

## KAI LORDS

### MASTER LEVELS:

ABILITY REQUIREMENTS: STR. 16  
DEX. 15  
CON. 15  
INT. 9  
WIS. 15  
CHR. 9

PRIME REQUISITE: STR., WIS., CON.  
RACES: ANY  
THACO: WARRIOR  
SAVING THROWS: WARRIOR  
ARMOR: CHAIN MAIL OR LESS  
WEAPONS: FROM DISCIPLINES ONLY  
HIT POINTS: 1D8  
MAGIC ITEMS: AS WARRIOR  
PROFICIENCY: 1 NON-WEAPON/3 LEVELS(1,4,7,10)  
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:

1) 250,000	KAI MASTER
2) 500,000	KAI MASTER SENIOR
3) 750,000	KAI MASTER SUPERIOR
4) 1,000,000	PRIMATE
5) 1,250,000	TUTELARY
6) 1,500,000	PRINCIPALIN
7) 1,750,000	MENTORA
8) 2,000,000	SCION-KAI
9) 2,250,000	ARCHMASTER
10) 2,500,000	KAI GRAND MASTER

ABILITIES: GAIN ONE MAGNAKAI DISCIPLINE/LEVEL TO LEVEL 10. MAY CHOOSE IN ANY ORDER. (COST 2 CHARACTER POINTS)  
A KAI MASTER (AND ABOVE) RETAINS ALL POWERS AND ABILITIES FROM NOVICE LEVELS.

INVISIBILITY: Increase Thief skills at level 2=level 11, etc.; may use skills anywhere; knows local dialects and mannerisms.

HUNTMASTERY: Hunting in any surroundings; Movement Rate +1; no penalty if ambushed.

PATHSMANSHIP: Read any language; Find/Remove Traps as other Thief abilities; +1 Tracking skill/level; automatic direction sense.

CURING: Lay on Hands as Paladin of equal level(20 HP Max); immune to disease; cure disease as Paladin of equal level; Herbalism proficiency.

WEAPONMASTERY: Proficient in all weapons; Mastery in one weapon, +1 weapon/level to level 10(excluding bows).

ANIMAL CONTROL: Empathy ability can adjust reaction 2 stages; 50% chance to speak to animals; +2 att./dmg. from saddleback.

DIVINATION: See invisible; perfect Danger Sense; Aura Sight; Mind Link; 25 PSPS, +3/level.

NEXUS: Immune to non-magic heat & cold; no lb. limit on Telekinesis; +3 PSPS/level.

PSI-SHIELD: Thought Shield, 10 PSPS.

PSI-SURGE: Mind Thrust, 10 PSPS; Psioniscist MThaco.

LORE-CIRCLES: THESE POWERS ARE OBTAINED WHEN YOU HAVE ALL THE DISCIPLINES IN ONE LORE-CIRCLE. THEY REPRESENT SPECIALIZATION IN ONE AREA OF THE KAI MASTER LEVELS.

FIRE: WEAPONMASTERY                      SPECIALIZATION IN ALL FIGHTING  
HUNTMASTERY                                      STYLES; +1 STR./DEX.

LIGHT: ANIMAL CONTROL                      +2 CON.  
CURING

SOLARIS: HUNTMASTERY                      +1 HIT DICE; AMBIDEXTROUS;  
INVISIBILITY                                      SPECIALIZATION TWO-WEAPON  
PATHSMANSHIP                                      STYLE.

SPIRIT:            PSI-SURGE                      +2 INT./WIS./CHR. ;  
PSI-SHIELD                      +1 THACO/MTHACO; MEDITATE  
NEXUS                                      MEDITATE INSTEAD OF SLEEPING  
DIVINATION                      (REGAIN X2 PSPS & HP)

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

PRIMATE:

ANIMAL CONTROL: Can block animal's sense of taste and smell if fail Empathy save.

CURING: Slow Poison as spell at will.

HUNTMASTERY: +1 DEX.; Climb Walls as other Thief skills.

PSI-SURGE: Detonate; +15 PSPS

NEXUS: +6 save vs. gases & fumes.

TUTELARY:

WEAPONMASTERY: Expert in one Martial Arts style.

INVISIBILITY: Create Sound; 10 PSPS.

PATHSMANSHIP: Detect Ambush within 500 yards unless below 25% HP.

PSI-SHIELD: Mind Bar; 10 PSPS.

DIVINATION: Psionic Sense.

PRINCIPALIN:

ANIMAL CONTROL: Summon 1 animal/day for 1 hour.

INVISIBILITY: 100% Move Silently.

HUNTMASTERY: Normal vision to 1 mile.

PSI-SURGE: Send Thoughts.

NEXUS: Control Flames: 10 PSPS.

MENTORA:

WEAPONMASTERY: Mastery in bows.

CURING: Neutralize Poison at will.

PATHSMANSHIP: Leave no trail as Druid.

PSI-SHIELD: 75% immunity to possession.

DIVINATION: Sensitivity to Psychic Impressions.

SCION-KAI:

WEAPONMASTERY: All weapon Masteries become High Mastery; specialization in Martial Arts.

INVISIBILITY: Change Self at will.

PATHSMANSHIP: Tongues; immune to magical detection, except goodly aura.

PSI-SHIELD: Can absorb 1/2 PSPS spent to attack him to attack opponent only.

DIVINATION: Spirit Walk( as Psionic Ethereal Travel except body remains behind, must reform at body, max 2 turns).

ARCHMASTER:

ANIMAL CONTROL: Command any non-hostile animals using Empathy save.

CURING: Complete healing to self only 1/100 days.

HUNTMASTERY: Double hearing and smell; Infravision 30 ft.

PSI-SURGE: Id Insinuation; 9 PSPS.

NEXUS: 1/2 dmg/effect on failed saves, no effect on successful saves.

NOTE: MAXIMUM 150 PSPS TOTAL; FOR MULTIPLE ATTACKS PER ROUND TREAT LEVEL 4=LEVEL 13, ETC.

ADVANCEMENT: AT LEVEL 10 A KAI GRAND MASTER HAS TWO CHOICES.

IF HE MEETS THE REQUIREMENTS FOR THE GRAND MASTER LEVELS HE MAY QUEST FOR THE LORESTONES OF KAI, AND TRAIN WITH THEM FOR THREE YEARS. YOU THENA BECOME LEVEL 19 KAI GRAND MASTER SENIOR AND 0 EXP., THEN BEGIN THE GRAND MASTER LEVELS.

OR

HE CAN CONTINUE TO LEVEL 18 (MAX.); HE MUST ATTAIN 100,000 EXP./LEVEL. HE GETS 3 HP/LEVEL & 1 NON-WEAPON PROF./LEVEL. AT ANY TIME HE MAY (IF HE MEETS THE REQUIREMENTS) QUEST FOR THE LORESTONES OF KAI. HE IMMEDIATELY REVERTS TO LEVEL 10 KAI GRAND MASTER; LOSING ALL EXTRA HIT POINTS AND PROFS GAINED.