



***Arcane Ki: The Magic of Martial
Artists***

Dylan Hinzman

Arcane Ki: The Magic of Martial Artists

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Publisher: ***Black Guard Press***

In Memory of: ***Janna ("Fluffy"), the cat***

Arcane Ki: The Magic of Martial Artists

Written by Dylan Hinzman

Dragon Empires Gazetteer

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Arcane Ki: The Magic of Martial Artists

Introduction:

In some parts of the world, the path to perfection includes both the study of magic and training in martial arts. These places frequently have monasteries of monks that learn to harness their ki to create effects similar to arcane magic, arcanists that infuse their bodies with sentience, and those that scrawl magical tattoos across their body in dedication of the destruction of magical foes. The training is unusual and because of this, martial art styles develop to incorporate these abilities in new ways, causing many spells to become similar and unique to the user's style of combat. In the rarer cases still are those that pray to fey or other chaotic gods without ever realizing the gifts they've been given. Regardless of the case, many of these places are open to anyone who seeks to reach the perfection they offer regardless of their background.

Rarely a martial artist reaches true perfection and transcends his physical limitations. Normally, this is exclusive to monks that dedicate their lives to achieving this goal, however, sometimes the potential for this transcendence experience gets passed down from generation to generation. In these cases, a sorcerer is born filled with both magical and martial potential. While never a true master of martial arts, typically due to their lack of desire to train in any way like their ancestor, these sorcerers still manage to hold their own in hand-to-hand combat when they need while still achieving great magical power.

In the case of those born with psychic powers, but who wish to train in martial combat, find that they can use their raw mental power to control the bodies of others, even without expending some of their true psychic strength. In this way, some psychics are able to trip enemies or wrestle them to the ground with only their mind. Doing so poses some risk, when a psychic touches a creature with their mind, the creature is able to touch the psychic back. This most often happens when a psychic attempts to mentally wrestle a creature's physical body, but loses control of the grapple, allowing the creature to quite literally grapple the psychic's mental energy, which is frequently quite distressing for the psychic.

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Archetypes and Bloodlines:

Ascetic Blooded (Sorcerer Bloodline):

Your ancestor was a monk that reached true enlightenment in the form of physical and mental perfection.

Class Skill: Acrobatics (Dex)

Bonus Spells: Expeditious Retreat (3rd), Telekinetic Strikes (5th) (Psychic Anthology), Haste (7th), shout (9th), fickle winds (11th)(Ultimate Magic), transformation (13th), ki shout (15th)(Ultimate Magic), mind blank (17th), time stop (19th).

Bonus Feats: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, Throw Anything, Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility

Bloodline Arcana: Your unarmed strikes deal damage equal to a monk half your level (minimum 1st).

Bloodline Powers: Some of your ancestor's skill at martial arts has been passed down through your bloodline

Blooded Martial Arts (Su): At 1st level, you receive unarmed strike as a bonus feat and can make one additional attack whenever you make a full attack with your unarmed strikes. At 5th level, your unarmed strikes are considered magic weapons for the purpose of overcoming DR. At 7th level, they are considered silver and cold iron. At 11th level, as a swift action you can empower your unarmed strikes to become flaming, shocking, corrosive, or frost weapons chosen every round you spend a swift action for this ability. You can empower your unarmed strikes as a swift action for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Ancestor's Speed (Ex): At 3rd level, you gain the fast movement monk class feature with your sorcerer level treated as your monk level for determining the bonus to your movement speed.

Ancestor's Reflexes (Ex): At 9th level, you gain the evasion class feature.

Ancestor's Style (Ex): At 15th level, the sorcerer selects one style strike available to an unchained monk of the same level. Whenever the sorcerer makes a full attack, they can designate one of their attacks to be a style strike, just like a monk would during flurry of blows.

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Ancestor's Perfect Self: At 20th level, just like your ancestor, you become a magical creature. You are forevermore treated as an outsider rather than as a humanoid (or whatever your creature type was) for the purpose of spells and magical effects. Additionally, you gain damage reduction 10 that is overcome by an alignment that directly opposes yours (a true neutral gains damage reduction 10, but only against damage with an alignment component). Unlike other outsiders, the sorcerer can still be brought back from the dead as if he were a member of his previous creature type.

Dancing Brawler (Bard Archetype):

Dancing Style: A dancing brawler is trained in the use of the Perform (dance) skill to create magical effects. This works like bardic performance, except that the dancing brawler performances grant double their normal bonuses, but these bonuses only affect the dancing brawler. The dancing brawler does not need to be able to see or hear his own performance. Dancing style is treated as bardic performance for the purposes of feats, abilities, and effects that affect bardic performance, except that dancing style does not benefit from the Lingering Performance feat or any other ability that allows a bardic performance to grant bonuses after it has ended. The benefits of dancing style apply only when the bard is wearing light or no armor. Like bardic performance, dancing style cannot be maintained at the same time as other performance abilities.

Starting dancing style is a move action, but it can be maintained each round as a free action. Changing a dancing style from one effect to another requires the dancing brawler to stop the previous performance and start the new one as a move action. Like a bard, a dancing brawler's performance ends immediately if they are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round. A dancing brawler cannot perform more than one dancing style at a time. At 10th level, a dancing brawler can start a dancing style as a swift action instead of a move action.

This ability alters the standard bardic performance ability.

Dancing Combat: At 1st level, whenever a dancing brawler is performing their dancing style, they gain flurry of blows and unarmed strike class features treating their bard levels as unchained monk levels for the purpose of these abilities.

This replaces countersong, distraction, fascinate, inspire competence, suggestion, dirge of doom, soothing performance, frightening tune, mass suggestion.

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Dancing Flurry (Ex): At 2nd level, while a dancing brawler is using their dancing style performance and performs a flurry of blows, they must move 5 feet before each melee attack. If they are unable to move 5 feet, they can't attempt any further attacks. They can't exceed her maximum speed while performing this ability, meaning if the dancing brawler has used all of their movement for the turn, they cannot use or continue this ability. This movement does not provoke attacks of opportunity if the brawler would be able to take a 5-foot step normally, even if they already took their 5-foot step earlier in the turn; if they would be unable to (for instance, if they were in difficult terrain), the movement provokes attacks of opportunity as normal unless the dancing brawler succeeds at the appropriate Acrobatics checks. While using this ability, a dancing brawler can still take their normal 5-foot step before or after making their attacks.

This replaces versatile performance

Inspire Dancing (Su): At 20th level, the dancing brawler no longer only affects himself with his performance abilities. In addition, any ally that witnesses his dancing style gains the dancing combat and dancing flurry class features for as long as the dancing brawler continues their performance.

This replaces deadly performance.

Guardian of the Wild (Druid Archetype)

The guardian of the wild defends the natural world with their own body by studying a form of natural combat. Often, but not always, their fighting styles emulate animals, and their connection to the natural world opens up new powers directly from natural energy.

Martial Bond: Instead of bonding to an animal companion or a druid domain, a guardian of the wild instead bonds with their own natural body. This takes the form of Improved Unarmed Strike as a bonus feat at 1st level. In addition, a guardian of the wild can select a bonus feat from the following list, even if they do not meet the prerequisites: Barracuda style, boar style, bulette style, bull-catcher style, charging stag style, dolphin style, dragon style, dragonfly style, electric eel style, fox style, kraken style, mantis style, monkey style, owl style, panther style, shapeshifter style, shark style, snapping turtle style, tiger style, wolf style, and any "animal" style feat at GM discretion.

At 4th level and every 2 levels thereafter, a guardian of the wild can select an additional bonus feat from the above list or a feat in one of their style feat paths if they meet the prerequisites (such as wolf savage or wolf trip).

This alters nature bond.

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Defensive Instinct: At 2nd level, when unarmored, not using a shield, unencumbered, and conscious, the druids adds their Wisdom bonus (if any) to their AC and CMD. If they are wearing nonmetal armor or using a nonmetal shield, they instead add half their Wisdom bonus to their AC (minimum 0). In addition, the druid gains a +1 bonus to their AC and CMD at 4th level. This bonus increases by 1 for every 4 druid levels thereafter (up to a maximum of +5 at 20th level).

These bonuses to AC apply even against touch attacks and when the druid is flatfooted. They lose these bonuses when they are immobilized or helpless. These bonuses do not stack with the monk AC bonus class feature.

This replaces woodland stride.

Natural Ki: At 4th level, a guardian of the wild becomes so intune with the natural world, that they can draw from its life essence similar to how a monk channels ki. A guardian of the wild has a ki pool equal to $\frac{1}{2}$ their level + their wisdom modifier that has all the same abilities as a monk's ki pool of the same level, including counting their unarmed strikes as magic, silver, cold iron, and adamantite at the appropriate levels.

In addition, at 6th level and every 2 levels thereafter, a guardian of the wild can select either a qinggong ki power, a vested power, or an unchained monk ki power treating their druid level as their monk level for this purpose.

This replaces wild shape.

Confident Form: At 4th level, a guardian of the wild is so comfortable in his natural form, that nothing can force him out of it. A guardian of the wild receives a +4 bonus on any polymorph spells and abilities or any ability that would change his form.

This replaces resist nature's lure.

Ki Alchemist (Alchemist Archetype):

A ki alchemist is an alchemist that has discovered ways to unlock their own ki energy through raw alchemical experimentation. Eschewing the bombs and explosives of other alchemists, a ki alchemist learns to replicate powers that normal alchemists cannot with the right application of ki and alchemy.

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Improved Unarmed Strike: At 1st level, a Ki Alchemist gains improved unarmed strike as a bonus feat. In addition, a ki alchemist treats their alchemist levels as monk levels when determining the amount of damage their unarmed strikes deal.

This replaces throw anything and bombs.

Ki Discovery: At 4th level, a ki alchemist creates a concoction that allows him to manipulate his ki. The alchemist immediately gains a ki pool equal to $\frac{1}{2}$ level + intelligence modifier and selects one 4th level qinggong ki power. For all purposes of the ki pool or ki power, the ki alchemist treats their alchemist levels as monk levels.

This replaces the discovery at 4th level

Ki Exploration: Whenever a ki alchemist can select a discovery, they can instead take extra ki as a bonus feat or select a new qinggong ki power available to their current alchemist level.

This alters discovery

Ki Caster (Unchained Monk Archetype):

The ki caster is a monk that has dedicated their entire lives to perfecting the ki energy inside of them, and even the latent ki inside of others. The effects of this ki mastery frequently replicates the effects of magic, but are entirely caused either by fierce application of the ki caster's ki or his masterful manipulation of other creatures.

Ki Dedication: A ki caster's base attack bonus is equal to $\frac{3}{4}$ their monk level.

This alters base attack bonus

Ki Skills: A ki caster adds fly, knowledge (arcana), and spellcraft to their class skills instead of climb, intimidate, and swim. In addition, a ki caster can use their wisdom modifier in place of their intelligence modifier for spellcraft checks.

This alters class skills.

Ki Awakening: A ki caster is extremely adept at manipulating ki energy and as such, immediately gains a ki pool equal to their wisdom modifier at 1st level. However, this ki pool does not possess any of the normal ki pool abilities. Instead, the ki caster selects two 4th level qinggong ki powers at 1st level on which to spend his ki.

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This alters ki pool and replaces flurry of blows and the 1st level bonus feat.

Ki Power Master: Whenever a ki caster would gain a bonus feat from monk levels, they can instead select the extra ki feat or a qinggong ki power of a level they currently have access to (minimum 4th level).

This alters bonus feats.

Ki Magic: At 4th level, a ki caster's ki pool increases to their level plus their wisdom modifier. In addition, whenever they would select a new ki power, they can instead select a spell from the sorcerer or wizard list of a level equal to half the ki caster's level. This spell is treated and used as a ki power with a ki cost equal to its spell level.

This alters ki pool and replaces still mind.

Style Magic: A ki caster never receives a style strike. Instead, whenever a ki caster would select a style strike, they instead receive a spell style feat, even if they do not meet the prerequisites. If they do not possess the associated style feat, they only receive the bonus of the spell style feat for their ki powers and ki magic, but not any other benefit from the base style feat and they must choose to enter the style every turn, either as a swift action or as part of the action to cast an associated spell.

This replaces style strike.

Martial Adept (Arcanist Archetype):

A martial adept is an arcanist that has discovered a way to infuse their body with pure magical power. The process is very similar to that of the creation of a black blade, but with one major exception. Instead of forging a magical blade with its own sentience that grows in power, the martial adept instead causes his own body to gain some of the abilities of a black blade. Due to the nature of this power, the martial adept's "black blade" never becomes sentient, but it still constantly drains some of the adept's magical power.

Body Bond (Su): At 1st level, a martial adept infuses their body with arcane power. This ability works like a wizard's arcane bond ability save that the martial adept cannot select a familiar and uses his body as his bonded item. Additionally, the martial adept gains improved unarmed strike as a bonus feat. This ability replaces the arcanist exploits gained at 1st and 9th levels.

Sentient Body (Su): At 3rd level, the martial adept's body becomes so infused with arcane magic that it gains the powers of a powerful black blade. The martial adept's unarmed strikes

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advance as a black blade using the martial adept's class level in place of the magus's class level and points from their arcane reservoir in place of the magus's arcane pool. A blade adept with this class feature cannot have a familiar of any kind, even from another class. This ability replaces the arcanist exploit gained at 3rd level.

Martial Adept Exploits: A martial adept can select from the list of exploits available to the blade adept arcanist archetype.

Magic Drain: A martial adept has one fewer spell slot of each level than a regular arcanist. If this reduces their number of spell slots of a particular level to zero, they can cast spells of that level only if their Intelligence allows bonus spells of that level.

This alters spellcasting

Unbreakable Arms: A martial adept's black blade reinforces his arms instead of becoming unbreakable. Beginning at 3rd level, a martial adept's unarmed strikes count as silver and cold iron. At 9th level they count as adamantine for all purposes. In addition, no spell or ability besides a wish or miracle can ever separate a martial adept from his arms.

This replaces the unbreakable and teleport blade black blade powers.

Style Caster (Magus Archetype):

A style caster is a master of martial art styles and uses them to enhance their spells in unusual ways that most magic users cannot hope to achieve. While they lack the skill at arms that many other magi do, a style caster can change his unarmed style on the fly allowing him to alter both his combat and magical styles to whatever he needs at the moment

Weapon and Armor Proficiency: A style caster is proficient with simple weapons and light armor only. This alters the magus's weapon and armor proficiency.

Arcane Pool (Su): At 1st level, a style caster can use their arcane pool to enhance their unarmed strikes as if they were manufactured weapons. At 5th level, he can use these bonuses to add any of the following weapon special abilities to their weapons or unarmed strikes: defending, flaming, flaming burst, frost, icy burst, impact, shock, shocking burst, speed, or thundering.

This ability alters arcane pool.

Unarmed Strike: At 1st level, a style caster gains Improved Unarmed Strike as a bonus feat

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Unarmed Spellstrike (Su): A style caster gains the magus spellstrike class feature. However, a style caster can deliver spells with spellstrike with only unarmed strikes.

This alters spellstrike.

Bonus Feats: Starting at 5th level, a style caster gains a style feat or spell style feat. They do not need to meet the prerequisites for a style feat to select it, but they do need to meet the prerequisites for a spell style feat. A style caster receives another style or spell style feat as a bonus feat at 7th, 11th, and 13th level.

Starting at 7th level, a style caster gains can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Earth Child Topple) or an appropriate spell style feat as long as he meets the prerequisites. Each time he changes styles, he can also change these wildcard style slots

This alters and replaces the bonus feats, medium armor, and heavy armor class features.

Style Arcana: Whenever a style caster is able to select a magus arcana, they can instead choose to gain a style feat or spell style feat that they meet the prerequisites for.

This alters magus arcana.

Unpredictable Fist (Cleric Archetype):

An unpredictable fist is a cleric, whether knowingly or not, of an unpredictable deity. Many of the feats they are able to perform are hard to replicate, even for themselves, and they generally do not understand why they are able to do the things they can.

Deity: An unpredictable fist must worship a fey or any deity that grants the Chaos or Magic domain.

This alters deity.

Alignment: An unpredictable fist must be Chaotic

This alters alignment.

Unpredictable Chaos Style: An unpredictable fist gains improved unarmed strike as a bonus feat at 1st level. In addition, as a free action at the beginning of a turn while in combat, an

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unpredictable fist can roll 1d20, the result of this roll determines the damage dice of their unarmed strikes by treating their cleric level as a monk equal to the result of the roll with a maximum monk level equal to their cleric level +4. If the number on the dice result is higher than the unpredictable fist's cleric level, they are confused from the beginning of their next turn until the end of that turn. This confusion effect bypasses any resistance or immunity to confusion effects. If the result is ever a natural 20, the unpredictable fist's next unarmed strike within 1 minute immediately causes a primal magic event with a CR equal to the cleric's level centered on the target of his attack.

This replaces channel energy

Unpredictable magic: An unpredictable fist does not intentionally cast his spells, in truth, he may not even be aware he has them, although he must still pray to his deity once a day to receive them. Instead, whenever the unpredictable fist hits with an unarmed strike, he can choose to randomly determine a spell that he has prepared and immediately cast that spell on the creature hit. To do so, the unpredictable fist first selects a spell level, then rolls a dice of appropriate size to determine what spell is selected. For instance, if an unpredictable fist selects level 1 spells and has bless, bane, and cure light wounds, they would roll a 1d3 to determine the spell. If the spell cannot affect creatures, continue randomly selecting spells until a spell that can affect creatures is determined.

This alters spellcasting

Mind of Chaos: An unpredictable fist does not select domains, receive domain powers or domain spell slots, instead, an unpredictable fist has the following abilities.

Desperate Chaos: Starting at 1st level, as a standard action, an unpredictable fist can hope to cast a spell he needs or desires at the current moment. If he does so, he can target himself or an ally, then randomly select a spell of a level he can cast from the healing, medicine, restoration, and resurrection domains to cast on that target. If the spell requires expensive material components, the unpredictable fist must have them on hand to cast the spell. If the spell normally has a casting time greater than 1 round, he begins casting the spell and can either take the full time to cast the spell or expend the spell slot with no effect. An unpredictable fist can perform this action a number of times equal to 3+their wisdom modifier.

Chaos Manipulation: At 8th level, a number of times per day equal to their cleric level, an unpredictable fist can either roll 2d20 and take whichever result they desire to determine their monk level for their damage dice, or they can ignore a result from their unpredictable magic class feature without expending a spell slot.

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Warded Hunter (Unchained Monk Archetype):

A warded hunter is someone that has dedicated their lives to the utter destruction of a supernatural foe. The process of dedication involves tattooing arcane runes of warding and destruction aligned to specific creatures all over their body. The secret to these runes is their ability to drain the power of the aligned creature and infuse the user with the same power. Eventually, some warded hunters become so infused with the power of their enemy, that they cross the line between humanity and monster, never to return.

Demon Wards: Starting at 1st level, a warded hunter covers himself in arcane runes of warding against specific supernatural foes. A warded hunter selects a favored enemy from the following list: aberration, fey, magical beast, outsider, or undead. If the warded man selects outsider, they must also select a subtype. This functions like the rangers favored enemy ability but a warded man only receives a +2 bonus on his attack and damage rolls instead of the normal bonuses. A warded man selects another favored enemy at 5th level and every 5 levels after, but his bonuses against his favored enemies never increase due to his level.

This replaces bonus feats

Mind Ward Tattoos: At 4th level, a warded hunter's demon wards also give a bonus to saving throws against any selected favored enemy's abilities, including spellcasting from class levels or spell like abilities.

This replaces still mind

Draining Wards: Starting at 5th level, a warded hunter's rune tattoos reveal their true potential. Whenever a warded hunter's tattoos come in contact with a favored enemy, they drain part of that creature's strength and add that power to the warded hunter. If a warded hunter hits with an unarmed strike or succeeds at a grapple check or unarmed trip attempt against a favored enemy, that creature must make a will save (DC 10 + 1/2 character level + Wis modifier) or take a -1 penalty on all rolls affected by the demon wards class feature for 1 round, specifically attack rolls, damage rolls, and saving throws. In addition if the creature fails their save, the warded hunter's favored enemy bonuses increase by 1 against the creature for 1 round. This ability can only decrease an enemy's rolls or increase the warded hunter's favored enemy bonuses by 2 for every 5 levels of the warded man, to a maximum of +8 bonus and -8 penalty. These bonuses and penalties are doubled while in a grapple and the save becomes 10 + character level + Wis modifier, but the limit remains the same. This ability works even if the warded hunter deals no damage to their target.

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This replaces purity of body, the level 10 ki power, the ability to use two style strikes in a round at 15th level, and the level 20 ki power.

Penetrating Wards: Starting at 7th level if a warded hunter has used draining wards to gain at least a +2 bonus against an enemy, their unarmed strikes ignore any damage reduction their target possess for as long as they retain the draining ward bonus. At 10th level, if a warded hunter has used draining wards to inflict at least a -4 penalty on an enemy, any regeneration effect that creature possesses ends for as long as they have the penalties.

This alters Ki Pool and replaces Ki Strike.

Grappling Wards: At 17th level, the bonuses and penalties from draining wards are quadrupled while in a grapple instead of doubled and there is no limit on the maximum bonus or penalty while in a grapple.

This replaces Timeless Body

True Absorption: At 20th level, if a creature with a -4 or higher penalty from the draining wards class feature dies, it is utterly destroyed and can only be brought back with a wish or miracle. The warded hunter's bonuses then become permanent against that type of creature and they count as both their original race and the race of the destroyed creature for any effects and abilities. This affect only ends if the warded hunter uses draining wards on a different type of creature.

This replaces Perfect Self

Prestige Classes:

Eldritch Ascetic

Martial artists and arcane spellcasters, Eldritch Ascetics seek to blend their physical and mental journey of perfection together in a flurry of fists and spells using their magic to empower their blows or destroy the spells of their enemies.

Some wizards seek out martial training as a backup plan when their spells fail them, while some monks come to study the arcane on their journey to perfection. In either case, an Eldritch Ascetic is a fearsome foe that can go toe-to-toe with the most skilled warriors or the most accomplished mages.

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Requirements

To qualify to become an eldritch ascetic, a character must fulfill all the following criteria.

Spells: Able to prepare and cast 3rd-level arcane spells.

Special: Flurry of Blows or Unarmed Strike Class Feature

The Eldritch Ascetic's class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at each Level: 4 + Int modifier

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+1	+0	+0	Martial Artist, Mental Perfection, Arcane Fist	—
2nd	+1	+1	+1	+1	—	+1 level of existing arcane spellcasting class
3rd	+2	+2	+1	+1	Improved Arcane Fist +1d6	+1 level of existing arcane spellcasting class
4th	+3	+2	+1	+1	—	+1 level of existing arcane spellcasting class
5th	+3	+3	+2	+2	Evasion Training, Improved Arcane Fist +2d6	—
6th	+4	+3	+2	+2	—	+1 level of existing arcane spellcasting class
7th	+5	+4	+2	+2	Improved Arcane Fist +3d6	+1 level of existing arcane spellcasting class
8th	+6	+4	+3	+3	—	+1 level of existing arcane spellcasting class

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9th	+6	+5	+3	+3	Improved Arcane Fist +4d6	—
10th	+7	+5	+3	+3	Dispelling Fist	+1 level of existing arcane spellcasting class

Mental Perfection: An Eldritch Ascetic can choose to use their intelligence modifier in place of their wisdom or charisma modifier for any monk class abilities (such as their AC bonus or Stunning Fist).

Martial Artist (Ex): The class levels of an Eldritch Ascetic stack with monk levels for determining the effect of his AC bonus, flurry of blows, stunning fist, and unarmed strike class features.

Arcane Fist (Su): At 1st level, an Eldritch Ascetic receives the Elemental Fist feat as a bonus feat, even if they do not meet the prerequisites. As part of the action of using Elemental Fist, an Eldritch Ascetic can sacrifice one of their spells to empower the strike. The attack gains a bonus to hit equal to the level of the spell sacrificed, and a bonus to damage equal to twice the spell's level. An Eldritch Ascetic counts their levels as monk levels for determining how many times they can use the elemental fist feat.

Spells per Day: At the indicated levels, an eldritch ascetic gains new spells per day as if they had also gained a level in an arcane spellcasting class they belonged to before adding the prestige class. An eldritch ascetic does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an eldritch ascetic, they must decide to which class they add the new level for purposes of determining spells per day.

Improved Arcane Fist (Su): Starting at 3rd level, an Eldritch Ascetic deals 1d6 points of bonus damage on Arcane Fist attacks. This increases by 1d6 at 5th level and every 2 levels after to a maximum of 4d6 extra damage at 9th level. This damage is the same type as the elemental fist attack.

Evasion Training (Ex): At 5th level an Eldritch Ascetic receives the evasion class feature. If the Eldritch Ascetic already possesses evasion, they receive improved evasion instead.

Dispelling Fist (Su): At 10th level an Eldritch Ascetic receives Dispelling Fist as a bonus feat, even if they do not meet the prerequisites. In addition, when a spell effect specifically targets an

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Eldritch Ascetic, they can spend one use of their Arcane Fist to attempt a melee attack roll as an attack of opportunity. If the result is higher than 20 + the spell's caster level, the spell fails to affect the Eldritch Ascetic and is instead reflected back at the caster, using the same attack roll result, if the spell requires a touch or ranged touch attack.

Feats:

Blessing Strike:

Prerequisites: Improved Unarmed Strike, Blessings class feature

Benefit: When you gain this feat, choose one blessing-granted power that you can use to affect a single opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen granted power on that opponent. Doing so provokes no attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying blessing power.

Calm Brawler:

You've learned that you don't need to be angry in order to hit things hard with your fists.

Prerequisites: Brawler rage power, greater rage

Benefit: You keep the benefits of the brawler rage power and any rage power that lists brawler as a prerequisite, even when you are not raging.

Demon Ward Infusion:

So powerful are your demon wards and so intense is your dedication to the destruction of infernal forces that you begin to leave humanity behind in exchange for the very power you seek to destroy.

Prerequisites: Demon Wards class feature, Draining Wards class feature, monk level 5

Benefit: Whenever you have gained a +2 bonus from draining wards, you can select a benefit listed in beast shape I that your enemy possesses. You gain this ability for as long as you retain your bonuses from draining wards.

Extra Demon Wards:

Your dedication to the destruction of supernatural creatures has no limit and you seek to destroy more kinds of creatures.

Prerequisites: Demon Wards class feature, monk level 5

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Benefit: You can immediately select another creature to be your favored enemy for the demon ward class feature.

Special: You can select this feat multiple times, each time you do, you gain another favored enemy.

Extra Ki Power:

You have studied or trained with monk ki masters and learned a new trick from them.

Prerequisites: Ki Power or Ki Awakening class feature

Benefit: You can immediately select a new ki power or qinggong ki power that you would normally have access to.

Special: You can select this feat multiple times, each time you do, you gain another ki power.

Greater Demon Ward Infusion:

Your wards have forced your body to truly leave humanity behind as they cause multiple features of your hated foes to manifest on your body.

Prerequisites: Demon Wards class feature, Draining Wards class feature, monk level 11

Benefit: Whenever you have gained a +2 bonus from draining wards, you can select a benefit listed in beast shape III, two benefits from beast shape II, or three benefits from beast shape I that your enemy possesses. You gain this ability for as long as you retain your bonuses from draining wards.

Improved Demon Ward Infusion:

You become even less human and more like the creatures you hunt.

Prerequisites: Demon Wards class feature, Draining Wards class feature, monk level 7

Benefit: Whenever you have gained a +2 bonus from draining wards, you can select a benefit listed in beast shape II or two benefits from beast shape I that your enemy possesses. You gain this ability for as long as you retain your bonuses from draining wards.

Ki Sight:

You can focus your ki energy in your eyes, allowing you to see the ki of others.

Prerequisites: Ki pool, perception 4 ranks

Benefit: You can spend 1 ki point to detect life forces as if you were using a paladin's detect evil class ability; however, instead of sensing evil creatures, you sense creatures that have a ki pool. Each such creature has an aura like a cleric of an aligned deity, and treats its current number of ki points as its Hit Dice for the purposes of this ability. A creature's alignment determines the color of their ki, allowing you to determine a creature's alignment if they possess enough ki.

Arcane Ki: The Magic of Martial Artists

Psychic Maneuvers:

You eschew being able to perform combat maneuvers with your body and instead use only your mind

Prerequisites: Psychic Casting

Benefit: Whenever you cast a spell or use the telekinetic maneuver feat, you can add the bonus of your primary casting ability score to your check instead of your strength. If you could already do so, you receive a +2 bonus instead.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Stealing Ward Infusion:

You lean into these new forms and powers so much so that you literally steal them from the creatures you hunt. When a demon gives you its wings, it becomes child's play to hunt it.

Prerequisites: Demon Wards class feature, Draining Wards class feature, monk level 15, Demon Ward Infusion

Benefit: Whenever you gain a beast shape benefit from demon ward infusion, your target loses that benefit.

Telekinetic Maneuvers:

You've learned to use your psychic abilities to perform combat maneuvers with only your mind

Prerequisites: Psychic casting, any Improved Maneuver Feat

Benefit: You can choose to use your raw telekinetic abilities to perform martial maneuvers at range. Any combat maneuver for which you have the improved maneuver feat can be done at close range (25 feet away from you plus 5 feet for every two full caster levels) and you use your primary casting ability score modifier in place of your strength or dexterity. You cannot add any enhancement bonuses from weapons, no matter what abilities they might possess. If you choose to grapple while using this feat, an opponent that succeeds at a grapple combat maneuver to escape can still choose to take control of the grapple, wresting the power of your mind instead of your body. They cannot choose to maintain the grapple to deal damage to you. You still take any appropriate penalties from being grappled. Failing a trip attempt by 10 or more still causes you to fall prone, and you cannot use the trip quality of weapon to resist failing prone.

Telekinetic Range:

You can perform telekinetic maneuvers from a longer range

Prerequisites: Telekinetic Maneuvers, any Greater Maneuver Feat

Benefit: The distance of any telekinetic maneuver for which you possess the greater maneuver feat is increased to medium range (100 feet + 10 feet per caster level).

Arcane Ki: The Magic of Martial Artists

Trick Strike:

When you strike an opponent, you can force a subconscious suggestion into their mind.

Prerequisites: Improved Unarmed Strike, Mesmerist Trick Class Feature

Benefit: When you gain this feat, you choose one mesmerist trick that you can use to affect a single opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can spend a swift action to implant the chosen mesmerist trick into that opponent. Instead of triggering when the creature would meet the conditions, you can choose to trigger the trick whenever that creature would cause someone else to meet the conditions. For example, you could implant the Astounding Avoidance trick into an enemy then trigger it when they would use an attack or spell that normally deals half damage on a successful save, giving anyone affected by that attack or spell the benefits of Astounding Avoidance. Doing so provokes no attacks of opportunity and the creature can attempt a will save, with a DC equal to $10 + 1/2$ the mesmerist's level + the mesmerist's Charisma modifier to resist having a trick implanted.

Special: You can take this feat multiple times, each time you do so, you apply it to a different mesmerist trick you know.

True Ki Sight:

You can focus massive amounts of ki energy into your eyes, allowing you to see things as they truly are, and not what they seem to be.

Prerequisites: Ki pool, ki sight, perception 11 ranks

Benefit: You can spend 5 ki points to cast *true seeing*, but only on yourself. Your character level is treated as your caster level for this ability and you use the same ability score that your ki pool uses for all relevant effects of this ability such as determining your concentration bonus

Spell Style Feats:

The following selection of feats, called Spell Styles, are special feats that alter some of the abilities of a specific style feat as described in the feat's text. A character that possess a spell style feat can choose to enter the associated style feat as part of the action to cast a spell associated with the spell style feat, instead of the swift action normally required.

Cerberus Split (Spell Style):

You've learned to split your spell effects when you split your attacks like the many headed cerberus.

Prerequisites: Cerberus Style

Benefit: As part of the action to cast a spell that requires a melee or melee touch attack roll, you can make a single unarmed strike at your full base attack bonus against a foe within reach. If you

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hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against up to two other foes that are also within reach, splitting the effects and duration as evenly as possible (rounding down) to each enemy hit (i.e. A bestow curse spell split three ways would apply a -2 penalty to an ability score of each affected creature). This ability works even if the associated spell normally only affects one creature and only reduces the remaining number of charges of a spell with multiple charges by one, regardless of the number of enemies hit, however if a spell's effects cannot be split, it cannot be used with this ability. You take a -2 penalty to your Armor Class until the start of your next turn for each additional attack you make with this feat.

Crashing Wave Movement (Spell Style):

You can cause any spell that moves creatures to emulate the crashing waves.

Prerequisites: Crashing Wave Style

Benefit: When you cast a spell that involves a combat maneuver check while in Crashing Wave Style, you can replace the listed maneuver with a drag or reposition maneuver instead. A spell altered this way can only drag or reposition a creature up to the maximum range that they are currently capable of affecting. For spells that affect an area, the drag or reposition always try to move the affected creature towards the center of the spell.

Dijinni Electrocution (Spell Style):

You've learned to infuse your electrical spells with a fragment of your elemental fist.

Prerequisites: Dijinni Style

Benefit: While you are in Dijinni Style, any spell you cast that deals electricity damage deals additional damage equal to the bonus of your primary casting ability score. In addition, until the beginning of your next turn after you cast a spell that either deals electricity damage or has the electricity descriptor, you gain a +2 dodge bonus to your armor class.

Dragon's Rage (Spell Style):

Your elemental spells can harness the ferocity of a true dragon, however your body can barely support such fearsome energy.

Prerequisites: Dragon Style

Benefit: When you cast a spell that deals energy damage while in Dragon Style, you can choose to increase the damage by an amount equal to 1.5 times the score of your primary casting ability score (not bonus). Doing so is extremely draining and causes you to become fatigued. If you are already fatigued, you become exhausted. If you are already exhausted, or something would prevent you from becoming fatigued or exhausted, you cannot use this ability. Only rest can remove fatigue or exhaustion caused by this ability, spells and abilities have no effect.

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Dragonfly's Aerial Casting (Spell Style):

You've learned to jump and leap while casting spells to have them better reach around the battlefield.

Prerequisites: Dragonfly Style

Benefit: While using Dragonfly Style and casting a spell with a line effect while you are adjacent to a vertical surface or object capable of supporting your weight, such as a wall or a tree, you can choose to make an acrobatics check to perform a standing high jump. At any point during the jump, you can choose to begin drawing the line for your spell, allowing it to go over creatures without affecting them. Your character must land in the same space that they started from but neither the jump nor the fall provokes attacks of opportunity from movement, although casting the spell does as normal, no matter where you begin drawing the line of effect.

Efreeti's Scorching (Spell Style):

You've learned to infuse your fire spells with a fragment of your elemental fist.

Prerequisites: Efreeti Style

Benefit: While you are in Efreeti Style, any spell you cast that deals fire damage deals additional damage equal to the bonus of your primary casting ability score. If the associated spell has a saving throw, any creature that saves against the spell takes non-lethal fire damage equal to the bonus damage from your primary casting ability score.

Grabbing Casting (Spell Style):

You've learned how to grapple creatures while casting spells

Prerequisites: Grabbing Style, Spellstrike class feature, Spell Combat class feature

Benefit: When you would normally use spellstrike to deliver the charge of a spell, you can replace the standard attack roll with a grapple maneuver check. You do not take a -2 penalty for not having both hands free, but you still take the -2 penalty from spell combat as normal. In addition, if you are in control of a grapple, you do not need to make concentration checks to cast spells, even though you have the grappled condition

Indomitable Mountain Casting (Spell Style):

Your concentration becomes so dead certain that it literally moves creatures away from you

Prerequisites: Indomitable Mountain Style

Benefit: As long as you do not take a move action, you gain a +4 bonus on concentration checks. If you succeed in casting a spell defensively, you can harness the lingering energy of the spell to attempt a free bull rush attempt against an adjacent target with a bonus to the check equal to double the level of the spell.

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Jabbing Spellstrike (Spell Style):

You combine pinpoint jabbing with pinpoint spellcasting.

Prerequisites: Jabbing Style, Spellstrike class feature

Benefit: When you hit a target with an unarmed strike to deliver a touch spell and you have hit that target with an unarmed strike previously that round, your spell deals an extra 1d6 points of damage. This damage is of the same type as the related spell.

Janni Spellcrash (Spell Style):

You've learned to cast spells while rapidly closing in with your target.

Prerequisites: Janni Style, Spell combat class feature

Benefit: As part of a charge, you can cast a spell with a range of touch. You may only attack the target of your charge with this spell, in addition to the attack normally made as part of the charge. This functions as spell combat.

Kitsune Trick-spell (Spell Style):

You've learned to combine some spells with a handful of pocket sand or other annoyances

Prerequisites: Kitsune Style, Spellstrike class feature

Benefit: Instead of using a melee attack to deliver a touch spell using spellstrike, you can instead make a dirty trick combat maneuver. This otherwise functions as spellstrike as normal.

Kraken Spellcrush (Spell Style):

While grappling a creature, you can damage them with your spells

Prerequisites: Kraken style

Benefit: When you maintain a grapple to deal damage, instead of dealing damage with a weapon as normal, you can instead cast a spell with a range of touch that deals hit point damage. Casting a spell this way is part of the action to maintain a grapple and you automatically pass the concentration check to cast the spell.

Marid's Icy Grasp (Spell Style):

You've learned to infuse your cold spells with a fragment of your elemental fist.

Prerequisites: Marid Style

Benefit: While you are in Marid Style, any spell you cast that deals cold damage deals additional damage equal to the bonus of your primary casting ability score. In addition, any spell that deals cold damage or has the cold descriptor has 5ft longer range or 5ft longer radius.

Outslug Spell Combat (Spell Style):

You've learned the secret that clever footwork is useful for spellcasting as well as melee combat

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Prerequisites: Outslug style

Benefit: You can apply the benefits of the outslug style feat to any spell that requires a melee or melee touch attack.

Perfect Spell Style (Spell Style):

Your perfect style lets you deal more damage of the same type you resist.

Prerequisites: Perfect style

Benefit: Any spell you cast that deals the same type of damage as the energy resistance from perfect style deals bonus damage equal to the energy resistance from the style feat.

Shaitan's Melting (Spell Style):

You've learned to infuse your acid spells with a fragment of your elemental fist.

Prerequisites: Shaitan Style

Benefit: While you are in Shaitan Style, any spell you cast that deals acid damage deals additional damage equal to the bonus of your primary casting ability score. If the associated spell has a saving throw, any creature that saves against the spell takes non-lethal acid damage equal to the bonus damage from your primary casting ability score.

Magic Items

Ki Sapphire, Lesser	Price 2,000 GP
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Slot None	CL 10th	Weight -
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Aura Moderate transmutation

A ki sapphire is a small gem that, when inspected closely, has green ki energy in the form of a serpent constantly moving inside of it.

Once per day, any character with a ki pool can draw upon a ki sapphire whenever they would spend ki—doing so is part of spending the ki, and expends that sapphire's ki for the day rather than the user's ki. An expended sapphire recharges its capacity after 24 hours. This version stores one point of ki.

Construction Requirements	1,000 GP
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Craft Wondrous Item, ki pool

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Ki Sapphire	Price 4,000 GP
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Slot None	CL 10th	Weight -
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Aura Moderate transmutation

A ki sapphire is a small gem that, when inspected closely, has green ki energy in the form of a serpent constantly moving inside of it.

Once per day, any character with a ki pool can draw upon a ki sapphire whenever they would spend ki—doing so is part of spending the ki, and expends that sapphire’s ki for the day rather than the user’s ki. An expended sapphire recharges its capacity after 24 hours. This version stores two points of ki, all of which are expended when the sapphire is used, even if the ability would normally cost less.

Construction Requirements	2,000 GP
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Craft Wondrous Item, ki pool

Ki Sapphire, Greater	Price 8,000 GP
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Slot None	CL 10th	Weight -
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Aura Moderate transmutation

A ki sapphire is a small gem that, when inspected closely, has green ki energy in the form of a serpent constantly moving inside of it.

Once per day, any character with a ki pool can draw upon a ki sapphire whenever they would spend ki—doing so is part of spending the ki, and expends that sapphire’s ki for the day rather than the user’s ki. An expended sapphire recharges its capacity after 24 hours. This version stores three points of ki, all of which are expended when the sapphire is used, even if the ability would normally cost less.

Construction Requirements	4,000 GP
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Craft Wondrous Item, ki pool

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Martial Casters, Example Characters

Seska Takabe, Poleiheira Adherent Wizard 5, Unchained Monk 1, Eldritch Ascetic 4 (10th level)

CR 9

XP 6,400

LG Medium Female Kitsune (Humanoid, Kitsune, Shapechanger)

Init +6; **Senses** Low-light vision; Perception +5

Defense

AC 25, touch 24, flat-footed 19 (+6 Dexterity, +6 Intelligence, +1 Deflection, +1 Monk AC Bonus)

hp 75 (1d10+5d6+4d8+25)

Fort +9, **Ref** +12, **Will** +7;

Offense

Speed 30 ft.

Melee Unarmed Strike +15 (1d8+9)

Special Attacks Flurry of Blows +15/+15/+10 (1d8+9), Elemental Fist +2d6 energy damage, Arcane Strike +3

Spells Prepared (CL 10th, Concentration +16)

5th—Cone of Cold (2) (DC 21)

4th—Confusion (DC 20), Lightning Bolt (2) (DC 19)

3rd—Haste (2), Lightning Bolt (DC 19)

2nd—Bone Fists, Vine Strike, Telekinetic Strikes, Glitterdust (3) (DC 18)

1st—Mage Armor, Shield, Stumble Gap (3) (DC 17), Expeditious Retreat

0—Light, Grasp, Touch of Fatigue (DC 16), Detect Magic

Statistics

Str 7, **Dex** 22, **Con** 14, **Int** 22, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** +4; **CMD** 20

Feats Weapon Finesse, Arcane Strike, Weapon Focus (Unarmed Strike), Dragonfly Style, Dragonfly Aerial Casting, Elemental Fist (5/day)

Traits Magical Knack, Heavy Hitter

Skills Acrobatics +19, Climb +10, Escape Artist +19, Knowledge (All) +11, Linguistics +11, Perception +5, Spellcraft +17

Languages Common, Sylvan, Kitsune, Eastern, Ancient Hieroglyphics, Desert Tribe, Ancient Empire, Ancient Underwater Empire, Sign Language

SQ Arcane Fist +1d6

Combat Gear Potion of Cure Serious Wounds (3)

Other Gear Headband of Vast Intelligence +4, Belt of Incredible Dexterity +2, +0 Agile Amulet of Mighty Fists, Ring of Protection +1, Cloak of Resistance +2, +1 Brawling Haramaki, Ring of Forcefangs, Spell Component Pouch

Tactics

Before Combat Seska casts mage armor at the start of the day and prepares for combat by casting shield, vine strike, Telekinetic Strikes, Expeditious Retreat, Bone Fists, and Heroism

During Combat Seska either closes into melee combat to use flurry of blows or stands back and casts spells like stumble gap and glitterdust against three or fewer enemies or confusion against larger groups. If Seska is in a good position to make use of dragonfly aerial casting, she does so by casting lightning bolt or cone of cold for better angling of the spell.

Morale Seska has been too close to death too many times for her own comfort, as such, she flees when reduced to 25 hit points or less. Seska will never choose to fight to the death if there is some way to survive the situation. Seska is also terrified of spiders from her experience at the magical academy and will actively avoid engaging them in melee combat.



Buffed Statistics When fully buffed from casting pre-combat spells and using arcane strike, Seska's statistics are AC 32, touch 24, flat-footed 26; Unarmed Strike +17 (1d8+14+1d6) +1d4 force, Flurry of Blows +17/17/12 (1d8+14+1d6)+1d4 force

Special Abilities

Arcane Fist (Su): At 1st level, an Eldritch Ascetic receives the Elemental Fist feat as a bonus feat, even if they do not meet the prerequisites. As part of the declaration of using Elemental Fist, an Eldritch Ascetic can sacrifice one of their spells to empower the strike. The attack gains a bonus to hit equal to the level of the spell sacrificed, and a bonus to damage equal to twice the level of the spell. An Eldritch Ascetic can use this feat a number of times per day equal to their class level, plus one more time per day for every four levels in classes other than Eldritch Ascetic or Monk.

Mount (Sp): A Poleiheira adherent can summon a magical steed to her side (per the mount spell) that lasts up to 2 hours per wizard level. The duration of this ability doesn't need to be

consecutive, but it must be spent in 2-hour increments. When riding a mount summoned with this ability, a Poleiheira adherent can substitute Spellcraft checks for Ride checks.

Background Seska was born in the Eastern Empire to a poor family of kitsune that actively fought against the corrupt state government. As she grew older, she quickly realized that she had an innate talent for magic, especially learning a wide variety of spells. She decided to head to the world's foremost school of magic to study. While the school specialized in conjuration magic, Seska had a unique general specialization from bonding to her first spellbook. This meant she could learn any spell from any school of magic, but her lack of dedication made many of her spells weaker. Seska became desperate to prove herself because she was considered one of the weaker students at the school since she was unable to compete in any magical challenge or competition effectively. One of Seska's attempts to prove herself became her last, as she tried to planar bind a creature far beyond her strength from a scroll she stole from the academy archives. The creature she summoned appeared to be a spider, but was in truth, a virtual engine of destruction that nearly killed her in a single blow while throwing her across the room. Seska thought this would be the end of her career, and her life, but in the same moment she crashed into the wall, the door to the room opened and arrows began rapidly striking the spider creature. It only took a rapid volley of a handful of arrows for this amazing archer to destroy the creature that Seska had foolishly summoned to this plane. The archer and her apparent friends entered the room to make sure the creature was dead and to ensure Seska wouldn't be joining the ranks of the dead. With a single hand, one of the heroes lifting the massive spider and tossed it out of the room while another began magically closing Seska's wound. The headmaster of the academy entered shortly after the heroes and quickly realized what had happened. At this point, Seska feared she would be expelled, but no, the punishment was worse than even than that. The headmaster declared that Seska

must repay the cost of the scroll and the damages to the academy at triple the cost, an amount of money that Seska would never be able to pay across her entire life. One of the heroes tried to convince him that this amount was far too high and that Seska had clearly learned her lesson from her nearly fatal wound, she should instead simply pay the cost of the materials she had used, but the headmaster was unswayed, and Sekka nearly lost all hope. When the headmaster left the room, the same hero that fought her case and lifted the spider with ease gave her a special ioun stone and a handful of gold pieces to cover the additional cost of the damage she had wrought. Amazed, Seska asked this hero his name and how he was so powerful without magic, he responded that his name was Menas and that he had trained his entire life in dedication to a certain style of martial arts based around grappling his foes. Seska decided that moment she would learn to blend her versatile magical style with the awesome power of martial arts. She left the academy and travelled to a monastery where she trained in martial arts by day and moonlighted magical texts by night. Seska quickly realized that her style was unique here as well, as many monks did not practice magic, so she founded her own school of magical martial arts where her students are referred to as Eldritch Ascetics.

Janna ("Fluffy"), Wizard Familiar 10

NG Tiny Animal

Init +2; **Senses** Low-light vision; Perception +5

Defense

AC 19, touch 14, flat-footed 19 (+2 Dexterity, +2 Size, +5 Natural Armor)

hp 37 (½ 75hp)

Fort +1, **Ref** +4, **Will** +1;

Offense

Speed 30 ft.

Melee 2 Claws +4 (1d2-4), Bite +4 (1d3-4)

Special Attacks

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs trip)

Feats Weapon Finesse

Background (Special)

Fluffy was my personal cat that I adopted from the shelter at age 6. She lived with me for about 3 years before she was suddenly was diagnosed with severe abdominal cancer that made her extremely miserable. We put her down less than a week after the diagnosis as she refused water and food.

Fluffy wasn't a lap cat, nor was she that big on people, but she loved being in the same room as someone and would howl at the door if you left the house. She was the reason I still have a cat as she was "bonded" with another cat, Grey Cat. Grey Cat is probably one of the dumbest cats I've ever known, but she is the opposite with people; extremely affectionate and always in search of more attention.

You will be missed, Fluffy.



Kakuda, Ki Caster Monk 6

CR 5

XP 1,600

Arcane Ki: The Magic of Martial Artists

LN Medium Male Human

Init +1; **Senses** Perception +15

Defense

AC 19, touch 19, flat-footed 18 (+1 Dexterity, +6 Wisdom, +1 Deflection, +1 Monk AC Bonus)

hp 49 (6d10+18)

Fort +7, **Ref** +6, **Will** +8;

Offense

Speed 50 ft.

Melee Unarmed Strike +1 (1d8-1)

Special Attacks Stunning Fist +1 (1d8-1) 6/day, DC 19 fortitude save

Ki Powers (CL 6th, Concentration +12, Ki pool 19)

Hydraulic Push (1 point), Scorching Ray (2 points), Barkskin (1 point), Glitterdust (2 points), Calm Spirit (1 point), Magic Missile (1 point), Fly (3 points)

Statistics

Str 7, **Dex** 12, **Con** 14, **Int** 10, **Wis** 23, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 20

Feats Extra Ki (3), Extra Ki Power (2), Crashing Wave Movement

Traits Honored Fist of the Society, Heavy Hitter

Skills Acrobatics +10, Fly +10, Knowledge Arcana +9, Perception +15, Spellcraft +15

Languages Common

Combat Gear Potion of Cure Moderate Wounds (3) **Other Gear** Headband of Inspired Wisdom +2, Ki Sapphire (1), Cloak of Resistance +1, Ring of Protection +1

Tactics

Before Combat Kakuda prepares for combat by spending 1 ki point on barkskin and 3 ki points on fly.

During Combat Kakuda relies on using his ki abilities by either throwing out magic missiles to deal damage or glitterdust to blind enemies or find invisible ones. If he feels an enemy might be vulnerable to fire or have a low touch AC, he fires away with scorching ray. If enemies or allies need to be moved around the battlefield, Kakuda will use his crashing wave movement ability with hydraulic push to get them where they need to be.

Morale Kakuda is extremely wise and knows when to retreat from a fight. If he isn't flying, he

retreats when he reaches 25hp, otherwise he retreats at 15hp.

Special Abilities

Ki Powers (Su): Ki powers are abilities that draw on the power of a Kakuda's ki. Ki powers are divided into three categories: feats, monk abilities, and spells. **Spells:** These ki powers duplicate the effects of a spell, and are spell-like abilities. Kakuda's class level is the caster level for these spell-like abilities, and they use Wisdom to determine their concentration check bonus. The saving throw against one of Kakuda's ki power, if any, is equal to 10 + 1/2 the monk's level + his Wisdom bonus.

Stunning Fist (Ex): At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, the monk can choose to make the target fatigued. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature fatigued by Stunning Fist cannot become exhausted if hit by Stunning Fist again), but additional hits do increase the duration.

Background Kakuda is an extremely old man that has spent years in meditation to master his ki life energy. His extreme dedication allowed him to perform abilities with his ki that no other ki user could duplicate. Realizing the discovery he made and what it could mean to ki users, Kakuda began training various students how to truly master their ki energy, to the point that they could even affect other creatures' latent ki as well. Understanding that even his own mastery of ki was incomplete, Kakuda travelled the world to join an adventuring company in order to practice his ki style and unlock more potential that he could pass down to his students in the future.

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