

Kai Master

Game Rule Information

Kai 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 Master prestige class, the character must already be a level 10 Kai Lord. The Kai Lord must then quest for the Book of the Magnakai and train by its direction for three years.

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)

Skill Points at Each Additional Level: 6+ Int Modifier

Class Features

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

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

Master Titles

<i>Level 1</i>	Kai Master
<i>Level 2</i>	Kai Master Senior
<i>Level 3</i>	Kai Master Superior
<i>Level 4</i>	Primate
<i>Level 5</i>	Tutelary
<i>Level 6</i>	Principalin
<i>Level 7</i>	Mentora
<i>Level 8</i>	Scion-Kai
<i>Level 9</i>	Archmaster
<i>Level 10</i>	Kai Grand Master

Magnakai Disciplines

Invisibility: Gain Skill Focus (Hide) and Skill Focus (Move Silently); the Kai Master knows local dialects for all known languages; Disguise becomes a class skill. The Kai Master may mask his body heat and scent for a total number of minutes per day equal to his Kai level. (All Invisibility abilities function only in med. armor or less)

Huntmastery: Uncanny Dodge as per rogue of equal level (Kai Master levels are added to Kai Lord levels to determine Uncanny Dodge); base speed increases by 10 feet. (All Huntmastery abilities function only in med. armor or less)

Pathsmanship: Decipher Script and Intuit Direction become a class skills; Gain Skill Focus (Wilderness Lore) and Skill Focus (Search); Always takes 20 on Intuit Direction under any circumstances. (All Pathsmanship abilities function only in med. armor or less)

Curing: Alchemy becomes a class skill. Gain Skill Focus (Healing), Cure Disease 1/Week; Cure Blindness 1/Week.

Weaponmastery: Skilled in all Weapons; gain +1 Weapon focus feat per class level (No Ranged Weapons).

Animal Control: Gain Mounted Combat Feat, Speak with Animals 1/day per class level, Calm Animals 1/day per class level.

Divination: See Invisible; gain Evasion as a class skill; +2 Spot and +2 Sense Motive; Lesser Mindlink (Psionic) 1/day per class level; Detect Psionics 3 + 1/day per class level.

Nexus: Telekinesis (Psionic) 1/day per class level; Immune to natural heat and cold.

Psi-Screen: The Kai Master gains permanent Thought Shield (Psionic). The Kai Master must choose which defense he is maintaining at any given time. +2 saves vs. Illusions.

Psi-Surge: Using a psychic attack, the Kai Lord gains +2 to all attack rolls vs. opponents with no psionic protection. Any type of protection vs. mental or psionic attacks negates Psi-Surge. Against opponents whom this ability is unusable, the Kai Master may use Ego Whip (psionic). However, every round in which the Kai Master uses either ability he takes 2 points of subdual damage. This ability cannot be used if the users hit points fall below 6. (Psi-Surge, and Mindblast may not be used simultaneously).

Lore-Circles

These powers are obtained when the Kai Master has all the disciplines for the Lore-Circle. Lore-Circles represent a specialization in one area of the Kai Master abilities.

<i>Fire:</i>	Weapon Mastery Huntmastery	+1 Str / + 1 Dex
<i>Light:</i>	Animal Control Curing	+1 Con
<i>Solaris:</i>	Huntmastery Invisibility Pathsmanship	Ambidexterity Feat; Two-Weapon Fighting Feat (in med. armor or less)
<i>Spirit:</i>	Psi-Surge Psi-Screen Nexus Divination	+1 Int / +1 Wis / +1 Cha; Meditate vice sleep (4 hrs/night)

Discipline Improvements

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

Primate:

Animal Control: Kai Master can block an animals sense of taste and smell with a successful Animal Empathy check. Gain Skill Focus (Animal Empathy).

Curing: Slow Poison at will.

Huntmastery: Gain Improved Initiative and Skill Focus (Climb).

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

Nexus: + 6 Fortitude Save vs Gases and Fumes.

Tutelary:

Weaponmastery: Gain Improved Unarmed Strike Feat and Weapon Focus (Unarmed Strike)

Invisibility: Create Sound (Psionic) 1/day per class level.

Pathsmanship: Detect ambush within 500 yards unless below 25% Max HP.

Psi-Screen: +2 vs. Enchantment and Charm spells and spell-like abilities.

Divination: Detect Magic at will.

Principalin:

Animal Control: 1/day per 2 class levels: Summon Nature's Ally [III]

Invisibility: Always taking 20 on Move Silent checks under any circumstances.

Huntmastery: Normal vision to 1 mile.

Psi-Surge: Demoralize (Psionic) 1/day per class level (Will Save; DC 10 + Kai level + Cha]

Nexus: Control Flame (as the spell) 1/day per class level.

Mentora:

Weaponmastery: Weapon Focus with all ranged weapons.

Curing: Neutralize Poison at will.

Pathsmanship: Trackless Step

Psi-Screen: Immune to possession and domination effects.

Divination: Sensitivity to Psychic Impressions (Psionic), 1/day Kai level.

Scion-Kai:

Weaponmastery: Weapon Specialization with all weapons in which the Scion-Kai has Weapon Focus due to Weaponmastery ability.

Invisibility: Alter Self 1/day Kai level.

Pathsmanship: Permanent Tongues and Nondetection (magic and psionic).

Psi-Screen: When attacked by a psionic opponent, the Scion-Kai may either add a mental toughness of +2 or take the full damage and use it to double the damage of any one psionic attack or ability he uses in the next round only.

Divination: Spirit Walking; as Ethereal Jaunt, however, the Scion-Kai's body remains behind similar to as in an Astral Projection spell.

Archmaster:

Animal Control: Animal Control feat (at total Kai Lord level).

Curing: Heal (self only) 1/100 days.

Huntmastery: Low-light 120 feet, and gain Blind-Fight feat.

Psi-Surge: Psi-Surge now adds +3 to all attack rolls vice the previous +2.

Also any use of Psi-Surge now causes only 1 point of subdual damage. This ability cannot be used if the users hit points fall below 4. The Archmaster may add +2 without any subdual damage.

Nexus: Archmaster gains resistance 30 from both heat and cold. Also the Archmaster gains resistance 15 to all other types of elemental damage (i.e. sonic, electricity, acid, etc.)

Kai Grand Master: Kai Grand Masters receive the following benefits.

Slow Aging: For every 5 years, a Grand Master ages but 1 year physically, thus slowing aging penalties (but not benefits) and extending his life.

Alertness: Gain the Alertness feat.

Blindsight, 5 ft radius: Gain the Blindsight, 5 ft radius feat.

Scent: Gain the Scent feat.