

# Calastii

The Calastii are a group of trained warriors who recently joined the membership of the [Sect of the Black Sign](#). Though their origins are kept secret, and known only to a few of the leadership, they are open with their abilities and strive to help aid the Sect in their search for truth. Players who would like to be a Calastii warrior must consult with their GM and choose the Monk class with the following adjustments:

## Calastii Warrior

---

### Hit Points

**Hit Dice:** d6 per Calastii Warrior level

**Hit Points at first Level:** 6 + your Constitution Modifier

**Hit Points at Higher Levels:** 1d6 + your Constitution Modifier, or 4 + your Constitution Modifier

### Proficiencies

**Armor:** None

**Weapons:** Simple Weapons, Short Swords

**Tools:** Choose one type of Artisan's Tools or Musical Instrument

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

---

## Overview & Creation

The Silent Assembly practices a secretive fighting style known as Calastii. Similar to martial arts in theory, in practice Calastii Warriors use their minds to connect to psionic energy and bend the world to their will.

---

# Class Features

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier. Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use psionic energy and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: You can use Dexterity instead of Strength for the attack and damage rolls of your telekinetic strikes and monk weapons. Telekinetic Strike

You hurl rocks, loose items, or pure psionic energy at an enemy within a Range of 60 feet. On a hit choose one:

Bludgeoning damage equal to your Effort dice +WIS Move the target 5ft The Range of your Telekinetic Strike increases by 30ft at 5th, 10th, 15th, and 20th level. You can use your Effort die in place of the damage of a weapon once per round. Effort Dice You have dice which you use to determine the damage of your Telekinetic Strike, as well as certain other things. Your Effort Dice start as 2d4 and increase by 1d4 at 5th, 10th, 15th, and 20th level. Mage Hand At first level you get the Mage Hand cantrip with the following changes: When you cast the spell the mage hand is invisible. Your mage hand has a range equal to your Telekinetic Strike range. Your mage hand can carry a number of pounds equal to 10 multiplied by your Wisdom Modifier.

## Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features. You start knowing three such features: Empowered Telekinetic Strike, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Ki save DC = 8 + your proficiency bonus + your Wisdom modifier Empowered Telekinetic Strike: When you hit an opponent with Telekinetic strike you can choose to spend one Ki point to apply both options instead of one. Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn. Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn. Telekinetic Guard Spend one Ki point as a bonus action to hold a rock, packed dirt, or some other somewhat flat piece of rubble in front of you telekinetically for a number of rounds equal to your proficiency modifier. While this is active you gain a +2 to your AC. Alternatively you can use this on a character other than yourself, that you can see within your Telekinetic Strike range but only until the beginning of your next turn. While concentrating on this one of your hands is considered busy as if you were

holding a weapon and you maintain the Guard as if you were concentrating on a spell. Unarmored Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move. Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Wisdom modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with a range of your Kinetic Strike using the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. If the object fired at you is too big to hold in one hand, but you succeed in reducing the damage to zero, you can expend one Ki point to catch it with telekinesis. You then must spend a Ki point as usual if you want to make an attack with it as part of the same reaction. You can use deflect missiles to protect others within range of your Kinetic Strike. Open Your Mind

Also starting at 3rd level you can spend one Ki point to gain blindsight with a range equal to your Telekinetic Strike range. You can maintain this blindsight for a number of rounds equal to your Wisdom Modifier as if you were concentrating on a spell. Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Slow Fall Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Mental Intrusion Also at 4th level you can spend one Ki point to cast either Detect Thoughts or Charm Person at first level. Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Stunning Strike Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack or your Telekinetic Strike, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn. Focused Aim (Optional) Also at 5th level, when you miss with an attack roll, you can spend 1 to 3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit. Potent Telekinesis Also at fifth level your Telekinetic strike can now move a target up to ten feet. Ki-Empowered Strikes Starting at 6th level, when doing damage with your effort die or Telekinetic Strike, the attack counts as magical for the purpose of overcoming resistance and immunity to non magical attacks and damage. NO MORE CHANGES: For further levels see the 5e Monk Class

---

# Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:  
(a) a shortsword or (b) any simple weapon (a) a dungeoneer's pack or (b) an explorer's pack

---

## Subclass Options

### Monastic Tradition - Way of the Titan 3rd Level

Telekinetic Lance - While using Telekinetic Guard you can use an action to end the effect early and make ranged attacks against a number of opponents you can see equal to your wisdom modifier. The range of this attack is the same as your Telekinetic Strike Your attacks deal bludgeoning, piercing or slashing damage (your choice) equal to double your Effort dice. Once you do this you have to finish a long rest before you can do it again.

Telekinetic Fitness - When you use Step of the wind you can calculate your jump distance using your Wisdom instead of Strength. 6th Level

Telekinetic Movement - You can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If the creature is unwilling it needs to make a Wisdom Saving throw, being moved on a failure and being unaffected on a success. If you can see the target and it is within range of your Telekinetic Strike, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. Alternatively you can use this action to make a grapple check using Wisdom instead of strength. The grapple is maintained until broken. Once you take this action, you can't do so again until you finish a short or long rest, unless you expend a Ki Point to take it again.

Telekinetic Leap - As a bonus action, you can propel your body with your mind. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you take this bonus action, you can't do so again until you finish a short or long rest, unless you expend a Ki Point to take it again.

### 11th Level

Telekinetic Healing - As a bonus action, you can heal yourself or another creature with a touch. Roll your Effort Dice to determine the amount of healing. You can use this feature again after you finish a short or long rest. 17th Level

True Telekinesis - You can cast the spell Telekinesis without components. While you concentrate on this spell you can make one Telekinetic Strike as a bonus action on each of your turns. Once you use this feature you cannot use it again until after a long rest or if you spend a Ki Point.

---

Revision #1

Created 12 June 2025 16:52:07 by Jumaani

Updated 12 June 2025 16:53:09 by Jumaani