

KAI LORDS

GRAND MASTER LEVELS:

ABILITY REQUIREMENTS:	STR. 18
	DEX. 17
	CON. 18
	INT. 16
	WIS. 18
	CHR. 15
PRIME REQUISITE:	STR., WIS., CON., INT.
RACES:	ANY
THACO:	WARRIOR
SAVING THROWS:	WARRIOR
ARMOR:	CHAIN MAIL OR LESS
WEAPONS:	FROM DISCIPLINES ONLY
HIT POINTS:	+3/level; no CON. bonus
MAGIC ITEMS:	AS WARRIOR
PROFICIENCY:	1 NON-WEAPON PER LEVELS 19,22,25,28,30
RESTRICTIONS:	*MUST BE LAWFUL/GOOD
	*DONATE 10% OF TREASURE TO ORDER
	*CANNOT ASSOCIATE WITH EVIL
	*MUST OBEY SUPERIORS AND KING
	*IF DISOBEY RESTRICTIONS PENALTY
	AS PALADIN

LEVELS:

19) 500,000	KAI GRAND MASTER SENIOR
20) 1,000,000	KAI GRAND MASTER SUPERIOR
21) 1,500,000	KAI GRAND SENTINEL
22) 2,000,000	KAI GRAND DEFENDER
23) 2,500,000	KAI GRAND GUARDIAN
24) 3,000,000	SUN KNIGHT
25) 3,500,000	SUN LORD
26) 4,000,000	SUN THANE
27) 4,500,000	GRAND THANE
28) 5,000,000	GRAND CROWN
29) 5,500,000	SUN PRINCE
30) 6,000,000	KAI SUPREME MASTER

ABILITIES: GAIN ONE GRAND MASTER DISCIPLINE/LEVEL TO LEVEL 30. MAY CHOOSE IN ANY ORDER. (COST 2 CHARACTER POINTS) A GRAND MASTER (AND ABOVE) RETAINS ALL POWERS AND ABILITIES FROM PREVIOUS LEVELS. ALL FORMER POWERS ARE ADVANCED TO AND COMPARED AGAINST THE CURRENT GRAND MASTER LEVEL. AGE 1 YEAR (PHYSICAL)/5 YEARS. MAX PSPS: 200

ASSIMILANCE: Invisibility 1/day/3 levels.

GRAND HUNTMASTERY: See in absolute darkness(non-magic); double touch and taste.

GRAND PATHSMANSHIP: Avoid entrapment from plants(including magical); detect ambush in 2 mile radius in forest.

DELIVERANCE: Complete healing to self only 1/20 days.

GRAND WEAPONMASTERY: Grand Mastery in one weapon, +1 weapon/level beyond 19; Mastery in all weapons; specialization in all fighting styles.

ANIMAL MASTERY: Adjust reaction 3 stages; speak to all animals.

TELEGNOSIS: Spirit Walk, +1 turn/level >19, inert body immune to 1d10 dmg/level >19.

GRAND NEXUS: Immune to all direct dmg from natural elements for 1d4+5 turns.

KAI-SCREEN: Mental Barrier, 3 yard radius.

KAI-SURGE: Psychic Crush.

MAGI-MAGIC: Cleric Spells as level 4 Cleric (with WIS. bonus);
(Major: All,Divination,Heal,Sun,Elemental;
Minor: Charm,Plant,Protection)

KAI-ALCHEMY: Mage Spells as level 2 Mage (no armor, no necromancy, no Illusion/Phantasm)

IMPROVEMENTS: THE GRAND MASTER DISCIPLINES IMPROVE AS YOUR LEVEL ADVANCES. WHEN YOU RECEIVE A NEW DISCIPLINE ALL PREVIOUS IMPROVEMENTS APPLY.

KAI GRAND GUARDIAN:

ANIMAL MASTERY: Summon 1d10 animals/day for 12 hours.

ASSIMILANCE: Create fog in 15 yard radius, immune to normal and infravision.

GRAND HUNTMASTERY: Immune to terrain modifiers, including on horseback.

KAI-SURGE: May use a psionic attack on 3 separate minds/round.

MAGI-MAGIC: Cleric level 6.

SUN KNIGHT:

GRAND WEAPONMASTERY: Use two-handed weapons is one hand.

DELIVERANCE: Lay on Hands increases to 40 HP, closes open wounds.

GRAND PATHSMANSHIP: Repel Insects at will, 3 yard radius, +1 yard/level >24.

GRAND NEXUS: Feign Death at will.

TELEGNOSIS: Communicate telepathically with any good creature in 100 mile radius, +10 miles/level >24.

KAI-ALCHEMY: Mage level 4

SUN LORD:

GRAND WEAPONMASTERY: Cause any non-magic metal edge you wield to act as a Flame-Tongue.

ASSIMILANCE: Blur at will.

GRAND HUNTMASTERY: Infra and Ultravision at normal sight range.

KAI-SURGE: Psionic Blast.

TELEGNOSIS: Alter body weight to walk on any surface.

MAGI-MAGIC: Cleric level 8.

SUN THANE:

ANIMAL MASTERY: Cause 1 animal/lvl. to fall asleep if fail Empathy save.

DELIVERANCE: Conduct Kai Exorcism, pray for 1 hour & expel evil, supernatural force that is possessing any goodly creature or object.

GRAND HUNTMASTERY: Immune to electricity.

GRAND PATHSMANSHIP: Alter water temperature at will, 1 cubic yard/level for 3 rounds/level.

KAI-SCREEN: Intellect Fortress, 3 foot radius.

KAI-ALCHEMY: Mage level 6.

GRAND THANE:

DELIVERANCE: Contact Other Plane (KAI only) 1/month +2/level >27.

ASSIMILANCE: Undetectable by infra and ultravision.

KAI-SURGE: Detonate damage X3.

GRAND NEXUS: Unhindered by Astral or Ethereal Planes.

TELEGNOSIS: Detect gems and minerals in 10 foot radius/level.

MAGI-MAGIC: Cleric level 10.

GRAND CROWN:

GRAND WEAPONMASTERY: Master in Martial Arts.

ANIMAL MASTERY: Cause any animal to view you as their most feared predator.

GRAND PATHSMANSHIP: Create clear passage through any plants (magic included).

KAI-SCREEN: Mask Goodly Aura.

GRAND NEXUS: Holy Word 1/day.

KAI-ALCHEMY: Mage level 8.

SUN PRINCE:

ANIMAL MASTERY: Cause any animal to view you as one of their species.

DELIVERANCE: Heal 1/day.

ASSIMILANCE: Mirror Image at will.

KAI-SURGE: 1/day cause 3d20 damage to any creature with at least 1 INT., sight range.

KAI-SCREEN: Tower of Iron Will, 3 foot radius.

GRAND HUNTMASTERY: Immune to all fighting penalties due to restricted movement; control rate and movement in any current.

KAI SUPREME MASTER:

All statistics become 22 (minimum); Movement Rate doubled; Immune to Enchantment/Charm spells. There are no levels past level 30.