ADVENTURE PATH PLUG-IN

MAKE YOUR GAME LEGENDARY!

A rules supplement designed to enhance and expand the mystical and supernatural powers within every adventurer as they unite mind, body, and spirit in meditative harmony. Ideally suited for use with a Far East Adventure Path campaign or any game looking to broaden the scope of what ki-using classes can do while also implementing ki as a power that characters of any kind can use with proper training and focus.



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521/E (6) 3/ (2)



WAY OF KI

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WHAT YOU WILL FIND INSIDE THE WAY OF KI

This supplement contains a rule system for integrating *ki* or spirit energy into any campaign but is particularly well-suited for campaigns set in or journeying to fantasy realms inspired by the Far East and the Asian traditions of medicine and mysticism. That said, Adventure Path-based campaigns are written to appeal to all adventurers and are not necessarily tailored to your campaign, your play style, or your particular game group. *The Way of Ki* allows you, the GM, to introduce what amounts to a third type of magic, alongside arcane and divine, but one that is not confined to traditional spellcasting classes and in fact is most closely allied with those classes thematically linked to adventure and literary tropes of the Far East, the monk, ninja, and samurai.

New rules subsystems can be a pain, just another number to track or another thing to worry about players min-maxing when the busy GM doesn't really have time to consider all the ramifications of implementing the system and countering the ways in which a clever player might take advantage. *The Way of ki* sidesteps those concerns by simply expanding a rules subsystem that already exists, in predictable ways and within the same scope of things PCs can already do within the game, but still allowing them creative flexibility on the ways in which they choose to develop those gifts and bring them to bear as part of their existing classes. The cost of using these abilities are already balanced within the system, and developed by people who have an active hand in designing the classes, spells, archetypes, feats, and other rules systems you already use within your favorite RPG. Who better to provide you with this kind of product than the writers that work on those core rules and supplementary hardbacks and softcover supplements? The answer: no one. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Far East Adventure Path" instead of the title of <u>a recent Adventure Path</u>. Or, you may see us use names such as the "Destined Empress," the "Elven Protector," the "Caravan Master," the "Mystic Seer," or even the "Eternal Rose" or "Goddess of Love" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Far East Adventure Path," helping the "Destined Empress" claim her birthright across the polar ice cap in the "dragon empire." See, that wasn't so hard, was it?

THE WAY OF KI

One of the iconic concepts of the mysticism of the Far East is ki (often transliterated as chi or qi) or spirit-energy, representing not only the spirit but also the subtle self of invisible energy fields, flows, and reservoirs that move through all living things. Similar in some ways to the *prana* energy of Indian mysticism, ki is a means of understanding the natural and supernatural connections of the body with the physical and metaphysical world around it. It can be used as a channel for healing, interpreting and realigning the flows that are interrupted, blocked, or diverted. It also provides a medium of exchange for different types of energies that the body might use, from intellectual to emotional to sexual.

In game terms, ki is usually the especial preserve of the monk class. Both the base monk class and virtually all archetypes and prestige classes designed for use with it gain a ki pool and a variety of special abilities that can be activated through channeling their ki. The <u>qinggong monk</u> (*Ultimate Magic* 51) offers the most robustly detailed version of this concept, but many other monk subtypes also possess an interesting variety of ki-related powers. Even some features of the monk class that are not explicitly labeled as ki powers can be conceptualized in a similar way, such as slow fall or their expanded use of the Stunning Fist feat compared to other classes, which can be interpreted as being an additional manifestation of their use of ki.

Ninjas also have the ability to focus their ki to empower a variety of ninja tricks, taking their ordinary powers of stealth and deception and taking them into the realm of the supernatural. The integration of ki usage with ninjas is less deeply embedded than for monks, as it is possible to focus on ninja tricks that do not use ki, taking a lower ability score in the Charisma that fuels their ki pool in order to improve their physical attributes.

Limiting the use of ki to monks and ninjas, however, does not entirely fit with the idea of ki being a universal kind of spiritenergy, one which exists within all creatures and which anyone can learn to focus and channel with practice. What follows is a structured system of ki available to characters of all classes and a means of acquisition for a personal ki pool, representing their practiced meditation and training in the art of focusing and tapping into the power of their ki. It is possible to acquire a kipool by multiclassing into the monk or ninja class, of course, but in any campaign multiclassing should be an option but not the only path to arriving at a particular game-mechanical destination. This is especially true in a campaign where ki takes a more central role. In such a campaign, this method fulfills the necessity of enabling members of other classes to use the power of their ki.

Ki Feats: The general structure of this *ki* system creates a new category of feats called *ki* feats. These feats can be taken in general feat slots.

Monks and ki: Monks already gain a ki pool at 4th level. In addition, monks can select any ki feats for which they qualify as bonus feats. Monks wishing to begin their career with a ki pool can take the ki Meditation feat at 1st level. When they later acquire a ki pool at 4th level, they must then retrain their ki Meditation feat into a different ki feat.

Ninjas and ki: Ninjas already gain a ki pool at 2nd level. In addition, ninjas can select ki feats in place of ninja tricks. As ninjas use Charisma rather than Wisdom to focus their ki, any prerequisites or feat effects ordinarily dependent on Wisdom are instead dependent on Charisma for a ninja. This principle also applies to variant classes, prestige classes, archetypes, or other character types whose ki is dependent on an ability score other than Wisdom.

Samurai and *ki*: Samurai do not have a *ki* pool in the standard rules. However, their resolve class feature is a natural place to implement a *ki* system for the class. The simplest method is to allow samurai to take the *ki* Meditation feat, with the ability to spend 1 point from their *ki* pool to activate their resolve ability; uses gained by spending *ki* are over and above the number normally allowed.

A more radical solution is to redefine the resolve class ability as an ability drawn from a ki pool. In this case, the samurai's kipool would have as many points as she would normally have uses of resolve (i.e., 1 point, plus 1 point per 2 levels after 1st), and the resolve class features would be accessed by spending points from this ki pool. This mirrors the mechanic used by the ninja and monk and their ability to use class-specific abilities by spending a point from their ki pool (e.g., making an additional attack on a full attack, increasing speed, Stealth, or jumping).

Ki and existing feats and items: ki obviously is connected with feats like Extra ki and magic items like a necklace of ki serenity or weapons with the ki focus property. Less mechanically obvious feats that thematically resemble ki feats include Stunning Fist and feats for which it is a prerequisite, as well as alternative feats that certain archetypes may select in lieu of Stunning Fist (e.g., Elemental Fist for a Monk of the Four Winds). If you choose to represent such feats and game effects as ki effects, you could treat uses of Stunning Fist as an equivalency to points in a ki pool. Any feats or other game effects that grant an additional use of Stunning Fist (or an equivalent feat like Elemental Fist), such as Mantis Style or Efreeti Stance, instead grant 1 additional ki point. A creature can then spend 1 point from his ki pool to gain an additional use of her Stunning Fist (or equivalent) feat. Alternatively, you can allow characters to retain uses of such feats as their own separate resource but allow characters with a ki pool to use those feats more times per day than normally allowed by expending 1 point from their ki pool each time they do so.

Exceptional, Supernatural, or Spell-like? Some of the *ki* effects described herein resemble spells or spell effects, but unless otherwise stated all *ki* effects are supernatural abilities. They cannot be detected with *detect magic*, identified with Spellcraft, or dispelled with *dispel magic*.

VOWS AND KI

In general terms, the only way to increase a creature's pool of ki points comes from either class advancement in a class that already gains a ki pool or from taking the Extra ki feat. If you are using a more robust ki system in your game, however, this may not provide enough access to ki points to really allow PCs to take advantage of the expanded ki options. Feat slots alone already constitute a limiting factor, but requiring PCs to spend feat slots on Extra ki just to expand their ki pool enough to use the ki feats they select ends up like a double-tax on ki abilities and makes them relatively unappealing.

One solution, both thematically and mechanically, is to allow characters of any class can learn to devote themselves to vows of focus and purpose that define the things he should (or, more often, should not) do in order to further his efforts to find purity and balanced union of mind, body, and spirit. Thus, any character in a Far East themed campaign game can commit themselves to a vow of celibacy, chains, cleanliness, fasting, peace, poverty, silence, or truth, gaining the same benefits of bonus ki that a monk would receive (Ultimate Magic 51). The bonus to their ki gained through these vows is based on their total character level rather than their monk level, and the potential loss of ki for breaking those vows applies just as it does for monks. While these published vows offer an excellent starting point, they also can be used as models to develop similar vows that may be unique to particular organizations or cultures as appropriate for your campaign world.



KI FEATS

While monks and ninjas (and, using the alternate rules above, samurai) possess a baseline pool of *ki* points and class abilities that can be activated using them, most users of *ki* rely on the use of feats to focus and channel their use of *ki*. For characters without a pool of *ki* points, this can be facilitated by taking the following prerequisite feat:

KI MEDITATION (KI)

Although you are not a monk or ninja, you have and can use *ki*. **Prerequisite:** Wis 13, you must have no levels in a class that has a *ki* pool.

Benefit: Once per day, after resting or meditating for 8 hours, you gain a ki pool containing 1 point of ki. When you meditate, select a skill in which you have at least 1 rank. As long as you have at least 1 point in your ki pool, you gain a +2 insight bonus to that skill; you may change this skill the next time you meditate for 8 hours. When making a skill check for the selected skill, as a free action you can spend 1 point from your ki pool to double your insight bonus to +4.

Special: You can take the Extra *ki* feat to add points to your *ki* pool gained from this feat. If you have this feat and later gain a *ki* pool through multiclassing and reaching an appropriate level in a class that grants a *ki* pool, you must retrain this feat into a different *ki* feat.

Once a character has acquired a pool of ki points, he then qualifies to take additional feats of the ki feat type, which are described in the section that follows. Some feats affect the general physical, mental, and spiritual strength of the user and her ability to master the basic flows of ki energy. Other feats are more specifically dedicated toward refinement of a character's martial or magical mastery and allow her to perform a number of amazing feats.

BODY CONTROL (KI)

Your mastery of *ki* allows you to tolerate variations in your environment.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat **Benefit:** As long as you have at least 1 point in your *ki* pool, you treat hot or cold climate conditions as one step less severe. By meditating for 1 hour, you treat hot or cold climate conditions as one additional step less severe for each point you spend from you *ki* pool.

When you hold your breath, you can spend 1 point from your *ki* pool to enable you to hold your breath for a number of minutes equal to the number of rounds you could normally hold your breath. While holding your breath, you gain a +2 bonus to saving throws against any form of gas, mist, or inhaled effect. Once you cease holding your breath, your breathing returns to normal.

COMPOSURE (KI)

Your cool serenity allows you to master your fears and present an imperturbable mask to those you encounter.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat **Benefit:** As long as you have at least 1 point in your *ki* pool, you gain a +1 bonus on saving throws against divinations and emotion and fear effects, and you increase the DC of Sense Motive checks against you by 2. As an immediate action when a creature makes a Sense Motive check against you, you can spend 1 point from your *ki* pool to increase the DC of the check by 10; this stacks with the bonus above.

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In addition, when you would become shaken, frightened, or panicked by a fear effect, you can decrease the severity of the fear effect by one step (panicked reduces to frightened, frightened to shaken, and shaken to unaffected) for each *ki* point you spend. Fear effects that cause conditions other than the above (e.g., *phantasmal* killer (death) or a mummy's despair attack (paralysis)) can be ignored by spending 5 points from your *ki* pool. Composure does not allow you to ignore hit point damage, ability damage or drain, energy drain, or other effects caused by fear effects.

ENDOW KI (KI)

You can share the power of your ki with another.

Prerequisite: Wis 13, ki pool class feature or ki Meditation feat Benefit: As a full-round action, you can spend 2 points from your ki pool to endow an ally you touch with a portion of your ki. Your ally gains a temporary ki pool of 1 point and the use of any one ki feat you know for a number of minutes equal to your Wisdom bonus or until they expend the 1 point in their ki pool. This feat has no effect on a creature that already possesses a ki pool (including a temporary ki pool), and its effects do not stack.

FUEL KI (KI)

You can tap the living strength of your body to fuel your *ki*. **Prerequisite:** Con 13, Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: As a full-round action, you can regain 2 *ki* points at a cost of 2 points of ability damage to your Strength, Dexterity, or Constitution. This ability damage bypasses any resistance or immunity to ability damage that you possess. You cannot exceed your normal maximum daily *ki* points with this feat; excess *ki* points are lost.

Special: Creatures lacking a Strength or Constitution score cannot use those ability scores to fuel their *ki*.

IMBUE KI CRYSTAL (KI)

You are able to store *ki* energy within glowing crystals. **Prerequisite:** Wis 13, *ki* pool class feature or *ki* Meditation feat, Craft (gem cutting) 5 ranks

Benefit: You can imbue a carved stone or crystal with 1 ki point for later use. This requires a crystal or gemstone worth at least 100 gp. You must spend 8 hours meditating and perfecting the crystal, expending 2 points from your ki pool and making a DC 20 Craft (gem cutting) check. If the check succeeds, you store 1 point of ki in the crystal for a number of days equal to your Wisdom modifier. The crystal glows like a candle until the ki within is expended. If the check fails, no ki is absorbed. If the check fails by 5 or more, or if you roll a natural 1, the crystal shatters.

Transferring 1 *ki* point from a *ki* crystal into a creature's *ki* pool requires a full-round action (which does not provoke attacks of opportunity) and a DC 10 Wisdom check if the crystal is held in one hand, DC 15 if it is carried or worn; *ki* crystals in extradimensional spaces cannot be accessed. This DC increases by 2 for each *ki* crystal after the first tapped by a creature during a 24-hour period.

Ki points stored in *ki* crystals are not considered part of the bearer's *ki* pool, and a creature must have a *ki* pool (even a temporary *ki* pool, as provided by Endow *Ki*) in order to transfer and use the stored *ki*. Once the stored *ki* is transferred from the crystal, the *ki* crystal's inner light fades. Replenishing the *ki* in an existing *ki* crystal requires 1 hour and the expenditure of 2 additional *ki* points but no additional cash expenditure.

INSCRIBE KI TATTOO (KI)

You are able to bind the power of *ki* into the flesh by channeling it into tattoos.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, Craft (tattooing) 5 ranks

Benefit: You can inscribe mystic tattoos into a creature's skin that resonate with any one *ki* feat you possess. This requires 8 hours and 500 gp for special inks, incense, dyes, and needles, followed by a DC 20 Craft (tattooing) check. The creator must also spend 2 points from his *ki* pool to link the feat to the tattoo. If the check fails, the tattoo fails to capture the *ki* power you imbue and fades into uselessness.

Once successfully created, the ki tattoo provides the tattooed creature with any constant effects of that feat as if he always had 1 point in his ki pool. In addition, if the tattooed creature posesses a ki pool, once per day he can reduce the cost to activate any effect of the linked feat that requires expenditure of ki by 1 point (minimum 0). A ki tattoo does not provide a ki pool to a creature without one.

Ki tattoos cannot be accessed while the creature bearing them is using a polymorph effect, though the *ki* tattoos are not destroyed by such effects and can be used again when the creature resumes its true form. *ki* tattoos are unaffected by *erase*.

A creature can have a number of ki tattoos equal to 1/4 its level (rounding down, minimum 0); however, the DC to inscribe the tattoo increases by 5 for each tattoo after the first. Each tattoo lasts a number of days equal to your Wisdom modifier.



KI AGILITY (KI)

The union of mind, body, and spirit enables you to float like a feather on the winds of the universe.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat, Acrobatics 5 ranks

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 competence bonus to Acrobatics checks. In addition, as an immediate action after making a Reflex save or an Acrobatics check you can spend 1 point from your ki pool to add a +2 insight bonus to that Reflex save or a +10 insight bonus to that Acrobatics check.

Special: If you also have the *ki* Balance feat, as an immediate action you can spend 2 points from your *ki* pool to apply the benefits of both feats simultaneously to an Acrobatics check or Reflex save.

KI BALANCE (KI)

Your perfect balance allows you to glide easily through danger.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat, Acrobatics 5 ranks

Benefit: As long as you have at least 1 point in your *ki* pool, you gain a +1 dodge bonus to your AC and you are not denied your Dexterity bonus when using Acrobatics to maintain your balance. In addition, any time you would be knocked prone, as an immediate action you can spend 1 point from your *ki* pool to make an Acrobatics check. If your check equals or exceeds the DC of the effect that would cause you to fall prone (or the CMB check of an attacker using a trip maneuver against you), you remain standing.

Special: If you also have the *ki* Agility feat, as an immediate action you can spend 2 points from your *ki* pool to apply the benefits of both feats simultaneously to an Acrobatics check or Reflex save.

KI CLOAK (KI)

You use the power of your mind to evade the perceptions of those around you.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat, Stealth 10 ranks

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 bonus to Stealth checks. In addition, as a move action you can expend 1 point from your ki pool to gain concealment or 2 points to gain total concealment until the beginning of your next turn from all creatures within 30 feet. By doubling the number of points spent, you can increase this radius to 60 feet.

Ki Cloak does not cause you to actually disappear from view as *invisibility*; rather, the minds of observers are clouded so that they do not believe the evidence of their senses that you are present. Hence, creatures cannot perceive you with Perception checks, magical detection or divination including *true seeing*, or extraordinary senses such as blindsight, scent, and tremorsense. However, creatures immune to mind-affecting effects perceive you normally, as do creatures with Intelligence scores of 2 or less. You do not need to see creatures to affect them, but you must be aware of them and have line of effect.

You can maintain concealment or total concealment without interruption in consecutive rounds by expending points from your *ki* pool as a move action each round. If you attack a creature, it becomes aware of you immediately after your attack is resolved (or your first attack, if you make multiple attacks).

KI Focus (KI)

Your focused mind allows you to sharpen your use of ki.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat **Benefit:** When you gain a numeric bonus by spending one

or more points from your ki pool grants, as a free action you can increase that bonus by +1. This does not apply to constant bonuses from ki effects, such as those gained whenever you have a reserve of at least 1 point in your ki pool.

You can use ki Focus a number of times per day equal to your Wisdom bonus, with a maximum equal to your character level. Each use of ki Focus lasts until the beginning of your next turn, and you can maintain only one ki Focus at a time.

KI INSIGHT (KI)

Your focused mind allows you to see the hidden patterns in reality.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, Sense Motive 5 ranks

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 bonus to Sense Motive checks. In addition, as a swift or immediate action you can expend 1 point from your ki pool to gain a +2 insight bonus to a Will save or a +10 insight bonus to a Sense Motive check used to opposed a Bluff check.

KI RESILIENCE (KI)

Your strength of mind and strength of body are one.

Prerequisite: Con 13, Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: As a full-round action, you can spend 1 point from your *ki* pool to gain 1d6 temporary hit points, plus 1 hit point per *ki* feat you possess, including this one. These temporary hit points do not stack with any other temporary hit points and last for a number of hours equal to your Wisdom modifier or until expended.

KI SPRINT (KI)

Your spirit allows you to surge with speed.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat, Run

Benefit: As long as you have at least 1 point in your *ki* pool, your natural movement speed is increased by 10 feet. This is an enhancement bonus and applies to movement rates you gain when using a polymorph effect, but not to movement speeds gained by a magical effect that is not a polymorph effect (e.g., *fly, spider climb, touch of the sea*). In addition, when using the charge or run action you can spend 1 point from your *ki* pool to increase your speed by 30 feet until the end of your turn. This is an enhancement bonus and does not stack with the above increase to your speed.

MENTAL FEEDBACK (KI)

The unity of your mind, body, and spirit are deadly to those who try to control your thoughts.

Prerequisite: Wis 13, ki pool class feature or ki Meditation feat

Benefit: When you are targeted with a mind-affecting effect, as an immediate action you can expend 1 or more points from your ki pool to send a surge of mental feedback into the creature using the effect. This feedback deals 1d6 points of nonlethal damage per ki point you expend (Will DC 10 + 1/2 your character level + Wisdom modifier negates). If the effect is a spell or

spell-like ability and the target takes damage from this feedback, it target must make a concentration check as if damaged during spellcasting or the mind-affecting effect is ruined.

You cannot use this feat while dazed, fascinated, stunned, unconscious, or otherwise unable to take actions.

MIND OVER BODY (KI)

The power of your mind allows you to temporarily ignore physical trauma.

Prerequisite: Con 13, Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: When you would gain any of the following conditions, you can spend 1 point from your *ki* pool to delay the onset of that effect until the end of your next turn: blinded, deafened, exhausted, fatigued, paralyzed, sickened, staggered, stunned. You can spend points from your *ki* pool in consecutive rounds to continue ignoring the condition in question. If you would be affected by multiple conditions, you must expend 1 point from your *ki* pool to ignore each one. If you are ignoring a condition and are affected by a separate effect that would cause the same condition, you must expend 1 point from your *ki* pool for each effect that would cause that condition; this does not apply when the source of the condition is a single ongoing effect.

PERFECTED PERFORMANCE (KI)

Your spiritual focus allows you to create trancendent performances.

Prerequisite: Wis 13, Cha 13, *ki* pool class feature or *ki* Meditation feat, bardic performance ability or Perform 5 ranks

Benefit: As long as you have at least 1 point in your *ki* pool, you may add your Wisdom modifier to Perform checks in addition to your Charisma modifier. In addition, any bardic performance you use takes effect as if you were 1 level higher. This does not grant access to new types of bardic performance; it only makes the abilities you have function more effectively.

In addition, you can spend 1 point from your *ki* pool whenever you make a Perform check, allowing you to roll twice and select the better result.

SAP KI (KI)

The attractant patterns of your *ki* flow drain the *ki* of those who strike you.

Prerequisite: Wis 13, ki pool class feature or ki Meditation feat **Benefit:** As long as you have at least 1 point in your ki pool, a creature with a ki pool that strikes you in melee loses 1 point from its ki pool each time it strikes you (Will negates; DC 10 + 1/2 your character level + Wisdom bonus). In addition, when a creature adjacent to you spends 1 or more points from its kipool, as an immediate action you can spend 1 point from your ki pool to negate whatever ki-based ability they were attempting to activate. A Will save (DC as above) is allowed to negate this effect. If the save is failed, the target still spends the intended points from its ki pool but the ability has no effect; however, if the target has additional points available in its ki pool sufficient to fuel the ability, it can choose to spend those points to activate the ability.

SENSE KI (KI)

Your attunement to *ki* allows you to sense the presence of others around you.

Prerequisite: Wis 13, ki pool class feature or ki Meditation feat Benefit: As long as you have at least 1 point in your ki pool, you can sense the presence of living creatures, granting a +4 insight bonus to Perception checks to notice them or pinpoint their location. In addition, by spending 1 point from your ki pool you can pinpoint the location of such creatures within 10 feet as if you had blindsense; this effect lasts a number of rounds equal to your Wisdom bonus. You can extend the radius of this blindsense by 10 feet per additional point you spend from your ki pool.

Special: You cannot sense mindless creatures or creatures using *mind blank*. You cannot sense creatures using *nondetection* unless you succeed at a check treating your character level as your caster level to overcome the spell's DC.

SWIFT RECOVERY (KI)

The union of body, mind, and spirit allows your body to recover more quickly from the ravages of the world.

Prerequisite: Con 13, Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: As long as you have at least 1 point in your *ki* pool, you recover double the normal amount of hit points and points of ability damage from resting and natural healing.

If you are targeted with an effect that heals ability damage to your Strength, Dexterity, or Constitution, you can spend 1 point from your *ki* pool to heal an additional number of points of ability damage equal to your Wisdom modifier. In addition, you can heal ability drain without the aid of magic by resting for 8 hours and healing 1 point of ability drain per 2 points you expend from your *ki* pool.

STRENGTH OF WILL (KI)

The power of your mind allows you to resist harm to the body.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat **Benefit:** When targeted by an effect that requires a Fortitude or Reflex save, as an immediate action you can spend 2 points from your *ki* pool to replace the normal saving throw with a Will save.

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STARS

FROZEN

YOGIC LEVITATION (KI)

The power of your mind allows you to defy gravity.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat **Benefit:** As a standard action, you can spend 1 point from your *ki* pool to *levitate* as the spell for as long as you maintain concentration, up to a maximum number of minutes equal to your Wisdom bonus. If you cease concentrating, you begin falling.

Alternatively, you can spend 1 point from your *ki* pool as an immediate action when you fall more than 10 feet, allowing you to *feather fall* for as long as you maintain concentration, up to a maximum number of rounds equal to your Wisdom bonus.

Special: Unlike the *feather fall* and *levitate* spells, Yogic Levitation only affects you, though you can carry other objects or creatures, subject to your maximum heavy load.

KI AND COMBAT

In battle, ki is that sense of inner focus and concentration that allows a warrior to attain peace and oneness in the midst of a chaotic battle, achieving perfect clarity and analytical precision as they survey the battlefield and causing pain, fear, and confusion to ebb away. You become one with your weapon, flowing easily from attack to defense and back again, allowing you to supersede your physical limitations and defeat your enemies. While the monk, ninja, and samurai are described above as classes particularly suited to the use of ki, other martial classes could also adjust their class abilities in a campaign that prominently features the use of ki in the following ways.

Barbarian: A barbarian may choose ki feats in place of rage powers.

Cavalier: A cavalier may select ki feats using his bonus feat slots.

Fighter: A fighter may select ki feats using his bonus feat slots.

Paladin: A paladin may select ki feats in place of her mercies.

Ranger: A ranger may choose *ki* feats in place of his combat style feats. These *ki* feats are not restricted to use in light or no armor as combat style feats are.

Rogue: A rogue may choose ki feats in place of her rogue tricks.

Align ki (Combat, Ki)

Your blows land with the strength of your spiritual devotion. **Prerequisite:** Wis 13, *ki* pool class feature or *ki* Meditation feat, base attack bonus +6

Benefit: When you take this feat, you must select the chaotic, evil, good, or lawful descriptor, which must match part of your alignment. You can expend 1 point from your *ki* pool to give a weapon you wield (including a natural weapons or unarmed strike) the anarchic, axiomatic, holy, or unholy magical weapon property until the end of your turn.

Special: You may take this feat twice; each time, you must select a different alignment descriptor that matches part of your alignment. If your alignment changes so that it does not match the alignment selected for this feat, you cannot use this feat until the next time you are eligible to gain a new feat. At that time, you can retrain this feat to match your new alignment.



LEGENDARY GAMES 🗿 ADVENTURE PATH PLUG-IN

ANTICIPATORY ADVANCE (COMBAT, KI)

You predict and react with deadly efficiency to your enemy's countermoves before they are even made.

Prerequisite: Dex 13, Wis 13, Dodge, *ki* pool class feature or *ki* Meditation feat, base attack bonus +6

Benefit: As long as you have at least 1 point in your *ki* pool, you can substitute your Wisdom bonus for your Dexterity bonus for determining your Armor Class against attacks of opportunity. As a swift action, you can spend 1 point from your *ki* pool and select one creature within your line of sight that you do not currently threaten and does not threaten you. Until the beginning of your next turn, you add both your Wisdom and Dexterity bonus to your Armor Class against attacks of opportunity made by that creature. In addition, if that creature provokes an attack of opportunity from you, you add your Wisdom bonus to damage if your attack of opportunity hits.

Special: This feat stacks with any Armor Class bonus based on Wisdom modifier gained by monks or other classes, allowing you to count your Wisdom bonus to Armor Class twice against attacks of opportunity.

DISRUPTIVE KI (COMBAT, KI)

The raw force of your spirit wounds your target's physical body. **Prerequisite:** Wis 13, *ki* pool class feature or *ki* Meditation

feat, base attack bonus +8

Benefit: As a swift action prior to making an attack, you can spend 2 points from your ki pool to charge your attack with disruptive ki. If the attack hits, your target takes 1 point of ability damage to Strength, Dexterity, or Constitution (your choice), in addition to the normal effects of the attack. If the attack misses, the effect is wasted.

Special: Using this feat costs only 1 point from your *ki* pool if used in conjunction with an unarmed strike.

EVADE CHARGE (COMBAT, KI)

Your anticipation allows you to avoid the clumsy charge of your enemy.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: As long as you have at least 1 point in your ki pool, you gain a +4 dodge bonus to Armor Class against attackers using the charge action. In addition, if an attacker misses you while making a charge attack, as an immediate action you can expend 1 point from your ki pool to take an attack of opportunity against that creature.

FELLING STRIKE (COMBAT, KI)

You can tap the living strength of your body to fuel your ki.

Prerequisite: Wis 13, ki pool class feature or ki Meditation feat
Benefit: As a swift action after making a successful melee attack, you can spend 2 points from your ki pool to perform a trip
combat maneuver against the creature you hit, using your Wisdom modifier in place of your Strength modifier for calculating
your CMB. This does not provoke an attack of opportunity.

Alternatively, when making a trip combat maneuver you can spend 1 point from your *ki* pool as a swift action to add your Wisdom modifier to your normal CMB.

Special: If you activate this power after confirming a critical hit, its cost is reduced to 1 point from your *ki* pool.

FLOWING STANCE (COMBAT, KI)

Your harmony with the movements of the universe carries you safely through chaotic battlefields.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 dodge bonus to your Armor Class against attacks of opportunity. When an attack of opportunity is made against you, as an immediate action you can spend 1 point from your ki pool to add your Wisdom bonus as a dodge bonus to your Armor Class. This stacks with the above dodge bonus.

Focused Kiai (Combat, Ki)

You can channel the power of your *kiai* with great precision. **Prerequisite:** Wis 13, *ki* pool class feature or *ki* Meditation feat, Improved *Kiai*, *Kiai*

Benefit: Your *kiai* deals additional sonic damage to your Wisdom modifier. In addition, you can shape the effect of your shout into a cone 10 feet long or a line 20 feet long per point you spend from your *ki* pool.

FOCUSED STRIKE (COMBAT, KI)

Your cumulative mastery of *ki* allows you to strike with phenomenal power.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, at least 2 other *ki* feats, base attack bonus +6

Benefit: As a swift action, you can spend 2 points from your *ki* pool. Attacks you make until the end of your turn gain an insight bonus to attack rolls equal to your Wisdom modifier and a bonus to damage equal to the number of *ki* feats you possess. However, once your turn ends, you forfeit the benefits of all *ki* feats you possess until the end of your next turn.

GREATER KIAI (COMBAT, KI)

Your mighty shout blasts your enemies with the force of your *ki*. **Prerequisite:** Wis 13, *ki* pool class feature or *ki* Meditation feat, Improved *Kiai*, *Ki*ai

Benefit: Your *kiai* deals sonic damage equal to twice your Wisdom modifier, and creatures that fail their saving throw against it are pushed 5 feet away from you, plus an additional 5 feet for every 5 points by which they failed their saving throw. Creatures rolling a natural 1 on their saving throw are also knocked prone. This movement does not provoke attacks of opportunity. These effects are cumulative with Improved *Kiai*.

HADOUKEN (COMBAT, KI)

Your blows land with the strength of your spiritual devotion. **Prerequisite:** Con 13, Wis 13, *ki* pool class feature or *ki* Medi-

tation feat, Elemental Fist, base attack bonus +6 **Benefit:** As long as you have at least 1 point in your *ki* pool, when you confirm a critical hit while using Elemental Fist, you may add your Wisdom bonus to the elemental damage dealt. This damage is not multiplied.

The additional damage from this feat stacks with additional damage from <u>Djinni Style</u>, <u>Efreeti Style</u>, <u>Marid Style</u>, and <u>Shaitan Style</u> feats, even though both deal bonus damage equal to your Wisdom bonus.

In addition, when making an Elemental Fist attack, you can spend 1 point from your *ki* pool as a swift action to resolve that unarmed attack a ranged attack with a range increment of 5 feet (maximum range 25 feet); you can double the range increment to 10 feet (maximum range 50 feet) by spending 2 points from your *ki* pool instead. This ranged attack does not provoke attacks of opportunity and uses your Wisdom modifier to adjust your attack and damage rolls rather than Dexterity or Strength, but it otherwise functions as a normal ranged attack for the purposes of cover, ranged combat feats, and other relevant rules.

HEIGHTENED PRECISION (KI)

Your focused *ki* guides your blade with deadly precision.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, sneak attack +3d6

Benefit: As long as you have at least 1 point in your *ki* pool, you can reroll any result of a 1 on your sneak attack damage dice. In addition, if you make a sneak attack or confirm a critical hit against a creature that has a chance to avoid taking extra damage from such a hit (e.g., a creature wearing armor with the fortification property or a sorcerer with the Aberrant bloodline), as a swift action you can spend 1 point from your *ki* pool. This allows you to roll twice and select the better result to overcome the target's chance to avoid additional damage. This does not apply against creatures with total immunity to critical hits, sneak attacks, and precision-based damage.

Special: This feat can be used with other types of variable precision-based damage from variant classes.

IMPROVED KIAI (COMBAT, KI)

Your mighty shout produces a deafening shockwave.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, *Ki*ai

Benefit: As a standard action, you can spend 1 or more point from your ki pool while uttering a mighty shout. Your *kiai* deals sonic damage equal to your Wisdom modifier and deafens creatures within 5 feet for 1 minute. A Fortitude save halves damage and negates deafness. The save DC is equal to 10 + your Wisdom modifier + 1/2 your character level. You can increase the radius of the effect by 5 feet per additional point you spend from your *ki* pool. By doubling the *ki* point cost, you can use *Kiai* as a swift action rather than a standard action.

KI REGENERATION (COMBAT, KI)

You can repair your body with the power of your spirit.

Prerequisite: Con 13, Wis 13, ki pool class feature or ki Meditation feat, Rapid Recovery, Heal 1 rank

Benefit: As a swift action, you can heal a number of points of damage equal to your Wisdom bonus. As with magical cure spells, this healing halts bleed damage and applies equally to both nonlethal and lethal damage.

KI RUSH (COMBAT, KI)

Your mental focus allows you to avoid distractions and impediments when charging into battle.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: When using the charge action, you can 1 point from your *ki* pool to make a single turn of up to 90 degrees, move through the space of an allied creature, or move through one square of difficult terrain without interfering with your charge action. You may not end your charge in the same space as another creature.

КІ ТОИСН (СОМВАТ, КІ)

Your focused ki guides your blow past your target's defenses.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, base attack bonus +6

Benefit: As a standard action, you can spend 1 point from your *ki* pool to resolve a single melee (or ranged) attack as a touch (or ranged touch) attack. By spending 2 points, you can use it as part of a charge action or as part of the same standard action as Vital Strike.



KIAI (COMBAT, KI)

With a powerful shout, you focus your mind and spirit into a feat of physical strength.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat

Benefit: As a swift or immediate action, you can spend 1 point from your ki pool to grant a bonus equal to the number of ki feats you possess, including this one. This bonus applies to a single CMB check, CMD against a single combat maneuver, a weapon damage roll, or a Strength check or Strength-based skill check. You can spend 2 points from your ki pool to extend this effect until the end of your current turn or 3 points to extend it until the beginning of your next turn.

Міднту Кіаі (Сомват, Кі)

Your mighty shout flattens your enemies with your spiritual power.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, Greater *Kiai*, Improved *Kiai*, *Kiai*

Benefit: Your *Kiai* deals sonic damage equal to three times your Wisdom modifier, and creatures that fail their saving throw against it are also staggered for 1 round. Creatures rolling a natural 1 on their saving throw are stunned for 1 round and then staggered for 1 round. These effects are cumulative with Greater *Kiai* and Improved *Kiai*.

RAPID RECOVERY (COMBAT, KI)

Your perfect focus allows you to recover quickly from injury. **Prerequisite:** Con 13, Wis 13, *ki* pool class feature or *ki* Meditation feat, Heal 1 rank.

Benefit: As long as you have at least 1 point in your ki pool, you automatically stabilize when you are at negative hit points. In addition, when you are at 0 or fewer hit points you can spend 1 point from your ki pool to heal a number of hit points equal to your Wisdom modifier. This can be done once per round and does not require an action. When you receive an effect that cures hit point damage, including mundane healing such as first aid with the Heal skill as well as magical healing, you can spend 1 point from your ki pool as an immediate action to increase the healing you receive by a number of hit points equal to your Wisdom bonus; this curing applies to both lethal and nonlethal damage if you have both types.

SHATTERING STRIKE (COMBAT, KI)

The force of your *ki* destroys objects with the conjoined power of your mind, body, and spirit.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, base attack bonus +6

Benefit: When attacking an object, including while using sunder combat maneuvers, as long as you have at least 1 point in your *ki* pool, you can spend a swift action to ignore a number of points of hardness equal to your Wisdom modifier on your next attack before the end of your turn. This applies to the hardness of an object and against creatures with hardness, such as an animated object. You can spend 1 point from your *ki* pool as part of this swift action to add your Wisdom modifier to your CMB and damage roll on your next attack against an object before the end of your turn, or 2 points to add this bonus to all attacks you make against objects until the end of your turn.

PLUG-IN

STUNNING SHOUT (COMBAT, KI)

The force of your kiai devastates your foes.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, Improved *Kiai*, *Ki*ai, Stunning Fist

Benefit: When using an Improved (or Greater or Mighty) *Kiai*, you can affect targets within the area as if you had hit them with a melee attack while using Stunning Fist. You must expend two uses of Stunning Fist per target you wish to affect. You can reduce this cost to one use of Stunning Fist per target by spending 1 point from your *ki* pool per target. You can choose which targets within the area of your *Kiai* to affect in this way; you need not affect all available targets.

Special: Monks can use the alternate effects available to their class in place of the normal effects of Stunning Fist when using this feat.

UNYIELDING STANCE (COMBAT, KI)

Your strength of spirit and will makes it hard for others to move you against your wishes.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat **Benefit:** As long as you have at least 1 point in your *ki* pool, you gain a +2 bonus to your CMD against bull rush, drag, and reposition maneuvers and to saving throws against any effect that would push, pull, or otherwise physically move you from your position. This does not apply against teleportation effects. In addition, when you are targeted with such an effect you can spend 1 point from your CMD or saving throw. This stacks with the above bonus.



KI AND MAGIC

Ki represents a serene mystic art separate and distinct from traditional forms of arcane and divine magic. However, the practice of focusing and channeling *ki* certainly has applications in terms of manipulating the traditional methods of magic. *ki* can be used to subtly reshape the form of spells and magic themselves, but its greatest power is in the pursuit of perfection of spellcasters. Those who wield magic can find great comfort and aid in focusing their magical skills through combining their *ki* and their magical mastery as one. In a campaign where *ki* plays a prominent role, you can expand the availability of *ki* feats for spellcasting classes using the following methods.

Alchemist: An alchemist may choose a bonus *ki* feat in place of a discovery.

Bard: A bard may choose a bonus *ki* feat in place of a versatile performance.

Cleric: A cleric may replace one domain with the ki Meditation feat at 1st level, gaining one bonus ki feat at 4th level and every 4 levels thereafter.

Inquisitor: An inquisitor may replace her domain with the ki Meditation feat at 1st level, gaining one bonus ki feat at 5th level and every 5 levels thereafter.

Magus: A magus may choose ki feats using his bonus feat slots.

Oracle: An oracle may choose a *ki* bonus feat in place of a revelation; if she does so, she also gains another *ki* feat as a bonus feat 2 levels later.

Sorcerer: A sorcerer may choose *ki* feats in place of bloodline bonus feats.

Summoner: When gaining a level, a summoner may choose to gain *ki* Meditation or another *ki* feat in place of the evolution points his eidolon would gain upon advancing to to that level.

Witch: A witch may choose *ki* Meditation or other *ki* feats in place of hexes.

Wizard: A wizard may choose to take ki Meditation in place of Scribe Scroll and to select ki feats with their bonus feat slots. Alternatively, a wizard could replace his arcane bond with the ki Meditation feat, gaining one bonus ki feat at 6th level and every 4 levels thereafter.

AIMING AT THE TARGET (KI)

Your magical attacks are focused and precise.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat. **Benefit:** As a swift action, you can spend 1 point from your *ki* pool to focus the effect of one spell, spell-like ability, or spell-completion or spell-trigger item you use before the end of your turn. This allows you to use your Wisdom bonus in place of your Strength or Dexterity modifier when making attack rolls with the spell or effect. Alternatively, if your attack spell or effect encounters a miss chance due to concealment or other factors, you may roll twice and select the better result. This does not allow you to target foes with total concealment.

DESTRUCTIVE FORCE (KI)

The force of your will lends your magic a devastating power.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, caster level 5th.

Benefit: As long as you have at least 1 point in your *ki* pool, any time you use a spell or spell-like ability that deals hit point damage you may reroll any one damage die per casting. If the effect affects an area or uniformly affects multiple targets (e.g., *chain lightning, fireball, mass inflict light wounds*), this rerolled damage die applies to all targets. If the effect can target multiple creatures but affects them separately (e.g., *magic missile, scorching ray*), the rerolled damage die applies to only one target. Alternatively, as a swift action, you can spend 1 point from your *ki* pool to roll twice for all damage caused by the effect, taking the better result.

This feat affects only hit point damage. Ability damage, drain, or penalties, negative levels, and other harmful effects are unaffected. It has no effect on effects that deal a fixed amount of damage, such as *finger of death* (on a failed save; it applies normally if the save is successful), *harm*, or spells enhanced with the Maximize Spell feat.

FINDING THE CENTER (KI)

You bend the flows of your magical powers to strike enemies at the heart of their *ki*.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat. **Benefit:** As a swift action, you can spend 1 point from your *ki* pool to increase the save DC by +1 for one spell, spell-like ability, or spell-completion or spell-trigger item you use before the end of your turn. As a move action, you can spend 2 points from your *ki* pool to increase the save DC of such an effect by +2. These bonuses stack with other modifiers to save DCs but do not stack with themselves or each other.

GRACEFUL CALM (KI)

Your smooth grace keeps your mind focused even amid danger. **Prerequisite:** Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat.

Benefit: As long as you have at least 1 point in your ki pool, you gain a +1 bonus to concentration checks. This stacks with the bonus from Ignore Distraction. As a swift action when casting a spell, you can spend 1 point from your ki pool to add your Dexterity bonus to concentration checks made to cast defensively. Alternatively, you may choose to add your Wisdom bonus as a dodge bonus to your Armor Class against attacks of opportunity provoked by casting that spell.

IGNORE DISTRACTION (KI)

Your mental focus is almost impossible to break.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat. **Benefit:** As long as you have at least 1 point in your *ki* pool, you gain a +1 bonus to concentration checks. This stacks with the bonus from Graceful Calm. As a swift action, you can spend 1 point from your *ki* pool to roll twice on any concentration check, selecting the better result. You may also use this ability to roll two saving throws against the distraction ability of a swarm, selecting the better result.

KI INFUSION (KI)

Your magic is infused with the power of your spirit.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat. **Benefit:** As long as you have at least 1 point in your *ki* pool, you gain a +1 bonus to caster level checks. As a swift action, you can spend 2 or more points from your *ki* pool, up to a maximum equal to your Wisdom bonus, to increase your caster level by 1 for every 2 points spent for the next spell you cast or spell-like ability you use prior to the end of your current turn. This caster level increase stacks with the bonus to caster level checks.

Mystic Metamagic (Ki)

Your ki fuels your magical manipulations.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, at least one metamagic feat

Benefit: As a swift action, you can spend 1 or more points from your *ki* pool, up to a maximum equal to your Wisdom bonus, to prepare (or cast, if a spontaneous caster) a metamagic spell without increasing the level of the spell slot required. This requires a number of *ki* points equal to the level adjustment of the metamagic feat (minimum 1). The total adjusted level of the spell, including all metamagic feats applied to it, may not exceed the highest level of spells you are able to cast. This feat can offset the level adjustment of only one metamagic feat, and any spell prepared or cast with this feat cannot be further adjusted by other metamagic feats.

Mystic Reflex (Ki)

Your unity of mind and body allows you to invoke your mystic powers almost without thought.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat.

Benefit: As long as you have at least 1 point in your *ki* pool and have a hand free, you are considered armed for the purpose of threatening attacks of opportunity. If a creature provokes an attack of opportunity from you, you can spend 1 point from your *ki* pool to enhance your attack of opportunity as though you had the Arcane Strike feat (treating your character level as your caster level, even if you are not able to cast arcane spells.

Alternatively, when a creature provokes an attack of opportunity from you, as an immediate action you can target that creature with a harmful 1st-level spell-like ability that you possess, including any harmful bloodline ability, domain power, witch hex, or wizard school power that you gained at 1st level by spending 1 point from your ki pool. This ability affects only the targeted creature, even if it normally affects more than one creature or affects an area. Using this ability does not provoke an attack of opportunity from your target, though it may provoke attacks of opportunity from other creatures that threaten you.

Normal: Attacks of opportunity must be performed with weapons.

Mystic Tattoo (Ki, Metamagic)

You bind a bit of magic to your body, allowing you to imbue a bit of your spirit into that magic whenever you use it.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, at least one metamagic feat.

Benefit: When you select this feat, choose one spell and one metamagic feat you know that would normally increase the level of a spell by one. As long as you have at least 1 point in your *ki* pool, you can apply the chosen metamagic feat to the chosen spell without increasing its spell level or casting time. Other metamagic feats adjust the spell's level normally.

Special: You can select this feat more than once. Each time it must apply to a different spell.

PERFECTED CREATION (KI)

Your sublime focus allows you to balance speed, care, and attention to detail are able to unravel and re-weave the patterns of magic to suit your needs of the moment.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat, any item creation feat.

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 insight bonus to all Craft skill checks and any skill checks involved in magic item creation. In addition, you can accelerate the speed of Crafting and magic item creation by spending points from your ki pool. Each point you spend increases your progress per day by 500 gp for magic items. For Craft checks, when determining weekly progress you add double the total number of points you spend from your ki pool during the week. You do not need to spend ki points each day you spend using Craft or item creation; the increase in productivity applies whenever you spend points from your ki pool.

RECAPTURE ENERGY (KI)

Your spellcasting draws upon the universal energy flows without depleting your personal energies.

Prerequisite: Int 13, Wis 13, Cha 13, *ki* pool class feature or *ki* Meditation feat.

Benefit: As a standard action, you can recapture the energies of a spell you have cast since the beginning of your last turn by spending a number of points from your ki pool equal to 1/2 the spell's level (rounding up), including any adjustments to its level from metamagic feats. You retain the spell or spell slot as if it had not been cast.

REFLEXIVE SPELL (KI, METAMAGIC)

Your spirit-mind can gather mystic energies to trigger your spells instantaneously when the opportunity strikes.

Prerequisite: Dex 13, Wis 13, *ki* pool class feature or *ki* Meditation feat.

Benefit: You can prepare (or cast, if a spontaneous caster) a spell with a range of touch for immediate use in place of a normal attack of opportunity. As long as you have at least 1 point in your *ki* pool and have a hand free, you are considered armed for the purpose of threatening attacks of opportunity. If a creature provokes an attack of opportunity from you, as an immediate action you can spend 1 point from your *ki* pool to cast a spell with this metamagic feat and make a touch attack against the target in place of your normal attack of opportunity. A reflexive spell uses up a spell slot two levels higher than the spell's actual level.

Casting a reflexive spell does not provoke an attack of opportunity from the target of your spell, but it may provoke attacks of opportunity from other creatures that threaten you when the spell is cast.

Normal: Attacks of opportunity must be performed with weapons.

SPONTANEOUS CONVERSION (KI)

You are able to unravel and re-weave the patterns of magic to suit your needs of the moment.

Prerequisite: Int 13, Wis 13, Cha13, *ki* pool class feature or *ki* Meditation feat, ability to prepare spells.

Benefit: As a standard action, you can convert the magical energies of a prepared spell and convert it into a different spell you know of the same level or lower by spending a number of points from your *ki* pool equal to the spell's level. You can modify this spell with any metamagic feats you know, following the rules for spontaneous casting and metamagic, as long as the total adjusted level does not exceed the level of the spell you are converting.



JASON

STARS

SUBCONSCIOUS SPELL (KI, METAMAGIC)

Your spirit can still trigger your powers of magic even when your mind has been compromised.

Prerequisite: Wis 13, *ki* pool class feature or *ki* Meditation feat. **Benefit:** You can prepare (or cast, if a spontaneous caster) spells that target yourself even when dazed, feebleminded, nauseated, panicked, stunned, unconscious, or otherwise unable to take actions, or if you are subject to confusion, domination, or other compulsions that force you to take certain actions unwillingly, though not if you are dead or petrified. Casting a subconscious spell occurs at the end of your turn. It does not provoke attacks of opportunity and requires no actions.

A subconscious spell cannot affect other creatures, even if the spell normally allows you to affect other creatures, save that a familiar in physical contact with you can also be affected. If your subconscious spell grants you a fly speed, on subsequent rounds you can take one move action per round to move but no other actions that your condition would not normally allow.

In order to cast a subconscious spell, you must spend a number of points from your *ki* pool equal to the spell's original level, before it was modified with this feat. A subconscious spell uses up a spell slot four levels higher than the spell's actual level.

TRANSCENDENTAL COMMUNION (KI)

Your spiritual unity and communion with the collective unconscious allows your magical communication to transcend language barriers.

Prerequisite: Int 13, Wis 13, *ki* pool class feature or *ki* Meditation feat, must know *tongues* as a spell or spell-like ability.

Benefit: As long as you have at least 1 point in your ki pool, you gain a +2 bonus to Linguistics. In addition, when you target creatures with a language-dependent effect, you can spend 1 point from your ki pool per target to affect the target(s) as if you shared a common language. If the target is mindless or does not have a language, this feat has no effect. If you use a language-dependent effect with a language the target already understands, spending 1 point from your ki pool increases the save DC of the effect by 1 and causes it to take place at +1 caster level.

UNBOUNDED CONVERSION (KI)

You can reweave the strands of magical energy with surpassing swiftness.

Prerequisite: Int 13, Wis 13, Cha 13, *ki* pool class feature or *ki* Meditation feat, ability to spontaneously cast spells (including limited spontaneous casting of a single spell or category of spells).

Benefit: This feat enables you to spontaneously cast spells in conjunction with metamagic feats without increasing the spell's casting time as long as you have a number of points in your *ki* pool that is greater than the level of any such spell you cast (including the level adjustment for all metamagic feats you apply to it). If the total adjusted level of the spell equals or exceeds the number of points in your *ki* pool, you can still spend 1 point from your *ki* pool to cast the spell with its normal casting time.

TABLE	1-1:	KI FEATS	
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Feat	Prerequisites*	Benefits
Aiming at the Target	*	Spend ki to overcome concealment or use Wisdom bonus to attack rolls with spells, spell-like abilities, and some magic items
Align Ki	Base attack bonus +6	Spend ki to make weapons aligned
Anticipatory Advance	Dex 13, Dodge, base attack bonus +6	Use Wisdom bonus to AC against attacks of opportunity
Body Control	Wis 13, <i>ki</i> pool or <i>ki</i> Meditation	You can endure extremes of temperature and go without breathing
Composure	*	Increase DC to use Sense Motive against you and spend ki to decrease fear effects
Destructive Force	Caster level 5th	Reroll damage dice for spells or spell-like abilities
Disruptive Ki	Base attack bonus +8	Spend ki to deal ability damage
Endow Ki	*	Grant another creature a temporary ki pool
Evade Charge	Dex 13	+4 dodge bonus to AC against charging foes, spend ki to make attack of opportunity
Felling Strike	*	Spend ki to trip a target you hit
Finding the Center	*	Spend ki to increase save DC of a spell
Flowing Stance	*	+2 dodge bonus to AC against attacks of opportunity, spend ki to add Wisdom bonus
Focused Strike	At least 2 other <i>ki</i> feats, base attack bonus +6	Spend ki to add bonus to attack and damage
Fuel Ki	Con 13	Take ability damage to regain ki points.
Graceful Calm	Dex 13	Add Dexterity bonus to concentration or Wisdom bonus to AC against attacks of opportunity for spellcasting
Hadouken	Con 13, Elemental Fist, base attack bonus +6	Deal extra elemental damage on a critical hit, spend ki to make Elemental Fist attack as a ranged touch attack
Heightened Precision	Sneak attack +3d6	You can reroll sneak attack damage dice and resistance to critical hits
Ignore Distraction	*	Spend ki to roll concentration check twice
Imbue ki Crystal	Craft (gem cutting) 5 ranks	Store 1 ki point in a crystal
Inscribe ki Tattoo	Craft (tattooing) 5 ranks	Grant another creature a temporary ki feat
Ki Agility	Dex 13, Acrobatics 5 ranks	+2 Acrobatics, spend ki for greater bonus
Ki Balance	Dex 13, Acrobatics 5 ranks	+1 dodge bonus to AC and spend ki to avoid falling down
Ki Cloak	Dex 13, Stealth 10 ranks	Make yourself undetectable
Ki Focus	*	Increase bonus from a ki feat by +1
Ki Infusion	*	Spend ki to increase caster
Ki Insight	Sense Motive 5 ranks	+2 Sense Motive, spend ki for greater bonus
Ki Meditation	Wis 13, no <i>ki</i> pool	You gain a ki pool containing 1 point and can enhance a skill by meditating
Ki Resilience	Con 13	Spend ki to gain temporary hit points
Ki Rush	Dex 13	Spend ki to maneuver easily while charging
Ki Sprint	Dex 13, Run	+10 feet of movement, or spend ki to increase bonus to +30 feet
Ki Touch	Base attack bonus +6	Spend ki to make a melee attack as a touch attack
Kiai	*	Focus ki with a shout to apply a bonus to CMB, CMD, damage, or Strength checks
Improved Kiai	Kiai	Your kiai deals sonic damage and deafens
Focused Kiai	Kiai	Your kiai affects a line or cone
Greater Kiai	Improved Kiai, Kiai	Your kiai deals double damage and pushes targets away, potentially knocking prone
Mighty Kiai	Greater Kiai, Improved Kiai, Kiai	Your kiai deals triple damage and staggers
Stunning Shout	Improved Kiai, Kiai, Stunning Fist	Your kiai can stun creatures in its area

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Mental Feedback	*	Spend ki to damage enemies attempting to affect your mind
Mind Over Body	Con 13	Spend ki to delay the onset of harmful conditions
Mystic Metamagic	Any metamagic feat	Decrease the cost of a metamagic feat
Mystic Reflex	Dex 13	Enhance your attacks of opportunity with magical power or spell-like abilities
Mystic Tattoo	Any metamagic feat	Use one metamagic feat more easily
Perfected Creation	Any item creation feat	Craft mundane and magical items more quickly
Perfected Performance	Cha 13, bardic performance or Perform 5 ranks	Use Wisdom modifier for Perform checks and increase the effect of bardic performance
Rapid Recovery	Con 13, Heal 1 rank	You stabilize automatically and gain greater benefit from healing effects
Ki Regeneration	Con 13, Rapid Recovery, Heal 1 rank	Spend ki to heal damage
Recapture Energy	Int 13, Wis 13, Cha 13	Spend ki to recall a spell you have just cast
Reflexive Spell	Dex 13	Use touch spells for attacks of opportunity
Sap Ki	*	Drain ki from adjacent creatures
Sense Ki	*	Spend ki to locate creatures as blindsense
Shattering Strike	Base attack bonus +6	Spend ki to ignore hardness of objects
Spontaneous Conversion	Int 13, Wis 13, Cha 13, ability to prepare spells	Spend ki to convert a prepared spell into a different spell
Strength of Will	*	Spend ki to replace Fortitude or Reflex save with a Will save
Subconscious Spell	*	Target yourself with spells even when mentally incapacitated
Swift Recovery	Con 13	Double natural healing and can heal ability damage or drain
Transcendental Communion	Int 13, Wis 13, must know tongues as a spell or spell-like ability	Spend ki to overcome language barriers
Unbounded Conversion	Int 13, Wis 13, Cha 13, ability to spontaneously cast spells	Spend ki to use spontaneous metamagic without increasing casting time
Unyielding Stance	*	Spend ki to resist effects that move you
Yogic Levitation	*	Spend ki to levitate or feather fall.
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* Other than ki Meditation, all ki feats require either a ki pool or the ki Meditation feat and a Wisdom score of 13 as prerequisites; therefore, those prerequisites are not repeated for every feat on the table.

* Ninjas use Charisma in place of Wisdom in qualifying for feats and determining their effects, and any class using a different ability score to determine its *ki* pool uses that ability score in place of Wisdom.

BIOS

JASON NELSON started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon ("Practical Magic" and "Man Forever") and several articles for Dragon. In 2008, he made the final four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's adventure paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the Ennie-award winning Pathfinder Chronicles Campaign setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, high-action, high-adventure attitude to Legendary Games.

CLARK PETERSON founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, *The Wizard's Amulet*. Clark produced a number of key third party products for Third Edition, from the famed *Creature Collection* and *Relics and Rituals* with Sword and Sorcery Studios, to the indispensible *Tome of Horrors* series. He wrote a large number of classic "First Edition Feel" adventures, from to *The Tomb of Abysthor* and *Bard's Gate* to *Rappan Athuk*, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on *Necropolis*, Flying Buffalo on *The Wurst of Grimtooth's Traps* and the honor of bringing Judges Guild's *Wilderlands of High Fantasy* and *City State of the Invincible Overlord* to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture—an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim... belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his 90 pound "puppy" and culinary alchemy with his wife, Kate. At this very moment he is engrossed in the latest Design Problem (ahm, 'Challenge') and is honored for the opportunity to give form to the fiction at your game table.

FRANK HASSELFORT is an artist from Munich, Germany. In his work as a senior 3-D modeler and game artist, he has had the opportunity to work on a wide variety of games since finishing art school in 2001, like Settlers, Anno, Sacred2, Risen2, and many more. However, he had rarely had the opportunity to follow his two other passions in art: concept art and role playing, especially Pathfinder. While he has been drawing for a very long time, the field of professional illustration is an exciting new horizon for him, and this year he began doing commissioned work, a sketch-blog, and illustrations for 3PPs and fanzines, including Wayfinder and now his work with Legendary Games.

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