

Game Rule Information

Kai Lords have the following games statistics.

Alignment: Lawful good.

Hit Dice: d8.

Class Skills

The Kai Lord's class skills (and the key ability for each skill) are Climb(Str), Craft(Int), Jump(Str), Ride(Dex), Swim(Str)

Skill Points at 1st Level: (4+ Int Modifier) X 4

Skill Points at Each Additional Level: 4+ Int Modifier

Class Features

Weapon and Armor Proficiencies: Kai Lords are proficient with all simple and martial weapons, light armor and medium armor. They are proficient with all large and smaller shields.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	0	+2	+2	+1 Kai Discipline
2	+1	0	+3	+3	+1 Kai Discipline
3	+2	+1	+3	+3	+1 Kai Discipline
4	+3	+1	+4	+4	+1 Kai Discipline
5	+3	+1	+4	+4	+1 Kai Discipline
6	+4	+2	+5	+5	+1 Kai Discipline
7	+5	+2	+5	+5	+1 Kai Discipline
8	+6/+1	+2	+6	+6	+1 Kai Discipline
9	+6/+1	+3	+6	+6	+1 Kai Discipline
10	+7/+2	+3	+7	+7	+1 Kai Discipline

Novice Titles

<i>Level 1</i>	Novice
<i>Level 2</i>	Intuite
<i>Level 3</i>	Doan
<i>Level 4</i>	Acolyte
<i>Level 5</i>	Initiate
<i>Level 6</i>	Aspirant
<i>Level 7</i>	Guardian
<i>Level 8</i>	Warman/Journeyman
<i>Level 9</i>	Savant
<i>Level 10</i>	Kai Master

Kai Disciplines

Camouflage: Hide, Move Silently, and Speak Language become class skills. The Kai lord has the correct accent for any languages known. (All Camouflage abilities function only in med. armor or less)

Hunting: Knowledge (Nature) and Wilderness Lore become class skills. The Kai Lord base speed increases by 10 feet. (All Hunting abilities function only in med. armor or less)

Tracking: Gain the Tracking feat. Spot and Listen become class skills.
(All Tracking abilities function only in med. armor or less)

Healing: Heal becomes a class skill. Gain the Faster Healing feat.

Weapon skill: Gain Weapon focus feat.

Animal Kinship: Animal Empathy and Handle Animal become class skills.

Sixth Sense: Uncanny Dodge (Can't be caught flatfooted; as per rogue of equal level). Sense Motive becomes a class skill.

Mind Over Matter: Far Hand (Psionic) 3 + 1/day per Level

Mindshield: The Kai Lord gains permanent Empty Mind (Psionic).

Mindblast: Using a psychic attack, the Kai Lord gains +1 to all attack rolls vs. opponents with no psionic protection. Any type of protection vs. mental or psionic attacks negates Mindblast. Against opponents whom this ability is unusable, the Kai Lord may use Mind Thrust (psionic), 1/round.