

# PLAYER Paraphernalia



THE KENSAI  
(FIGHTER ARCHETYPE)

#30



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# PLAYER PARAPHERNALIA #30

By the Knotty-Works



Welcome to the thirtieth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc®). This issue introduces a new fighter archetype, the kensai. This class combines the devotion to a single type of weapon with the ki pool and powers for an oriental flavor.

## The Kensai (Archetype)

The greatest of warriors may become one with their weapon. The kensai is such an individual, spending a lifetime mastering a single weapon above all others to the point where he sacrifices a part of himself to his weapon, granting it a semblance of life of its own. Such dedication requires a disciplined and devout mind, willing to spend hours and days at a time working with his weapon, learning to wield it in ways most would not even consider. To this end the kensai seeks profession, both in himself and his weapon.

**Alignment:** Any Lawful

### Class Abilities

**Weapon and Armor Proficiencies:** The Kensai is proficient with all simple weapons. The Kensai selects one weapon as his signature weapon and it may be simple, martial, or exotic and he automatically gains proficiency with that weapon. If the weapon falls within a fighter weapon group (see the fighter [Weapon Training](#) feature), he is proficient with all weapons within that group as well. The only restriction for the kensai's weapon is that it cannot be a firearm (the GM may alter this restriction if it fits within the general theme of the game).

**Weapon of Choice (Ex):** At 1<sup>st</sup> level the Kensai automatically gains [Weapon Focus](#) with his signature weapon and [Weapon Specialization](#) at 4<sup>th</sup> level. At 8<sup>th</sup> level the Kensai gains [Greater Weapon Focus](#) and [Greater Weapon Specialization](#) at 12<sup>th</sup> level with his signature

weapon. This ability replaces the fighter [Bonus Feats](#) gained at 1<sup>st</sup>, 4<sup>th</sup>, 8<sup>th</sup>, and 12<sup>th</sup> level.

**Focused Mind (Su):** While the kensai is actively wielding his chosen weapon in combat he is more resistant to compulsion and charm effects. Beginning at 2<sup>nd</sup> level the kensai gains a +1 bonus to his Will saves against charm and compulsion effects including fear. If the kensai is not actively engaged is not eligible for this bonus.

For every four levels beyond 2<sup>nd</sup> the kensai gains another +1 bonus (maximum of +5 at 18<sup>th</sup> level). This ability replaces the fighter's [Bravery](#) class ability.

**Ki Pool (Su):** The kensai gains a ki pool at 3<sup>rd</sup> level. The ki pool grants the kensai a number of ki points equal to ½ his class level + his wisdom modifier which automatically replenish every day after 8 hours of rest and meditation.

As long as the kensai has at least 1 ki in his pool the kensai's chosen weapon is treated as magic in regards to overcoming damage reduction. Once the kensai reaches 7<sup>th</sup> level his weapon is treated as being aligned based on one aspect of the kensai's own alignment in regards to overcoming damage reduction. The kensai selects the chosen type once he reaches 7<sup>th</sup> level, though he may change it after 8 hours of meditation. At 11<sup>th</sup> level the kensai's chosen weapon is treated as both silver and cold iron in regards to overcoming damage reduction. And at 15<sup>th</sup> level the weapon is treated as adamantite for purposes of overcoming damage reduction and hardness.

The kensai may spend 1 point from his ki pool to gain a +1 circumstance bonus to a single attack roll made with his chosen weapon as a swift action, a +2 circumstance bonus to a single damage roll made with his chosen weapon as a free action, or a +2 dodge bonus to his AC for 1 round as a swift action. For every 4 levels beyond 3<sup>rd</sup>, the Kensai may spend an additional point from his ki pool to increase the bonus



by +1 for attack rolls and +2 for damage and dodge AC bonuses.

The kensai regains 1 point to his ki pool for each foe he defeats while wielding his chosen weapon. The kensai only gains the point if he single handedly dispatches the enemy and he cannot have more points in his pool than the maximum allowed based on his class level and wisdom modifier. The kensai may increase his pool with the [Extra Ki](#) feat.

This ability replaces the [Armor Training](#) class ability granted by the fighter class.

**Ki Powers:** In addition to the combat bonuses the kensai may gains from spending one or more points from his ki pool he may choose from the following abilities starting 5<sup>th</sup> level. He gains an additional ki power at 9<sup>th</sup> level, 13<sup>th</sup> level, and 17<sup>th</sup> level. Any ki powers that adjust the kensai's attack, damage, or armor class do not stack with bonuses granted from spending points directly from his ki pool as listed under the Ki Pool ability.

The Kensai may only activate one power at a time except for the empowered weapon which may be active while the kensai initiates other powers. If the kensai initiates another power while his previous power is still active, the previous power is automatically dispelled. Unless stated otherwise in the description, activating a ki power is a swift action.

This ability replaces the fighter's [Weapon Training](#) class ability.

**Burst of Speed (Su):** The kensai may expend 1 point from his ki pool to increase his base speed by 30 feet for a number of rounds equal to his class level.

**Diehard Blade (Su):** The kensai may expend 1 point from his ki pool as an immediate action when reduced to 0 or less hit points to stay conscious and continue the fight, though with the staggered condition for another round. The kensai may spend a number of points equal to his negative hit point total to automatically stabilize (with a minimum of 1 point and this in addition to the point spent to keep from falling unconscious). He must continue to spend 1 point per round while he has negative hit points to remain conscious, and if he is reduced to a point where death would occur the kensai will still die. If the Kensai has the [Diehard](#) feat, he does not suffer the staggered condition. The Kensai must be at least 13<sup>th</sup> level before he may take this ki power.

**Empowered Weapon (Su):** The kensai may expend 1 point from his ki pool for every four levels possessed to grant a +1 enhancement bonus to his chosen weapon for a number of minutes equal to ½ his class level. The kensai may use this power in conjunction with a magical weapon, but the maximum attack bonus with the weapon is +5.

The kensai may use 1 or more points of the enhancement bonus provided by this power to grant the weapon a special ability when he first initiates this power but the process requires a standard action and the power must be used to grant the weapon at least a +1 enhancement bonus to qualify. Special properties that the kensai may choose from is dependent on the type of chosen weapon. The special property must be applicable to the chosen weapon as given in the special property description.

Melee weapons include: [Advancing](#), [Called](#), [Countering](#), [Courageous](#), [Cunning](#), [Dancing](#), [Deadly](#), [Defending](#), [Ghost Touch](#), [Guardian](#), [Heartseeker](#), [Impact](#), [Keen](#), [Menacing](#), [Merciful](#), [Repositioning](#), [Speed](#), [Stalking](#), [Vicious](#), and [Wounding](#).

Ranged weapons include: [Called](#), [Conserving](#), [Cunning](#), [Distance](#), [Endless Ammunition](#), [Greater Designating](#), [Lesser Designating](#), [Merciful](#), [Nimble Shot](#), [Returning](#), [Second Chance](#), [Seeking](#), [Speed](#), and [Stalking](#).

**Power Surge (Ex):** By expending 1 point from his ki pool the kensai gains a +4 bonus to his Strength for a number of rounds equal to his class level. Once he begins surging, the kensai can expend another point from his ki pool as a free action to continue the power surge.

**Resistant Blade (Ex):** By expending 1 point from his ki pool the kensai may suppress the effects of a disease or poison for a number of rounds equal to his class level as an immediate action. Damage already caused by the disease or poison before the kensai activated this power is not removed, but no additional debilitating effects will occur while this power is active. The kensai may extend this power by expending an additional point from his ki pool as a free action.

**Stoic Stance (Ex):** By expending 1 point from his ki pool the kensai gains a +4 deflection bonus for a number of rounds equal to his class level. The kensai may maintain the stance by expending an additional point from his ki pool as a free action.



**Aerial Maneuvers (Su):** By expending 2 points from his ki pool, the kensai may leap into the air, flying up to his normal movement rate with perfect maneuverability within a single round. The kensai must end his movement on a solid surface, otherwise he will automatically plummet to the ground. The kensai may ascend and descend the first 10 feet from his movement for free, additional vertical movement must be calculated into the kensai's movement rate. By expending 3 points, the kensai may use a double move with this ability, though this will be treated as a full round action.

**Ricocheting Blade (Su):** By expending 4 points from his ki pool, the kensai may throw his chosen weapon which then may strike multiple target's equal to 1/2 the kensai's class level that must be within two of the weapon's range increments and no target may be more than 10 feet apart from the previous target. The kensai's weapon returns him after it strikes the last target. This power is a full round action. The kensai must be at least 9<sup>th</sup> level and his chosen weapon must be a thrown weapon to choose this ki power.

**Volley Attack (Su):** By expending 4 points from his ki pool, the kensai may launch a number of projectiles equal to half his class level to attack multiple opponents that fall within the first range increment of his chosen weapon that are within 30 feet of each other. This is a full round action and each attack is rolled separately using the kensai's highest base attack bonus, but no opponent may be targeted more than once. The kensai must be at least 9<sup>th</sup> level and his weapon must be a bow to choose this ki power.

**Whirling Blades (Su):** By expending 4 points from his ki pool, the kensai gains a whirling attack as a full round action. He may attack all opponents within reach once using his highest base attack bonus using his chosen weapon. The kensai can expend another 2 points as a free action and move 5 feet and attack all opponents within reach from that area as well. The kensai must be at least 9<sup>th</sup> level and his weapon must be a melee weapon in order to choose this ki power and the kensai.

**Weapon Companion (Su):** At 19<sup>th</sup> level the kensai imbues a piece of his soul within his weapon, granting it a semblance of life and sentience. The weapon must be of masterwork quality but does not have to be a magical weapon. This ability grants the weapon a base intelligence of 10 + the kensai's

Intelligence bonus and an ego of 5 + the kensai's charisma modifier. It may communicate with empathy and its senses reach out to 30 feet. The weapon has the same alignment as the kensai and gains a +1 enhancement bonus which may be increased through the kensai's empowered weapon ki power if possessed. The weapon also gains the ability to cast a 1<sup>st</sup> level sorcerer/wizard transmutation spell per day as a spell like ability, though the effect may only be cast upon the kensai. The kensai chooses this spell upon attaining 19<sup>th</sup> level and once selected it cannot be changed.

At 20<sup>th</sup> level the weapon gains +2 to its intelligence and ego scores, may telepathically communicate with the kensai, and its senses increase to 60 feet and includes darkvision. In addition, it gains one 2<sup>nd</sup> level sorcerer/wizard transmutation spell that it may cast once per day as a spell like ability, but may only target the kensai.

The weapon will have the same purpose and drive as the kensai and will not oppose the will of the kensai. If the weapon is taken by another it will attempt to dominate the wielder and force him to return the weapon to the kensai if possible. If the weapon is separated from a kensai for 30 days it reverts back to its normal form and any magics it had before gaining intelligence are lost.

If the kensai loses the weapon and it cannot be retrieved he may not forge a link with another weapon for at least 30 days or until he gains a new level. During this time the kensai suffers a -1 penalty to all attack and damage rolls.

This ability replaces the fighter's [Armor Mastery](#) and [Weapon Mastery](#) class abilities.

## New Feats

### Extra Ki Power

You have mastered another ki power

**Prerequisites:** Ki Power class ability, 5<sup>th</sup> level

**Benefits:** You may select another ki power as long as you meet its requirements. You may select this feat more than once, selecting another ki power.





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