

Chi Master

The chi master believes that violence is sometimes necessary, but knowing and understanding is the true root of perfection.

The chi master is an archetype of the monk class.

Ki Pool (Su): At 1st level, a chi master gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a chi master's ki pool is equal to half his monk level (minimum 1) + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike. At 4th level, ki strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 10th level, his unarmed attacks are also treated as being aligned, based upon his alignment. If the chi master has an alignment that is not Neutral along either the Law-Chaos or Good-Evil axis, his unarmed attacks count as that alignment (for example, a Lawful Good chi master's unarmed attacks are counted as both Lawfully-aligned and Good-aligned). If the chi master's alignment along either axis is Neutral, he must either choose an end of that axis to count his unarmed strikes as, or he may instead retain his neutrality and count his unarmed strikes as neither alignment. At 16th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

By spending 1 point from his ki pool as a swift action, a chi master can make one additional unarmed strike at his highest attack bonus when making a flurry of blows attack. This bonus attack stacks with all bonus attacks gained from flurry of blows, as well as those from haste and similar effects. A chi master gains additional powers that consume points from his ki pool as he gains levels.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

This ability replaces blitz techniques and the ki pool gained at 2nd level.

Chi Techniques (Su): Starting at 1st level and every other level thereafter, a chi master learns a new chi technique from the list below. Some chi techniques have prerequisites. All chi techniques except stances cost 1 ki to activate and require a swift action to use, including the stances. A chi master can only have 1 stance activated at all times. He loses the bonuses of his stance when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. A chi master may take Extra Combo Finisher feat to gain an extra chi technique.

Adept of Flame (Su): The sun burns with an eternal fire and the chi master continue on the path to understanding that intensity. The chi master gains the Sun Stance. This stance grants the chi master +2 Strength and -2 Wisdom. While in sun stance, the chi master deals 4 extra points of damage when he successfully strikes opponents, and 8 extra points of damage when he critically hits opponents. **Prerequisites:** The chi master must be at least 5th level and have the disciple of candles chi technique to select this chi technique.

Adept of Rain (Su): The sea is always in motion, and you continue on the path to understanding the way of the sea. The chi master gains the Ocean Stance. This stance grants the chi master +2 Wisdom, -2 Strength, and +3 to all saving throws. While in ocean stance, the chi master receives a dodge bonus to armor class (+4). **Prerequisites:** The chi master must be at least 5th level and have the disciple of puddles chi technique to select this chi technique.

Adept of Rock (Su): The mountain is eternal and the chi master continues on the path to understanding the way of stone. The chi master gains the Mountain Stance. This stance grants the chi master +2 Constitution, -2 Dexterity, and +2 Natural Armor Bonus. While in mountain stance, the chi master gains 2/- damage reduction when struck by opponents and 4/- when critically hit for 1 round. If multiple critical attacks strike the chi

master, the damage reduction stacks for the round. **Prerequisites:** The chi master must be at least 5th level and have the disciple of pebbles chi technique to select this chi technique.

Adept of Wind (Su): The wind is untouchable and the chi master continues on the path to understanding what it is to be like the wind. The chi master gains the Wind Stance: This stance grants the chi master +2 Dexterity, -2 Constitution, and is able to make two extra attacks in a round at his highest base attack bonus, but these attacks take a -3 penalty, as does each other attack made that round. **Prerequisites:** The chi master must be at least 5th level and have the disciple of breezes chi technique to select this chi technique.

All-Consuming Flame (Su): The chi master strikes his opponent and curses them to light up like tinder. For the next 5 rounds, any fire damage affecting his opponent deals an additional 1d6 points of fire damage. **Prerequisites:** The chi master must be at least 3rd level and have the disciple of candles chi technique to select this chi technique.

Difficulty at the Beginning (Su): The chi master's meditations allows him to fill an ally with healing energy. This ability heals an ally for 1d6 + 1 per monk level, points of damage. **Prerequisites:** The chi master must be at least 3rd level and have the disciple of puddles chi technique to select this chi technique.

Disciple of Breezes (Su): The wind is untouchable and the chi master has taken his first steps on the path to understanding what it is to be a leaf on the wind. The chi master gains the Lesser Wind Stance. The Wind Stance focuses on movement, granting the chi master an increased Dexterity (+2) and while fighting unarmed and unencumbered, with a full-attack action, is able to make one extra unarmed attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round at the cost of reducing the chi master's Constitution (-2) while the stance is active.

Disciple of Candles (Su): The sun burns with an eternal fire and the chi master has taken his first steps on the path to understanding that power and intensity. The chi master gains the Lesser Sun Stance. The sun stance focuses on an aggressive offense, granting the chi master an increased Strength (+2) at the cost of decreased Wisdom (-2). While in lesser sun stance, the chi master deals 2 extra points of damage when he successfully strikes opponents, and 4 extra points of damage when he critically hits opponents.

Disciple of Pebbles (Su): The mountain is eternal and the chi master has taken his first steps on the path to understanding the unyielding resilience of stone. The chi master gains the Lesser Mountain Stance. The mountain stance focuses on endurance and defense, granting the chi master an increased Constitution (+2), and natural armor (+1), at the cost of reducing his Dexterity (-2) and movement speed (-50%). While in lesser mountain stance, the chi master gains 1/- damage reduction when struck by opponents and 2/- when critically hit for 1 round. If multiple critical attacks strike the chi master, the damage reduction stacks for the round.

Disciple of Puddles (Su): The sea is teeming with life in motion and the chi master has taken his first steps on the path to understanding the way of the sea. The chi master gains the Lesser Ocean Stance. The lesser ocean stance focuses on redirection and the supernatural, granting the chi master an increased Wisdom and Saving Throws (+2 each) at the cost of reducing his Strength (-2). While in lesser ocean stance, the chi master receives a dodge bonus to armor class (+2).

Drowning Touch (Su): The chi master strikes his opponent and curses them to feel the undertow of the sea. For the next 5 rounds, any water damage affecting his opponent deals an additional 1d6 points of water damage. **Prerequisites:** The chi master must be at least 3rd level and have the disciple of puddles chi technique to select this chi technique.

Fires of Purity I (Su): The chi master strikes an opponent, backed with the power of flames. For 1 round, all attacks made will deal an additional 1d6 points of fire damage. **Prerequisite:** The chi master must have the disciple of candles chi technique to select this chi technique.

Fires of Purity II (Su): The chi master strikes an opponent, backed with the power of flames. For 1 round, all attacks made will deal an additional 2d6 points of fire damage. **Prerequisites:** The chi master must have the disciple of candles and adept of flame chi techniques to select this chi technique.

Fires of Purity III (Su): The chi master strikes an opponent, backed with the power of flames. For 1 round, all attacks made will deal an additional 3d6 points of fire damage. **Prerequisites:** The chi master must have the disciple of candles, adept of flame, and master of bonfires chi techniques to select this chi technique.

Fires of Purity IV (Su): The chi master strikes an opponent, backed with the power of flames. For 1 round, all attacks made will deal an additional 4d6 points of fire damage. **Prerequisites:** The chi master must have the disciple of candles, adept of flame, master of bonfires, and grandmaster of the sun chi techniques to select this chi technique.

Flowing Water Strike I (Su): The chi master strikes an opponent, backed with the power of the sea. For 1 round, all attacks made will deal an additional 1d6 points of water damage. **Prerequisite:** The chi master must have the disciple of puddles chi technique to select this chi technique.

Flowing Water Strike II (Su): The chi master strikes an opponent, backed with the power of the sea. For 1 round, all attacks made will deal an additional 2d6 points of water damage. **Prerequisites:** The chi master must have the disciple of puddles and adept of rain chi techniques to select this chi technique.

Flowing Water Strike III (Su): The chi master strikes an opponent, backed with the power of the sea. For 1 round, all attacks made will deal an additional 3d6 points of water damage. **Prerequisites:** The chi master must have the disciple of puddles, adept of rain, and master of the sea chi techniques to select this chi technique.

Flowing Water Strike IV (Su): The chi master strikes an opponent, backed with the power of the sea. For 1 round, all attacks made will deal an additional 4d6 points of water damage. **Prerequisites:** The chi master must have the disciple of puddles, adept of rain, master of the sea, and grandmaster of oceans chi techniques to select this chi technique.

Grandmaster of Mountains (Su): The mountain is eternal as is the chi master. The chi master gains the Ultimate Mountain Stance. This stance grants the chi master +4 Constitution, -2 Dexterity, and +4 Natural Armor Bonus. While in ultimate mountain stance, the chi master gains 4/- damage reduction when struck by opponents and 8/- when critically hit for 1 round. If multiple critical attacks strike the chi master, the damage reduction stacks for the round. **Prerequisites:** The chi master must be at least 17th level and have the disciple of pebbles, adept of rock, and master of stone chi techniques to select this chi technique.

Grandmaster of Oceans (Su): The sea is always in motion as is the chi master. The chi master gains the Ultimate Ocean Stance. This stance grants the chi master +4 Wisdom, -2 Strength, and +5 to all saving throws. While in ultimate ocean stance, the chi master receives a dodge bonus to armor class (+8). **Prerequisites:** The chi master must be at least 17th level and have the disciple of puddles, adept of rain, and master of the sea chi techniques to select this chi technique.

Grandmaster of Storms (Su): The wind is untouchable and so is the chi master. The chi master gains the Ultimate Wind Stance. This stance grants the chi master +4 Dexterity, -2 Constitution, and is able to make four extra attacks in a round at his highest base attack bonus, but these attacks take a -5 penalty, as does each other attack made that round. **Prerequisites:** The chi master must be at least 17th level and have the disciple of breezes, adept of wind, and master of thunder chi techniques to select this chi technique.

Grandmaster of the Sun (Su): The sun burns with an eternal fire as do the chi master. The chi master gains the Ultimate Sun Stance. This stance grants the chi master +4 Strength and -2 Wisdom. While in ultimate

sun stance, the chi master deals 8 extra points of damage when he successfully strikes opponents, and 16 extra points of damage when he critically hits opponents. **Prerequisites:** The chi master must be at least 17th level and have the disciple of candles, adept of flame, and master of bonfires chi techniques to select this chi technique.

Impact Strike (Su): The chi master strikes his opponent and curses them to feel the crushing strength of the earth. For the next 5 rounds, any earth damage affecting his opponent deals an additional 1d6 points of earth damage. **Prerequisites:** The chi master must be at least 3rd level and have the disciple of pebbles chi technique to select this chi technique.

Lifting the Veil (Su): The chi master's meditations allows him to clear the vision of an ally. This ability cures the Blind status effect. **Prerequisites:** The chi master must be at least 3rd level and have the disciple of breezes chi technique to select this chi technique.

Master of Bonfires (Su): The sun burns with an eternal fire and the chi master continues on the path to understanding that intensity. The chi master gains the Greater Sun Stance. This stance grants the chi master +3 Strength and -2 Wisdom. While in greater sun stance, the chi master deals 6 extra points of damage when he successfully strikes opponents, and 12 extra points of damage when he critically hits opponents. **Prerequisites:** The chi master must be at least 11th level and have the disciple of candles and adept of flame chi techniques to select this chi technique.

Master of Stone (Su): The mountain is eternal and the chi master continues on the path to understanding the way of stone. The chi master gains the Greater Mountain Stance. This stance grants the chi master +3 Constitution, -2 Dexterity, and +3 Natural Armor Bonus. While in greater mountain stance, the chi master gains 3/- damage reduction when struck by opponents and 6/- when critically hit for 1 round. If multiple critical attacks strike the chi master, the damage reduction stacks for the round. **Prerequisites:** The chi master must be at least 11th level and have the disciple of pebbles and adept of rock chi techniques to select this chi technique.

Master of the Sea (Su): The sea is always in motion and the chi master continues on the path to understanding the way of the sea. The chi master gains the Greater Ocean Stance. This stance grants the chi master +3 Wisdom, -2 Strength, and +4 to all saving throws. While in greater ocean stance, the chi master receives a dodge bonus to armor class (+6). **Prerequisites:** The chi master must be at least 11th level and have the disciple of puddles and adept of rain chi techniques to select this chi technique.

Master of Thunder (Su): The wind is untouchable and the chi master continues on the path to understanding what it is to be like the wind. The chi master gains the Greater Wind Stance. This stance grants the chi master +3 Dexterity, -2 Constitution, and is able to make three extra attacks in a round at his highest base attack bonus, but these attacks take a -4 penalty, as does each other attack made that round. **Prerequisites:** The chi master must be at least 11th level and have the disciple of breezes and adept of wind chi techniques to select this chi technique.

Restoring the Balance (Su): The chi master's meditations allows him to restore the harmony of an ally, dispelling hostile energies twisting his target's ki. This ability cures the Immobilize, Disable, and Curse status effects. **Prerequisites:** The chi master must be at least 7th level and have the disciple of candles chi technique to select this chi technique.

Rise of the Phoenix (Su): The chi master's meditations allows him to restore the spirit of one who has fallen before their destiny has been achieved. This mirrors the effects of a Raise spell except the chi master loses half of his current health. **Prerequisites:** The chi master must be at least 11th level and have the adept of flame chi technique to select this chi technique.

Static Charge (Su): The chi master strikes his opponent and curses them to feel the fury of the sky. For the next 5 rounds, any lightning damage affecting his opponent deals an additional 1d6 points of lightning damage. **Prerequisites**: The chi master must be at least 3rd level and have the disciple of breezes chi technique to select this chi technique.

Storm Strike I (Su): The chi master strikes an opponent, backed with the power of lightning. For 1 round, all attacks made will deal an additional 1d6 points of lightning damage. **Prerequisite**: The chi master must have the disciple of breezes chi technique to select this chi technique.

Storm Strike II (Su): The chi master strikes an opponent, backed with the power of lightning. For 1 round, all attacks made will deal an additional 2d6 points of lightning damage. **Prerequisites**: The chi master must have the disciple of breezes and adept of wind chi techniques to select this chi technique.

Storm Strike III (Su): The chi master strikes an opponent, backed with the power of lightning. For 1 round, all attacks made will deal an additional 3d6 points of lightning damage. **Prerequisites**: The chi master must have the disciple of breezes, adept of wind, and master of thunder chi techniques to select this chi technique.

Storm Strike IV (Su): The chi master strikes an opponent, backed with the power of lightning. For 1 round, all attacks made will deal an additional 4d6 points of lightning damage. **Prerequisites**: The chi master must have the disciple of breezes, adept of wind, master of thunder, and grandmaster of storms chi techniques to select this chi technique.

Strike of the Enduring I (Su): The chi master strikes an opponent, backed with the power of earth. For 1 round, all attacks made will deal an additional 1d6 points of earth damage. **Prerequisite**: The chi master must have the disciple of pebbles chi technique to select this chi technique.

Strike of the Enduring II (Su): The chi master strikes an opponent, backed with the power of earth. For 1 round, all attacks made will deal an additional 2d6 points of earth damage. **Prerequisites**: The chi master must have the disciple of pebbles and adept of rock chi techniques to select this chi technique.

Strike of the Enduring III (Su): The chi master strikes an opponent, backed with the power of earth. For 1 round, all attacks made will deal an additional 3d6 points of earth damage. **Prerequisites**: The chi master must have the disciple of pebbles, adept of rock, and master of stone chi techniques to select this chi technique.

Strike of the Enduring IV (Su): The chi master strikes an opponent, backed with the power of earth. For 1 round, all attacks made will deal an additional 4d6 points of earth damage. **Prerequisites**: The chi master must have the disciple of pebbles, adept of rock, master of stone, and grandmaster of mountains chi techniques to select this chi technique.

The Receptive Earth (Su): The chi master's meditations allows him to purify an ally of infection. This ability cures the Disease and Zombie status effects. **Prerequisites**: The chi master must be at least 7th level and have the disciple of pebbles chi technique to select this chi technique.

These abilities replace combo finishers.