

Kai Grand Master

Game Rule Information

Kai Grand Masters have the following games statistics.

Hit Dice: d8.

Class Requirements

In order to become a Kai Grand Master, a character must fulfill the following criteria.

Alignment: Lawful good.

In order to join the Kai Grand Master prestige class, the character must already be a level 10 Kai Master. The Kai Master must then quest for the Lorestones of Nyxator.

Class Skills

The Kai Master's class skills (and the key ability for each skill) are Climb(Str), Craft(Int), Jump(Str), Ride(Dex), Swim(Str), Handle Animal(Cha), Hide(Dex), Move Silently(Dex), Knowledge(Nature)(Int), Wilderness Lore(Wis), Spot(Wis), Listen(Wis), Heal(Wis), Animal Empathy(Cha), Sense Motive(Wis), Disguise (Cha), Decipher Script (Int), Intuit Direction (Wis), Alchemy (Int)

Skill Points at Each Additional Level: 6+ Int Modifier

Class Features

Weapon and Armor Proficiencies: Kai Grand Masters gain no new weapon, armor, or shield proficiencies.

Level	Grand Master Titles	Special
1	Kai Grand Master Senior	+1 Grand Master Discipline
2	Kai Grand Master Superior	+1 Grand Master Discipline
3	Kai Grand Sentinel	+1 Grand Master Discipline
4	Kai Grand Defender	+1 Grand Master Discipline
5	Kai Grand Guardian	+1 Grand Master Discipline, Bonus Feat
6	Sun Knight	+1 Grand Master Discipline
7	Sun Lord	+1 Grand Master Discipline
8	Sun Thane	+1 Grand Master Discipline
9	Grand Thane	+1 Grand Master Discipline
10	Grand Crown	+1 Grand Master Discipline, Bonus Feat
11	Sun Prince	+1 Grand Master Discipline
12	Kai Supreme Master	+1 Grand Master Discipline

Grand Master Disciplines

Assimilance: Gain Epic Skill Focus (Hide) and Epic Skill Focus (Move Silently), Alter Self at will. (All Assimilance abilities function only in med. armor or less)

Grand Huntmastery: Darkvision 120 feet. (All Grand Huntmastery abilities function only in med. armor or less)

Grand Pathsmanship: Cannot be surprised in woods or dense forests. Woodland Stride and Resist Natures Lure (as druid abilities of the same name) (All Grand Pathsmanship abilities function only in med. armor or less)

Deliverance: Heal (self only) 1/20 days.

Grand Weaponmastery: Gain Epic Weapon Focus and Epic Weapon Mastery in any two Weaponmastery weapons.

Animal Mastery: Gain Epic Skill Focus (Animal Empathy), Speak with Animals at will.

Telegnosis: Spirit Walking duration increases with Grand Master levels, and the Grand Masters body gain DR 5/- while spirit walking.

Grand Nexus: The Grand Master gains resistance 30 from all types of elemental damage (i.e. fire, cold, sonic, electricity, acid, etc.)

Kai-Screen: The Kai Grand Master gains permanent Tower of Iron Will (Psionic). Grand Master must choose which defense he is maintaining at any given time.

Kai-Surge: Using a psychic attack, the Kai Grand Master gains +4 to all attack rolls vs. opponents with no psionic protection. Any type of protection vs. mental or psionic attacks negates Kai-Surge. Against opponents whom this ability is unusable, the Kai Grand Master may use Psychic Crush (psionic). However, every round in which the Kai Grand Master uses either ability he takes 1 points of subdual damage. This ability cannot be used if the users hit points fall below 6. (Kai-Surge, Psi-Surge, and Mindblast may not be used simultaneously).

Magi-Magic: Knowledge (Religion) becomes a class skill. The Grand Master learns Magi-Magic, which is Divine Magic granted by Kai and Ishir. As Divine Magic armor failure penalties do not apply. The caster level is equal to the Grand Master's class level. All spells can be cast 1/day per class level (unless otherwise stated). The Grand Master also gains the ability to use Divine scrolls, wands, etc.

Kai-Alchemy: Spellcraft and Knowledge (Arcane) become class skills. Epic Skill Focus (Alchemy). The Grand Master learns Kai-Alchemy, which is Arcane Magic. As Arcane Magic armor failure penalties apply. The caster level is equal to the Grand Master's class level. All spells can be cast 1/day per class level (unless otherwise stated). The Grand Master also gains the ability to use Arcane scrolls, wands, etc., as well as the ability to choose Item Creation Feats.

Spells Known: Lightning Bolt, Levitate, Charm Person

Discipline Improvements

Grand Master Disciplines improve as the Kai Grand Master rises in level. When a new discipline is learned all previous improvements apply.

Kai Grand Guardian:

Animal Mastery: Summon Nature's Ally V, 1/day per class level.

Assimilance: Fog Cloud at will.

Grand Huntmastery: The Grand Guardian suffers no penalty to movement

regardless of terrain when on foot or on horseback (i.e. always uses plains modifier for overland movement)

Kai-Surge: Grand Guardians may attack up to three opponents with Kai-Surge, Psi-Surge, or Mindblast per round (Kai-Surge, Psi-Surge, and Mindblast may not be used simultaneously).

Kai-Screen: Mind Blank at will.

Magi-Magic: New Spells Known: Shatter, Flame Arrow (projectiles only)

Sun Knight:

Grand Weaponmastery: May wield two-handed weapons with one hand.

Deliverance: Cure Serious Wounds 1/day per class level.

Grand Pathsmanship: Repel Vermin 1/day per class level.

Grand Nexus: The Sun Knight may feign death at will; however, while in suspended animation the only sense retained is hearing. It is a full round action to place oneself in suspended animation and to awaken.

Telegnosis: Initial contact range of Lesser Mindlink increases to 20 miles per class level.

Kai-Alchemy: Gain one item creation feat. New Spells Known: Bull's strength, Protection from arrows

Sun Lord:

Grand Weaponmastery: At will, any metal slashing or piercing weapon becomes a flame blade.

Assimilance: Displacement at will.

Grand Huntmastery: The Sun Lord can see in the infrared and ultraviolet spectrums.

Kai-Surge: Sun Lord may use Ultrablast (psionic), however it causes 25 points of damage to the Sun Lord as well.

Telegnosis: Water Walk 1/day per class level.

Magi-Magic: New Spells Known: Shocking Grasp, True Strike (ranged weapons only)

Sun Thane:

Animal Mastery: Hold Animal at will

Deliverance: Dispel Evil 1/round per class level

Grand Huntmastery: Immune non-magical electrical damage.

Grand Pathsmanship: The Sun Thane may freeze or melt 1 cubic meter of water or ice per class level per round by touch. The effect remains for 10 minutes per class level.

Kai-Screen: The Sun Thane gains permanent Intellect Fortress (Psionic). The Sun Thane must choose which defense he is maintaining at any given time.

Kai-Alchemy: Gain one item creation feat. New Spells Known: Water Breathing, Feather Fall

Grand Thane:

Deliverance: Commune 1/month

Assimilance: Invisibility 1/day per class level

Kai-Surge: Improved Exploding Gem (Psionic) 1/day per class Level (works on any single object within sight range).

Grand Nexus: Plane Shift (self only) at will.

Telegnosis: Grand Thanes can detect the presence of gems and precious metals at will to a range of 100 feet per Kai level.

Magi-Magic: New Spells Known: Hold Monster, Glyph of Warding

Grand Crown:

Grand Weaponmastery: Gain Epic Weapon Focus and Epic Weapon Mastery (Unarmed Attack)

Animal Mastery: Cause Fear (with no save, against animals only) at will.

Grand Pathsmanship: Woodland Stride function against magical and enchanted plants also.

Kai-Screen: The Grand Crown can mask his psychic aura to hide his alignment as well as alter his aura, to give false impressions.

Grand Nexus: Holy Word (against one opponent only) at will, each use against an opponent of more than 12 HD also causes 3d10 damage to the target and the Grand Crown. Each use against an opponent of less than 12 HD causes 4d10 damage to the opponent and 2d10 to the Grand Crown. Each use against an opponent of less than 8 HD causes 5d10 damage to the opponent and 1d10 to the Grand Crown.

Kai-Alchemy: Gain one item creation feat. New Spells Known: Teleport (sight range only, self only) at will, True Seeing

Sun Prince:

Animal Mastery: Wild Shape into any animal the Sun Prince touches at will.

Deliverance: Regenerate 1/day per class level.

Assimilance: Project Image 1/day per class level

Kai-Surge: Once per combat the Sun Prince can cause 60 points of psionic damage to one single opponent. It penetrates all types of psionic defenses except psionic resistance. It also causes the Sun Prince 15 points of damage.

Kai-Screen: The Sun Prince knows all psionic defense modes and always gets the best defense up for any given attack.

Grand Huntmastery: Sun Princes receive their full movement rate in all mediums and have perfect maneuverability.

Kai Supreme Master:

Timeless Body: The Kai Supreme Master no longer suffers ability penalties for aging and cannot be magically aged (any penalties he may have already suffered remain in place.) Bonuses still accrue, and the Kai Supreme Master still dies of old age when his time is up (based on his Grand Master Slow Aging).

Perfect Self: The Kai Supreme Master becomes a Lawful Good Outsider. He gains DR of 20/+1 and Spell Resistance equal to his total Kai Level