



Chi Warrior



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CHI WARRIOR

"I don't know even know how you call what you do 'fighting', it's so slow and boring. Now me, when I fight, I make it a dance, I make it interesting so my opponent at least can die entertained. But seriously, why am I explaining this to you when I could just show you?"

—Rosa Espada, of the Black Roses

The focus of stories and fables alike, all history remembers the acts of a true hero. Adventurers at heart, a chi warrior is rarely found idle, instead going out to leave their mark on the world in whatever way they can. There are those who love challenging the impossible, slaying dragons and demons alike while bringing back exotic trophies of their slaughtered foes. Others work to overthrow oppression, rarely abiding a tyrant in their lands.

Most chi warriors feel right at home with barbarians and rogues, finding a great deal in common through their travels. A bard and a chi warrior can have a friendship that is as legendary as their accomplishments, each complimenting the other. Chi warriors are often at odds with monks and lawful divine characters, their rigid codes rub the more free spirited chi warrior the wrong way.

Chi warriors generally pay little attention to the gods, seeing them more as inspiring idols than objects of veneration. Terrestrial affairs concern them far more, chi warriors sometimes keep a journal to chronicle honorable opponents and glory won in battle.

Vain and prideful, chi warriors can be reckless in battle, proving a touch too wild for allies. But rarely will they go as far as to put their comrades in danger, preferring to face the most dangerous challenges themselves. Drawn to trouble like moths to a flame, chi warriors are rarely wanting for combat, finding the experience invigorating as they use their opponent as a canvas for their artistic expression. As long as chi warriors can walk, they can fight, often pushing the body to the breaking point and beyond.

Role: A chi warrior's role is never clear to anyone but themselves, often taking a variety of combat roles even in a single battle. From summoning up immense spiritual energy to destroying foes with impossibly powerful strikes, a chi warrior often finds her way around the battlefield in the blink of an eye, managing to put down foes before they have a chance to trouble her allies. Attacking in unorthodox ways, a chi warrior's greatest

asset in combat is her unpredictable nature.

Alignment: Any. The mantle of the chi warrior is open to all who would dedicate themselves, allowing chi warriors to come from all walks of life. While the great majority of them are chaotic in nature, chi warriors only need a strong belief in themselves and their abilities to maintain their skills. Good and neutral chi warriors often find themselves wanderers, righting wrongs and fighting for the greater good, while evil chi warriors use their power to carve out their own fief.

Hit Die: d10.

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The chi warrior's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (geography) (Int), Perception (Cha), Perform (Cha), Profession (Cha), Ride (Dex), Sense Motive (Cha), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

These are all the class features of the chi warrior.

Weapon and Armor Proficiencies: Chi warriors are proficient with all simple weapons as well as unarmed strikes. Chi warriors are also proficient with light and medium armor but not with shields. Chi warriors gain additional weapon proficiencies depending on their

Chi Versus Ki.

Chi and ki are both manifestations of spiritual energy, but expressed differently. While ki is based on discipline and Wisdom, chi is based on joy of life and Charisma. Ki is explosive but finite, chi is rhythmic and everlasting. Ki is collected in a pool and released in bursts, chi streams constantly and is useable as long as the character can remain in tune with its ebb and flow.

choice of fighting style. Note that chi warriors with high Charisma scores do not need to rely on armor, they can use their way of life as an armor bonus (below) instead.

Unarmed Strike: At 1st level, a chi warrior gains Improved Unarmed Strike as a bonus feat. A chi warrior's attacks may be with fist, elbows, knees, and feet. This means that a chi warrior may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a chi warrior striking unarmed. A chi warrior may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a chi warrior's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A chi warrior's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either

manufactured weapons or natural weapons.

A chi warrior also deals more damage with her unarmed strikes than a normal person would, as shown above on Table: Chi Warrior. The unarmed damage values listed on Table: Chi Warrior is for Medium chi warriors. A Small chi warrior deals less damage than the amount given there with her unarmed attacks, while a Large chi warrior deals more damage; see Table: Small or Large Chi Warrior Unarmed Damage.

Way of Life Armor Bonus (Ex): When unarmored and unencumbered, the chi warrior adds her Charisma bonus (if any) as a dodge bonus to her Armor Class and Combat Maneuver Defense.

She loses this bonus when she loses her Dexterity bonus to Armor Class, when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Table: Chi Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus	Fast Movement
1st	+1	+2	+2	+2	Discipline path, special moves, way of life	1d6	+0	+0 ft.
2nd	+2	+3	+3	+3	Signature weapon, style feat	1d6	+0	+0 ft.
3rd	+3	+3	+3	+3	Special moves	1d6	+0	+10 ft.
4th	+4	+4	+4	+4	Style ability	1d8	+1	+10 ft.
5th	+5	+4	+4	+4	Style feat, uncanny dodge	1d8	+1	+10 ft.
6th	+6/+1	+5	+5	+5	Special moves	1d8	+1	+20 ft.
7th	+7/+2	+5	+5	+5	Buff specialist, chi feats	1d8	+1	+20 ft.
8th	+8/+3	+6	+6	+6	Style feat	1d10	+2	+20 ft.
9th	+9/+4	+6	+6	+6	Chi waves, evasion	1d10	+2	+30 ft.
10th	+10/+5	+7	+7	+7	Style ability	1d10	+2	+30 ft.
11th	+11/+6/+1	+7	+7	+7	Stance fusion, style feat	1d10	+2	+30 ft.
12th	+12/+7/+2	+8	+8	+8	Special moves	2d6	+3	+40 ft.
13th	+13/+8/+3	+8	+8	+8	Improved uncanny dodge	2d6	+3	+40 ft.
14th	+14/+9/+4	+9	+9	+9	Style feat	2d6	+3	+40 ft.
15th	+15/+10/+5	+9	+9	+9	Improved evasion	2d6	+3	+50 ft.
16th	+16/+11/+6/+1	+10	+10	+10	Special moves	2d8	+4	+50 ft.
17th	+17/+12/+7/+2	+10	+10	+10	Style feat	2d8	+4	+50 ft.
18th	+18/+13/+8/+3	+11	+11	+11	Style ability	2d8	+4	+60 ft.
19th	+19/+14/+9/+4	+11	+11	+11	Lightning buff	2d8	+4	+60 ft.
20th	+20/+15/+10/+5	+12	+12	+12	Chi avatar, style feat	2d10	+5	+60 ft.

Small or Large Chi Warrior Unarmed Damage		
Level	Damage (Small)	Damage (Large)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Fighting style (Ex): Chi warriors are defined by their choice of style, the abilities that they focus on beyond all others. At 1st level, a chi warrior must select one fighting style to focus upon and two secondary styles. Any style(s) not selected becomes a prohibited style.

At first level, the chi warrior gains proficiency with the weapons of her primary fighting style.

At 4th level, 10th level, and 18th level, the chi warrior gains a special ability from their fighting style.

A chi warrior selects special moves from her primary and secondary styles, see special moves, below. The chi warrior's fighting style also decides which style feats she learns at level 2, 5, and 8. After that, the chi warrior can pick any style feat. See style feats, below.

Special Moves: Unlike other martial characters, the chi warrior brings a whole new flair to combat, their fighting style uniquely tailored to whatever battle they're in, able to change special moves at a moment's notice. At 1st level, 3rd level, 6th level, and every six levels thereafter, the chi warrior learns two special moves.

Whenever the chi warrior selects special moves at a new level, she may pick any number of special moves from her primary fighting style, but her selection from other paths is limited. A chi warrior must select half or more of her special moves from her primary fighting style, no more half from her secondary fighting styles together, and none from a forbidden fighting style.

All saves for techniques are determined by the chi warrior using them. Unless otherwise noted, the save DC for each technique are $10 + \frac{1}{2}$ the chi warrior's class level + her Charisma modifier. All spell-like effects have a caster level equal to the chi warrior's class level.

Chi warriors may treat every two levels as non-chi warrior level for the purposes of their effective chi warrior level to qualify for advancement in each special move, for caster level with spell-like special moves, and to calculate the save DCs of their techniques.

Special move come in three basic types, tsuki, kata,

and uke. A chi warrior cannot use the same tsuki or uke two rounds in a row. This may force a chi warrior to make ordinary attacks in between special moves, especially at low level.

- **Tsuki:** A tsuki requires a standard action to use, targeting an opponent with either an attack roll or other effect.
- **Kata:** A kata requires either a move or a swift action to use, somehow increasing the abilities of the user. A chi warrior can only have one kata special move running at any time.
- **Uke:** A uke requires an immediate action to use, and is done in response to a triggering event specified for each ability.

Fast Movement: At 3rd level, a chi warrior gains an enhancement bonus to her land speed, as shown on Table: Chi Warrior. A chi warrior carrying a medium or heavy load loses this extra speed.

Signature Weapon: At third level, the chi warrior gains Weapon Focus with unarmed strikes and with one of the weapons of her primary fighting style as bonus feats. If she already has Weapon Focus in one or another of these, she may instead take any combat feat she fulfills the prerequisites for as a bonus feat. She can gain additional signature weapons; any weapon the chi warrior has the Weapon Focus feat for is considered a signature weapon. A signature weapon always adds the chi warrior's Strength bonus to damage, the damage bonus is

Tsuki, Kata, Uke:

In keeping with the exotic source of the chi warrior's power, an internal discipline with mysterious, possibly otherworldly origins, the powers that flow from "Chi" have specific categories and names:

- **Tsuki (zoo-key)** – "to strike", an application of directed power of attack
- **Kata** – "form", an exercise that prepares the user to apply an act, to improve the user's abilities
- **Uke (oo-kay)** – "block", a response to an opponent's action, to counter their attack

not changed when the signature weapon is used in two hands or in the off hand.

Whenever the chi warrior hits with a signature weapon, the weapon deals damage as if it was an unarmed strike, see the unarmed strike class feature, above. The chi warrior can decide to use the weapon's base damage instead of the signature weapon damage—this must be declared before the attack roll is made. This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that only deal energy damage.

Style Feats: Chi warriors receive style feats as bonus feats at level 2 and every 3 levels thereafter.

The first 3 bonus feats gained at level 2, 5, and 8 depend on the chi warrior's primary fighting style. The chi warrior ignores all prerequisites of these feats. If the chi warrior already knows one of these feats, she can select any combat feat as a replacement. Remaining bonus style feats can be selected freely, but she must fulfill prerequisites (as modified below) for these feats.

When fulfilling the prerequisites of style feats (bonus feats or otherwise), chi warrior levels count as monk levels, and any Wisdom requirement is replaced by Charisma. Style feats can always be used with any weapon the chi warrior has Weapon Focus with, even if they can normally only be used unarmed or with a limited set of weapons. Any style feat that uses Wisdom instead relies on Charisma when used by a chi warrior. Elemental Fist and Stunning Fist are considered style feats when used by a chi warrior, all special rules apply to them.

AC Bonus (Ex): At 4th level, the chi warrior gains a +1 dodge bonus to AC and CMD. This bonus increases by 1 for every four chi warrior levels thereafter, up to a maximum of +5 at 20th level.

She loses these bonuses when she loses her Dexterity bonus to Armor Class, when she is immobilized or helpless, when she wears heavy armor, when she uses a shield, or when she carries a medium or heavy load.

Uncanny Dodge (Ex): Starting at 5th level, the chi warrior can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A chi warrior with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

If the chi warrior already has uncanny dodge from a

different class, she automatically gains improved uncanny dodge (see below) instead.

Kata Specialist (Ex): At 7th level, the chi warrior may activate both a kata special move and a style feat stance at once as a swift or move action.

Chi Feats (Ex): At 7th level, the chi warrior learns how to use chi with combat feats. She can substitute Charisma for any combat feat prerequisite that uses Intelligence or Wisdom.

Chi Waves (Ex): At 9th level, the chi warrior connects to the everlasting flow of chi. She can use any combat feat with a limited number of uses per day any number of times per day, but may not use any individual feat that normally has limited uses more than once per round or two rounds in a row. The chi warrior must learn appropriate feats to use this ability.

Evasion (Ex): At 9th level or higher, the chi warrior can avoid damage from many area-effect attacks. If a chi warrior makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion cannot be used if the chi warrior is wearing heavy armor. A helpless chi warrior does not gain the benefit of evasion.

Stance Fusion (Ex): At 11th level, the chi warrior learns how to fuse multiple stances. The chi warrior can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the chi warrior switches to another style feat, she can choose one style whose stance is already active to persist. She may have no more than two style feat stances active at any time.

Improved Uncanny Dodge (Ex): A chi warrior of 13th level or higher can no longer be flanked.

This defense negates the ability to sneak attack the character by flanking her, unless the attacker has at least four more levels in classes that grant sneak attack than the target has levels in classes that grant uncanny dodge.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Improved Evasion (Ex): At 15th level, the chi warrior takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage

on a failed save. A helpless chi warrior does not gain the benefit of improved evasion.

Lightning Kata (Ex): At 19th level, chi warriors have become entirely synced with their way of fighting. They may activate one special move kata or style feat stance per round as a free action. The chi warrior does not gain the ability to maintain multiple kata special moves simultaneously.

Chi Avatar (Ex): At 20th level, a chi warrior becomes a magical creature. She is forevermore treated as a fey rather than a humanoid (or whatever her original creature type was) for the purpose of spells and magical effects. Additionally, the chi warrior gains damage reduction 10/lawful, which allows her to ignore the first 10 points of damage from any attack made by a nonlawful weapon. She is restored to her starting age and ceases to age—some would say she never grew up at all. Finally, she gains resistance 5 against every type of energy damage: acid, cold, electricity, fire, and sonic.

FIGHTING STYLES AND SPECIAL MOVES

These are the fighting styles available to the chi warrior, and the special moves of each style.

ADAMANT CHAMPION

Leaders among others, the heroes and villains who define bard's tales and stand alone on the field of battle in shining glory or disdain. Adamant champions are capable of taking impossible punishment while leading their fellows to victory, the sight of them often turning the tide of battle.

Signature Weapons: Battleaxe, longsword, morningstar, shortsword, warhammer.

Style Feats Snapping: Turtle Style (2nd), Snapping Turtle Clutch (5th), Snapping Turtle Shell (8th).

- At 4th level, the chi warrior may draw their weapon as a free action in response to an initiative check.
- At 10th level, the chi warrior may make an Intimidate check against one opponent within 30 ft. as a free action in response to an initiative check.
- At 18th level, the chi warrior may make an intimidate check against each opponent within 30 ft. as free action in response to an initiative check.

Absorbing Armor (Uke, Ex): As an immediate action whenever the chi warrior takes physical damage, she receives DR/— equal to one-fourth the damage she took from the triggering effect. This DR last until the end of her next round.

- At 4th level, the chi warrior may apply the DR from this special move to the triggering effect.
- At 10th level, the chi warrior instead receives DR/— equal to half of the triggering effect.
- At 16th level, the DR lasts for five minutes.

Champion's Rally (Uke, Ex): As an immediate action when the chi warrior is within 30 ft. of an ally who is about to make a Fortitude or Will saving throw, the chi warrior may also make a saving throw of the same type and difficulty. If either saving throw is successful, the ally succeeds at the saving throw. If both saving throws fail, the chi warrior and her ally both suffer the effects of the failed saving throw. If the effect also affects the chi warrior directly, she does not suffer both effects, she only takes the worst of the results she would have taken, that from this ability or the effect she suffers directly.

- At 4th level, the chi warrior can apply this to Reflex saving throws. The ally also gains the benefits of the chi warrior's evasion ability, regardless of armor or encumbrance.
- At 10th level, the chi warrior can use this to help all allies within 30 ft. who are affected by the effect saved against.
- At 16th level, the chi warrior can use this ability on herself, gaining two saving throws and using the best result.

Devastating Assault (Tsuki, Ex): As a standard action, the chi warrior may make a melee attack roll against one target. If this attack roll is successful, the target takes twice as much damage as normal (additional damage, like that from a *flaming* weapon or sneak attack, is not multiplied).

- At 4th level, in addition to damage, the target must make a Fortitude save or be dazed for 1 round.
- At 10th level, the target may instead be stunned.
- At 16th level, the target may instead be dazed for a number of rounds equal to the chi warrior's Cha modifier.

The target receives a new saving throw to break the effect

on the chi warrior's turn each round.

Inspiring Blow (Tsuki, Ex/Sp): As a standard action, the chi warrior may make a melee attack roll against one target. If it is successful, the chi warrior may select one ally within 30 ft. to receive a number of temporary hit points equal to the chi warrior's level + the chi warrior's Cha modifier. These temporary hit points last for 5 minutes and do not stack with other temporary hit points.

- At 4th level, any ally who has temporary hit points from this special move receives a +1 to attack and damage rolls.
- At 10th level, the number of temporary hit points given doubles.
- At 16th level, the chi warrior may instead choose to heal their ally by an equal amount. The chi warrior may only choose to use this special move this way a number of times per day equal to her Cha modifier. This is a spell-like effect.

Invigorating Spirit (Kata, Ex/Sp): As a move or swift action, the chi warrior may give herself a number of temporary hit points equal to twice her hit dice.

These temporary hit points do not stack with any others, and last 5 minutes. Once the duration is up or the chi warrior has lost all of these temporary hit points, this special move ends and cannot be reactivated until the original 5 minute duration has passed.

- At 4th level, the chi warrior may instead bestow these hit points onto an adjacent ally. If she does, the chi warrior may not use this special move again until the duration has expired.
- At 10th level, invigorating spirit can be used again right after it ends.
- At 16th level, instead of granting temporary hit points the chi warrior can heal an equal amount of hit point damage. The chi warrior may only use this special move this way a number of times per day equal to their Cha modifier (minimum 1.) This is a spell-like effect.

Metal Idol (Kata, Ex): As a move or swift action, the chi warriors unarmed and signature weapon attacks count as magical weapons for the next 5 minutes. As she advances in level, her attacks gain additional properties.

- At 4th level, the chi warrior's unarmed attacks count as silver and cold iron.

- At 10th level, the chi warrior's unarmed attacks count as chaotic.
- At 16th level, the chi warrior's unarmed attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

Power of Perfection (Kata, Ex): As a move or swift action, the chi warrior receives a bonus on either Bluff, Intimidate, or Sense Motive equal to her Constitution modifier (minimum +1) for one round. Out of combat, she can maintain this power indefinitely.

- At 4th level, the chi warrior may choose two skills to receive the bonus with.
- At 10th level, the chi warrior instead receives the bonus on all three skills.
- At 16th level, the chi warrior can add any one class skill to the list, and receives the bonus to all four skills.

Shrug It Off (Uke, Ex): As an immediate action whenever the chi warrior takes damage, she can treat it as nonlethal damage. The chi warrior cannot use this ability if she has previously taken any nonlethal damage. A chi warrior immune to nonlethal damage cannot use this ability at any level.

- At 4th level, the chi warrior recovers nonlethal damage equal to the sum of her Charisma and Constitution modifiers each round. This can be nonlethal damage from any source.
- At 10th level, the chi warrior only takes nonlethal damage equal to $\frac{1}{2}$ the amount of lethal damage she converted.
- At 16th level, the chi warrior can shrug off damage even when she already suffers nonlethal damage, but cannot halve the converted damage when doing so.

Steel Guardian (Uke, Ex): As an immediate action whenever the chi warrior is adjacent to an ally who has been hit by a melee or ranged attack, the chi warrior can instead receive the damage that their ally would have taken.

- At 4th level, when the chi warrior uses steel guardian, the chi warrior's ally receives a bonus to their AC equal to the chi warrior's Cha modifier (minimum +1) until the beginning of their next round.
- At 10th level, the damage the chi warrior takes is

nonlethal damage. A chi warrior immune to nonlethal damage cannot use this ability.

- At 16th level, the chi warrior reduces the damage of the triggering attack by ½.

QUICKSILVER DUELIST

For those who care to stand toe to toe with opponents, challenging them in honorable combat with unmatched skill and grace.

Quicksilver duelist are known for their incredible speed and skill of their attacks, answering blows with deadly uke attacks.

Signature Weapons: Bladed scarf, shortsword, unarmed strike, rapier, scimitar, katana.

Style Feats: Snake Style (2nd), Snake Sidewind (5th), Snake Fang (8th).

- At 6th Level The chi warrior receives a +2 to CMD.
- At 10th Level The chi warrior may make both a move action as well as a standard action in any surprise round that she can act in.
- At 18th Level The chi warrior may make attacks of opportunity against all targets who draw weapons in her threatened range.

Charmed Luck (Kata, Ex): As a move or swift action, the chi warrior allows herself to make a reroll on any one saving throw in the next 5 minutes. Once this reroll is made, this special move ends.

- At 4th level, if the chi warrior fails a saving throw after re-rolling, this special move does not end, allowing her to reroll another saving throw before this special move ends.
- At 10th level, when this special move ends, the chi warrior can restart it as an immediate action.
- At 16th level, the chi warrior may reroll twice, taking the better result.

Duelist's Challenge (Tsuki, Ex): As a standard action, the chi warrior may force one creature within 60 ft. to make a Will save. If they fail, the target suffers a penalty on attack and damage rolls equal to the chi warrior's Cha modifier. Also, the save DC of all the creature's abilities is reduced by the same amount. These penalties do not apply against the chi warrior. If the chi warrior is defeated (moves more than 100 ft. away, becomes helpless, or surrenders) this special move ends. This is a mind-affecting compulsion effect and lasts for five minutes.

- At 4th level, the target suffers concealment against all creatures aside from the chi warrior.
- At 10th level, the chi warrior ignores any concealment or cover the target may have. She cannot ignore total cover or total concealment.
- At 16th level, the chi warrior ignores any DR and resistances the target may have.

Impeccable Tempo (Tsuki, Ex): As a standard action, the chi warrior may make two melee attacks at a -5 attack penalty.

- At 4th level, the chi warrior only takes a -2 penalty when attacking with impeccable tempo.
- At 10th level, the chi warrior takes no attack penalty.
- At 16th level, the chi warrior can make three attacks.

Insightful Leverage (Kata, Ex)

As a move or swift action, the chi warrior gains a bonus on CMB against one opponent within 30 ft. for five minutes. The modifier depends on the targets size; Large +1, Huge +2, Gargantuan +4, Colossal +8.

- At 4th level, the bonus also applies as a dodge bonus to AC on any attack of opportunity the target makes against the chi warrior.
- At 10th level, the chi warrior may initiate a combat maneuver against the opponent, regardless of their size.
- At 16th level, insightful leverage is a normal kata and not specifically against one opponent. It still counts as the one kata special move the chi warrior can maintain when it is active.

Perfect Parry (Uke, Ex): As an immediate action when the chi warrior is targeted by a melee attack, the chi warrior may make an opposed attack roll against one melee attack being made against them. If the chi warrior's attack roll is higher than the triggering attack, the triggering attack is deflected harmlessly.

- At 4th level, the chi warrior may also use this against physical ranged attacks.
- At 10th level, the chi warrior may also use this against ranged magical attacks, such as rays.
- At 16th level, the chi warrior can make an attack of opportunity against the attacker after a successful perfect parry, as long as the attacker is in her reach.

Quicksilver Tongue (Kata, Ex/Sp): As a move or swift action, the chi warrior receives a bonus on either Disguise, Diplomacy, or Sense Motive equal to her Dexterity modifier (minimum +1) for one round. Out of combat, she can maintain this power indefinitely.

- At 4th level, the chi warrior may choose two skills to receive the bonus with.
- At 10th level, the chi warrior instead receives the bonus on all three skills.
- At 16th level, the chi warrior can speak to any creature, as *tongues*. This is a spell-like effect.

Razor Riposte (Uke, Ex): As an immediate action when the chi warrior is targeted by a melee attack, she may make an opposed attack roll against the attack being made against her. If the chi warrior's attack roll is higher than the triggering attack, the triggering attack is deflected harmlessly.

- At 4th level, the target of a successful razor riposte takes damage as though the chi warrior hit them with the attack whose attack bonus she used for the razor riposte.
- At 10th level, after a successful razor riposte, instead of inflicting damage, the chi warrior may attempt a combat maneuver against the target without provoking an attack of opportunity. If the combat maneuver allows movement, the chi warrior can move up to 5 ft.
- At 16th level, the chi warrior can both inflict damage and make a combat maneuver.

Strike Challenge (Tsuki, Ex): As a standard action, the chi warrior may challenge one adjacent target to a duel of strikes, making two opposed melee attack rolls against the target. Both the chi warrior and the target uses their full base attack bonus for these strikes, choosing any melee attack they can use. For each successful opposed attack roll the chi warrior makes, the target takes damage as though the chi warrior had landed a successful attack. For each successful opposed attack roll the target makes, the chi warrior takes damage equal to the target's strength bonus (minimum 1). Neither wins on a tied roll.

- At 4th level, the chi warrior wins all tied opposed rolls.
- At 10th level, she may force 3 opposed attack rolls instead of two.

- At 16th level, she may force 5 opposed attack rolls instead of three.

SHADE PHANTOM

Stalkers of the night, figures of deep mystery whose deeds are known only by word of mouth, often rumored to not even exist. Shade phantom are the sound in the night, the darkness that hungers, working best when no one can see them, and hunt those who would dare stand against them.

Signature Weapons: Dagger, kukri, rapier, shuriken, starknife, war razor.

Style Feats: Panther Style (2nd), Panther Claw (5th), Panther Parry (8th).

- At 4th level the chi warrior gains darkvision 60 ft. or increases their current darkvision by 30 ft.
- At 10th level the chi warrior is treated as having full concealment whenever she has concealment. This does not make the chi warrior invisible, but it does provide an automatic distraction to use Stealth and a 50% miss chance.
- At 18th level the chi warrior may not be detected through scent, blindsense, tremorsense, or blindsight.

Crippling Onslaught (Tsuki, Ex): As a standard action, the chi warrior may make a melee attack roll against one target. If this attack roll is successful, the target takes twice as much damage as normal. Additional damage, like that from a *flaming* weapon or sneak attack, is not multiplied.

- At 4th level, the target must also make a Fortitude, Will, or Reflex save, as decided by the chi warrior when she uses this ability. If it fails the Fortitude save, it is exhausted. If it fails the Reflex save, it is staggered. If it fails the Will save, it is confused. All effects from this special move last one round.
- At 10th level, all effects from this special move last a number of rounds equal to the chi warrior's Cha modifier (minimum 1).
- At 16th level, the target must make all three saving throws.

Shadow Duplicate (Kata, Sp): As a move or swift action, the chi warrior can create an shadow copy of herself in an adjacent square. Creating a shadow duplicate

counts as a successful distraction to use Stealth for the chi warrior, and the duplicate serves the chi warrior to the best of its abilities.

The copy has the exact same statistics as the chi warrior, although it only has ½ of her hit points. The shadow duplicate last for a number of rounds equal to the chi warrior's Cha modifier (minimum 1). The shadow duplicate (and all gear) disappears when reduced to zero hit points, when rendered helpless, or when the duration runs out. Any one-use or charged magic item the shadow duplicate uses affects the original item the chi warrior is wearing, destroying the original item or consuming charges as appropriate. Any item taken from or dropped by the shadow duplicate disappears. This is a spell-like illusion (shadow) effect. Any condition the shadow duplicate is summoned with cannot be removed.

- At 1st level, the shadow duplicate is constantly dazed and works best as a decoy.
- At 4th level, the copy cannot take any action but can make attacks of opportunity. It cannot use special moves.
- At 10th level, the copy is staggered instead of dazed and may take one standard or move action per round, but cannot use special moves.
- At 16th level, the copy is no longer staggered and can use special moves.

Shadow Grace (Kata, Ex/Sp): As a move or swift action, the chi warrior may increase their base land speed by 20 ft. for one round.

- At 4th level, the chi warrior does not lose her Dexterity bonus to Armor Class when using the Acrobatics or Climb skills.
- At 10th level, the chi warrior's movement does not provoke attack of opportunity during the duration of this special move.
- At 16th level, the chi warrior may use *dimension door* as a spell-like ability when activating this kata.

Shadow Tsuki (Tsuki, Sp): As a standard action, the chi warrior may make an attack and then move her speed and gain concealment until the beginning of her next turn.

- At 4th level, the chi warrior also gains an automatic distraction to hide when using this ability. She does not suffer any Stealth penalties for attacking or moving when using Shadow Tsuki.

- At 10th level, the chi warrior can use *shadow step*^{UM} as a spell-like ability instead of the movement normally allowed by shadow tsuki.
- At 16th level, the chi warrior can make two attacks as a part of this special move.

Soul Carver (Tsuki, Su): As a standard action, the chi warrior may make a melee attack roll against one target. If this attack roll is successful, the target takes no damage, but must make a Fortitude save or receive 1 negative level that last 5 minutes.

- At 4th level, the target also takes normal damage from the attack.
- At 10th level, the negative levels last 24 hours, which means they can become permanent unless the target can pass another Fortitude saving throw as above.
- At 16th level, the target gains 2 negative levels, and gains one negative level even on a successful save.

Tendon Slice (Tsuki, Ex): As a standard action, the chi warrior may make a melee attack roll against the target. If it is successful, the target takes no damage but has all its movement speeds halved until it receives a successful Heal check (DC 15, as removing caltrops) or until it heals a hit point. A target that has taken no damage recovers from tendon strike in 5 minutes.

- At 4th level, the target also takes normal damage from the attack.
- At 10th level, tendon slice is only negated when the target is fully healed.
- At 16th level, all the target's speeds are reduced to 5 ft. A flier cannot fly in this condition.

Umbral Dweller (Kata, Ex/Sp): As a move or swift action, the chi warrior may grant themselves a bonus to Stealth checks equal to their Cha modifier (minimum +1) for 5 minutes.

- At 4th level, the chi warrior has no scent while using this effect. This makes the scent ability useless against the chi warrior.
- At 10th level, the chi warrior is affected by *invisibility* for the duration of this special move. This is a spell-like effect.
- At 16th level, the chi warrior is affected *greater invisibility* as per the spell in addition to the normal effect. This is a spell-like effect.

Umbral Fade (Uke, Sp): As an immediate action in response to taking damage the chi warrior may create an illusory copy of herself that immediately does a realistic death sequence. The chi warrior takes damage normally from the attack, but gains concealment until the end of her next round and has an automatic distraction to use Stealth. This is a spell-like illusion (shadow) effect.

- At 4th level, the chi warrior can make a Stealth roll to hide as a part of the immediate action.
- At 10th level, the chi warrior can *teleport* up to her land speed and then make a Stealth roll to hide as a part of the immediate action.
- At 16th level, the chi warrior takes only half damage from the triggering attack.

Vitality Drain (Tsuki, Ex): As a standard action, the chi warrior may make a melee attack roll against the target. If it is successful, the target takes no damage but must make a Fortitude save or be fatigued for a number of rounds equal to the chi warrior's Cha modifier (minimum 1).

- At 4th level, the target also takes normal damage from the attack.
- At 10th level, the duration of the fatigue is increased to 5 minutes.
- At 16th level, the target is instead exhausted.

STORM FIST

Strong of body and mind, those rare few who care more about victory than their own well being, willing to risk everything to win. Storm fists are known for hitting harder than anyone else, taking risks that normal warriors would consider suicidal in order to come out on top, regardless of the situation.

Signature Weapons: Brass knuckles, cestus, gauntlet, natural attacks, rope gauntlet.

Style Feats: Dragon Style (2nd), Stunning Fist (5th), Dragon Roar (8th).

- At 4th level, the chi warrior's critical threat range with unarmed strike increases by 1. This effect stacks with other critical enhancing effects.
- At 10th level, the chi warrior's critical threat range with all signature weapons (including unarmed strikes) increases by 1, to a maximum of 18-20. This effect stacks with other critical enhancing effects.

- At 18th level, the chi warrior may make an additional attack as a swift action in any round in which they use a tsuki special move.

Cloud Walk (Kata, Ex/Sp): As a swift or move action, the chi warrior gains a bonus on Acrobatics checks to jump equal to her class level. She no longer loses her Dexterity bonus to Armor Class when using Acrobatics. This kata lasts 5 minutes.

- At 4th level, all her jumps count as running jumps. She also adds the bonus on Acrobatics checks to slow a fall, and for every 10 points on the roll she reduces the effective length of the fall by 10 ft.
- At 10th level, the chi warrior ignores difficult terrain and no longer triggers pressure-plate traps. In addition, while active, she can cross any solid surface, even if it would normally not support her weight.
- At 16th level, the chi warrior can *fly* and *water walk*. These are spell-like abilities.

Gale Force Blow (Tsuki, Su): As a standard action, the chi warrior may make a melee attack roll against one target. If this attack is successful, the target takes no damage but is pushed back 20 ft. and must make a Fortitude save or be staggered for one round. The target benefits from a feather fall effect for one round.

- At 4th level, the target also takes normal damage from the attack.
- At 10th level, the target is staggered a number of rounds equal to the chi warrior's Cha modifier (minimum 1). A new saving throw is allowed each round on the chi warrior's turn to negate the effect.
- At 16th level, the target is stunned instead of staggered.

Hurricane Haymaker (Tsuki, Ex): As a standard action, the chi warrior may make a melee attack against one target, dealing two times as much damage as normal (Additional damage, like that from a flaming weapon or sneak attack, is not multiplied). This attack provokes an attack of opportunity from the target, resolved before the chi warrior's attack.

- At 4th level, the target's attack of opportunity is resolved after the chi warrior's attack.
- At 10th level, the damage is tripled instead of doubled.
- At 15th level, this does not trigger an attack of op-

portunity.

Indomitable Soul (Uke, Ex): As an immediate action whenever the chi warrior would fail a Fortitude save that would bestow a negative condition (such as dead, fatigued, exhausted, cursed, petrified, etc), the chi warrior may suppress this condition for one round.

- At 4th level, this applies to all kinds of saving throws.
- At 10th level, the effect is suppressed for a number of rounds equal to her Cha modifier (minimum 1).
- At 16th level, when a suppressed effect would normally resume, the chi warrior may make another saving throw, being treated as though she passed the initial saving throw if she passes.

Iron Fist (Kata, Ex): As a move or swift action, the chi warrior's attacks may ignore up to 5 hardness for the next 5 minutes. Hardness (and later damage reduction) in excess of this limit is not reduced.

- At 4th level, the chi warrior may instead ignore up to 10 hardness and up to 5 points of damage reduction.
- At 10th level, the chi warrior may instead ignore up to 10 points of hardness and damage reduction.
- At 16th level, the chi warrior may instead ignore up to 20 points of hardness and damage reduction.

Overpowering Ukepunch (Uke, Ex): As an immediate action when the chi warrior is targeted by a melee attack, she may make an opposed attack roll against the attack being made against her. If the chi warrior's attack roll is higher than the triggering attack, the target takes damage as though the chi warrior had landed a successful attack.

- At 4th level, if the overpowering ukepunch hits, the target must make a Fortitude save or her attack misses.
- At 10th level, if the attacker fails her save against overpowering ukeattack, it is dazed until the end of its current round, losing any remaining actions or attacks this turn.
- At 16th level, the daze lasts for one round, costing the attacker her next round of actions.

Reckless Defense (Uke, Ex): As an immediate action when the chi warrior is targeted by a melee attack, she may give the attack a bonus on attack and damage rolls equal to her Cha modifier (minimum +1) on one attack.

If she does, the chi warrior receives the same bonus on attack and damage rolls on her next attack against the original attacker.

- At 4th level, the chi warrior's bonus to attack and damage applies to all attacks against the attacker made for one round.
- At 10th level, the chi warrior can let the opponent keep the bonus for as long as she remains within 30 ft. As long as the enemy retains the bonus, the chi warrior also does. The chi warrior can end the effect as a free action on her turn.
- At 16th level, the chi warrior can apply the effect to any number of targets within 30 ft., not only the attacker.

Rolling Thunder (Tsuki, Ex): As a standard action, the chi warrior may make a charge attack. Once this attack resolves, the chi warrior provokes an attack of opportunity from the target. The chi warrior's round ends as soon as this special move is complete.

- At 4th level, On a successful attack, the target takes damage as normal and must make a Reflex save or fall prone.
- At 10th level, the chi warrior only provokes an attack of opportunity on a missed attack.
- At 16th level, this attack deals two times as much damage as normal. Additional damage, like that from a flaming weapon or sneak attack, is not multiplied.

Typhoon Assault (Tsuki, Ex): As a standard action, the chi warrior may make a standard attack, and can make one additional attack at her highest attack bonus. All attack rolls the chi warrior makes with this special move are made with a -2 penalty, and the chi warrior takes a -2 penalty to their AC until the beginning of their next round.

- At 4th level, the chi warrior takes no penalty on Armor Class with this special move.
- At 10th level, the chi warrior takes no penalty on attacks made with this special move.
- At 16th level, the chi warrior may make a second additional attack with this special move.

FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point, whenever a chi warrior gains an additional class level, the following races have the option of choosing an alternative bonus depending on their race.

Dhosari: +1/2 CMD to the reposition combat maneuver.

Dragonblood: +1/2 CMB to the sunder combat maneuver.

Dwarf: +1/4 to the dwarf's Hardy racial trait bonus, against spells and spell-like abilities.

Elf: +1 ft. to base land speed.

Erkuna: Add +1 hit point or skill point to the erkuna's pact creature.

Gnome: +1/2 to one combat maneuver used against an opponent larger than themselves.

Half-Elf: +1/6 of the Extra Style feat.

Half-Orc: +1/5 to the number of rounds that orc ferocity lasts.

Halfling: +1/2 to CMD against opponents larger than themselves.

Human: +1/6 of the Extra Special Move feat.

Ith'n Ya'roo: Add +1/4 to damage done by the ith'n ya'roo's natural weapons.

Polkan: +1/6 to the polkan chi warrior's Way of Life bonus.

Qit'ar: +1/6 to the qit'ar chi warrior's Way of Life bonus.

Xesa: +1 to the xesa's Perception skill checks.

Zendiqi: +1/6 of a style feat.

ARCHETYPES

The following archetype modifies the abilities of the chi warrior.

DUAL SPECIALIST

Sometimes a chi warrior finds the need to go beyond their own specialty, instead immersing themselves in the lore of combat to an unheard of degree. Such specialization often leaves little time to focus on things that they consider 'lesser' arts.

Dual Focus: At 1st level, the dual specialist may select two primary fighting styles to focus on instead of one, gaining the weapon proficiencies and other benefits of both fighting styles. They do not select any secondary fighting styles; all other fighting styles are prohibited. At 6th, 12th, and 18th level, the dual specialist gains the benefit of both of their fighting styles. This ability alters

fighting style and counts as fighting style for the purpose of meeting the prerequisites of feats.

Style Feats: The dual specialist does not gain any bonus style feats, but all the special rules for style feats apply. This ability alters style feats.

Special Moves: The dual specialist must pick half of her special moves from each of her primary fighting styles.

CHI FIGHTER (FIGHTER ARCHETYPE)

There are those in war that seem to smolder on the battlefield, which have an innate knack for the art of combat, though they might appear the same as other soldiers. Those soldiers have unlocked the power of chi, and it flows through them and makes them powerful avatars of war.

Fighting Style Choice: At 1st level, the chi fighter selects a chi warrior fighting style. The chi fighter does not gain any abilities from his style, the only effect is to determine what special moves the chi fighter can learn. This replaces proficiency in shields (including tower shields).

Fighting Style Choice: At third level and every four levels thereafter, the chi fighter learns one special move from his fighting style. Treat chi fighter levels as chi warrior levels when using special moves. This replaces bravery.

FEATS

The following feats are beneficial to chi warriors.

Allied Assault (Combat)

Just because you are a paragon of combat doesn't mean you don't need help.

Prerequisites: Fighting style class feature, Quicksilver Duelist fighting style.

Benefit: Whenever you and an ally adjacent to you makes an initiative check, you can both act on the better of your two initiative check results. You must decide to do this before rolling initiative.

Extra Special Move (Combat)

The forms of chi combat are easy for you to learn in quantity.

Prerequisites: Fighting style class feature.

Benefit: You learn one additional special move. You must abide by the normal rules of what styles to learn

special moves from.

Special: You can take this feat multiple times, each time selecting a new special move.

Extra Style (Combat)

The styles of chi combat are easily ingrained into your movements.

Prerequisites: Fighting style class feature.

Benefit: You learn an additional secondary fighting style.

Special: You can take this feat multiple times, each time selecting a new secondary fighting style.

Generous Soul (Combat)

You can see the light that burns in others, and know how to kindle it.

Prerequisites: Fighting style class feature, Adamant Champion fighting style.

Benefit: Whenever you grant yourself or an ally temporary hit points, they gain an additional amount of temporary hit points equal to their Cha modifier (minimum 1).

Shadow Hunter (Combat)

Darkness hides many things, and some of them are deadly, like you.

Prerequisites: Fighting style class feature, Shade Phantom fighting style.

Benefit: In dim or darker lighting, you gain the ability to deal +1d6 damage to targets that are flat footed or that you are flanking.

Wind Fist (Combat)

The damaging power of air is always a surprise, often the last surprise.

Prerequisites: Fighting style class feature, Storm Fist fighting style.

Benefit: You are treated as though you are using a manufactured weapon for effects that would cause damage to you for making an unarmed strike, such as a fire elemental's burn special ability.

SAMPLE CHI WARRIOR

Mother always said to dress for the occasion, and I have taken that to heart...

Martilena Deeth (CR 1/2; XP 200)

Female human chi warrior 1

CN Medium humanoid (human)

Init +1; **Senses** Perception +3

Defense

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 12 (1d10+2)

Fort +4, **Ref** +3, **Will** +1

Offense

Speed 30 ft.

Melee bladed scarf +4 (1d6+2 trip, disarm) or unarmed strike +3 (1d6+2).

Ranged light crossbow +2 (1d8/19–20)

Special Moves perfect parry, rolling thunder

Statistics

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +1; **CMB** +3; **CMD** 4

Feats Combat Reflexes, Weapon Focus (bladed scarf).

Skills Acrobatics +5, Escape Artist +5, Intimidate +6, Perception +3, Sense Motive +3

SQ fighting style (quicksilver duelist), secondary fighting style (adamant champion, storm fist)

Languages Common.

Combat Gear *potion of cure light wounds*; **Gear** bladed scarf, chain shirt, light crossbow

Demographics

Faith Nise

Homeland The Haunted Sea

On the ship that Martilena grew up on, the word of Mother was law. In the parlance of some of the Fleets of Nise that ply the treacherous waters around The Haunted Sea, “Mother” is the title of the ship’s captain, dedicated to the Sister of Battle and a life of piracy, combat and adventure. You must fight, or you must serve, and such an environment forces the adoption of many creative methods of survival. Those who think Martilena’s silken scarf is merely a pirate’s affectation learn to rue their mistake.

Martilena was an actual daughter of the Mother of Blood’s Fancy, a four-masted blockade runner. Much was expected of her, and she rose to the challenge, drawing inspiration from the current of power in the air, land and sea. An inspired combatant, Martilena also showed great skills in dealing with land and port issues, something Nise’s Daughters often have trouble with. Her fighting moves were almost supernatural in nature, and laid awe amongst her shipmates; there is a strong suspicion that Martilena Deeth will soon challenge the current Mother and take the title in good time, if she can find challenges on sea and land to help her grow in power.

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