilities of harm classes. Therefore, Kensei Monks Harm Change is a solid choice in this regard purely to increase the damage you can add with this class level 11 ability. Unmistakable accuracy If you were afraid of missing out, now you don't have to worry. Unmistakable accuracy changes your chances of failure from 12.25% to 4.29%. And, that's before you add +3 magic weapons that you can make with Sharpen The Blade. Which, in case you were wondering reduces your chances of missing out to a 0.8% chance on average. Effectively I'm sure any gun attack will hit. It's another solid ability that is a solid Level 17 ability to feel so much more competent in fighting anything, being campaign-ending bosses or even just your standard subjects. You have a conclusion. Kensei Monk, with all the math that comes with them. I definitely didn't plan how much math this subclass involved, but, frankly, it's an explosion to see the differences of harm in this class. I also didn't realize how powerful +3 weapons are before I did it so to see the increase in mathematical damage from them is absolutely insane. Their ability to consistently handle the solid damage of each round against a single foe makes them a solid choice to fight enemies with high AC. Moreover, keeping enemies distracted by being in their faces and reducing the damage they take with their agile parry feature. makes them also a solid container. Overall, the Kensei monk is a solid choice for those monks who want to play a weapon-focused class who is looking to have magical objects in their arsenal If you enjoyed this review then I certainly suggest you look into a full-class monk review like this one. I hope you all have a wonderful day and have fun stabbing your enemies with a dotted end. P.S. If you enjoyed this post and have a specific underclass, magic or anything else, be sure to check out my Patreon to see the rewards! Awards!