

Ki Warrior

Ki warriors are monks who have learned to harness the life energy called ki, and forge it into a deadly weapon enhancer, using their own bodies as weapons. These ki warriors are masters of the martial arts and hence are only hindered by the use of manufactured weapons and armors. A ki warrior's ki infuses them with many abilities, and unlocks the legendary super transformations that grants them phenomenal strength and agility.

The ki warrior is an archetype of the monk class.

Limit Break (Su): At 1st level, the ki warrior receives the Limit Break (Infinite Spirit).

Infinite Spirit (Su): This Limit Break allows the ki warrior to spend points from his ki pool without expending them for a duration of 1 round + 1 round per four monk levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Flawless Fists).

Superior Ki Pool (Su): At 1st level, a ki warrior gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a ki warrior's ki pool is equal to double his monk level + his Wisdom modifier. As long as he has at least 1 point in his ki pool, he can make a ki strike. At 3rd 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 lawful weapons for the purpose of overcoming damage reduction. 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 ki warrior 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 ki warrior 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.

When a ki warrior mentally prepares themselves to fight or use ki abilities, they essentially prepare their ki pool for use and become 'charged up'. While charged up, a bluish white energy flows from their feet up to their head in numerous flame-like spikes of energy and connect above the ki warrior. This can be suppressed at will as a free action.

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

Ki Blast (Su): Also, at 1st level, a ki warrior can spend a ki point to fire a blast of ki to a target creature within 60 feet. Using a ranged touch attack, this ki blast deals 1d6 points of non-elemental damage + an additional 1d6 points of non-elemental damage per two monk levels thereafter.

This ability replaces stunning fist. A ki warrior who later takes the Stunning Fist feat uses it as if they were not a monk.

Super Transformation (Su): A ki warrior can transform into a super fighting machine. At 1st level, a ki warrior can remain transformed for a number of rounds per day equal to 4 + his Constitution modifier. For each level after 1st he possesses, the ki warrior can remain transformed for 2 additional rounds per day. Temporary increases to Constitution, such as that gained from *dwarf's endurance*, do not increase the total number of

rounds that a ki warrior can remain transformed per day. A ki warrior can transform as a swift action. The total number of rounds per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While transformed, a ki warrior gains a +2 bonus on melee attack rolls, melee damage rolls, and thrown weapon damage rolls. His ki blasts also does an extra 1d6 points of non-elemental damage. In addition, he gains a +10 bonus movement speed and 2 temporary hit points per Hit Die. These temporary hit points are lost first when a character takes damage, disappear when the transformation ends, and are not replenished if the ki warrior transforms again within 1 minute of his previous transformation. Super transformation does not stack with any type of rage or defensive stance.

A ki warrior can end his transformation as a free action, and is fatigued for 1 minute after his transformation ends. This fatigue cannot be reduced or mitigated in any way and applies even to normally fatigue-immune characters, but can be cured as normal. A ki warrior can't transform while fatigued or exhausted, but can otherwise transform multiple times per day. If a ki warrior falls unconscious, his transformation immediately ends.

When the ki warrior makes the transformation, his hair and eyebrows turn bright gold in color and his pupils and irises turn a bright almost glowing sea green. Their muscles bulge slightly and their now golden hair stands more straight up than it did before. The ki warrior radiates a golden light of power that constantly flows up from their feet like an opaque flame, making their hair and clothes wave lightly almost like it was in a wind. The ki warrior can voluntarily suppress this light at any time as a free action, even when it's not their turn, though they still retain their golden hair, eyebrows, and green pupils regardless until they revert to their normal state, losing the bonuses granted by the transformation.

At 5th level, the ki warrior reaches the second tier to his transformation ability. All bonuses and temporary hit points are doubled (x2), his ki blasts does an extra 2d6 points of non-elemental damage. Reaching second tier requires 2 rounds, spending 1 ki point per round or the ki warrior can spend 4 ki points to reach second tier immediately. The second tier of the super transformation looks the same as the first, with the exception that the ki warrior's golden hair is a little longer and its shape is a little different than the first form. Exactly how it is different varies from ki warrior to ki warrior based on their hairstyle. Also, while in the super transformation 2 form, because of the amount of energy being channeled and focused, the ki warrior has little random arcs of electricity coursing around him. This electricity does not harm the ki warrior or any opponents. The ki warrior must continually pay 1 ki per round to maintain this form or he reverts back to first tier form.

At 10th level, the ki warrior reaches the third tier to his transformation ability. All bonuses and temporary hit points are tripled (x3), his ki blasts does an extra 3d6 points of non-elemental damage. Reaching third tier requires 3 rounds, spending 1 ki point per round or the ki warrior can spend 6 ki points to reach third tier immediately. The third tier of the super transformation looks similar to the first two, but slightly different. The ki warrior's golden hair is now extremely long, reaching all the way down to his lower back. The ki warrior's golden eyebrows completely disappears and the area where his eyebrows would normally be contorts into a very serious or angered look. The ki warrior must continually pay 1 ki per round to maintain this form or he reverts back to first tier form.

At 15th level, the ki warrior reaches the fourth tier to his transformation ability. All bonuses and temporary hit points are quadrupled (x4), his ki blasts does an extra 4d6 points of non-elemental damage. Reaching fourth tier requires 4 rounds, spending 1 ki point per round or the ki warrior can spend 8 ki points to reach fourth tier immediately. The fourth tier of the super transformation looks similar to first two, but the ki warrior's hair is now a light blue color instead. The ki warrior must continually pay 2 ki per round to maintain this form or he reverts back to first tier form.

At 20th level, the ki warrior reaches the final tier to his transformation ability. All bonuses and temporary hit points are quintupled (x5), his ki blasts does an extra 5d6 points of non-elemental damage. Reaching fifth tier

requires 5 rounds, spending 1 ki point per round or the ki warrior can spend 10 ki points to reach fifth tier immediately. The final tier of the super transformation looks similar to first two, but the ki warrior's hair is now a light pink color instead. The ki warrior must continually pay 2 ki per round to maintain this form or he reverts back to first tier form.

This ability replaces combo finishers.

Ki Powers (Su): At 2nd level and every two monk levels thereafter, a ki warrior can select one ki power. These powers allow the ki warrior to perform amazing feats of mystical power and acrobatic prowess by expending points from his ki pool. Once a ki power is selected, it cannot be changed. Some ki powers require the ki warrior to be of a specific level or higher before they can be chosen. Unless otherwise noted, a ki warrior cannot select an individual ki power more than once. Powers marked with an asterisk add effects to a ki warrior's *ki blast*. Only one of these powers can be applied to an individual attack, and the decision must be made before the attack roll is made. The ki warrior gains access to the following ki powers:

*Advanced Ki Barrage** (Su): As *ki barrage* ability, but the ki warrior is able to produce a fourth ki blast attack at a -15 penalty as part of a full-attack. **Prerequisites:** A ki warrior must be at least 18th level and have the *ki barrage* and *improved ki barrage* ki powers before selecting this ki power.

Destructo Disc (Su): This ki power gives the ki warrior the ability to spend a ki point to create a spinning buzz saw of ki above their head in a flat circular disk shape. It can be thrown as a ranged touch attack. The disk has a range of 100 feet + 10 feet per two monk levels after 6th, sawing through solid matter in its path. The disc acts as a ranged touch attack and bypasses hardness as though it were an adamantite weapon. If the disc misses the target in the first round, the ki warrior can take a standard action in the following round to magically realign the disc to follow the target. The disc deals a total of 36 points of total damage. The disc stops when it hits the target dealing 6d6 points of localized damage, meaning that at DM discretion, the disc may in fact saw off entire limbs, or when the damage total is greater than the targets remaining hit points, may even saw a target in half. The disc also dissipates when it has used up the 36 points of damage by passing through the hit points of solid material between the ki warrior and the target of the ability or if it has not used up its damage total or hit the target of the ability after 10 rounds of being realigned and aimed. **Prerequisite:** A ki warrior must be at least 6th level before selecting this ki power.

Dragon Fist (Su): Learning this ability allows the ki warrior to channel his ki into a melee attack in the form of a golden dragon. As a standard action, the ki warrior may spend 2 ki points from his ki pool to make a single unarmed strike against an opponent within reach, and on a hit, deals damage as normal as well as applying the damage from his ki blast upon the target. **Prerequisite:** A ki warrior must be at least 8th level before selecting this ki power.

*Exploding Blast** (Su): Learning this ki power allows the ki warrior to change his ki blast to explode into a 20-foot-radius burst when he hits a creature. This increases the ki point cost to 3 to use. All creatures caught in the blast takes the ki warrior's ki blast damage, and are entitled to a Reflex save (DC 10 + half of the monk's level + his Wisdom modifier) for half damage (the creature you directly struck is not entitled to a save). **Prerequisite:** A ki warrior must be at least 6th level before selecting this ki power.

Flash Step (Su): Taking this ki power gives the ki warrior the ability to magically transport between spaces, as if using the *dimension door* spell for 1 ki point. The ki warrior uses his monk level as his caster level for this ability. **Prerequisite:** A ki warrior must be at least 8th level before selecting this ki power.

Healing Spirit (Su): Learning this ki power means that a ki warrior has learned how to use his own life force to bolster the life force of others. When using this ki power, the ki warrior must be adjacent from the target of this ability and then heals for 1d6 hit points of damage per ki point spent as a full-round action. This ability can only be used to heal other targets, and not the ki warrior. This ability only works on living creatures.

Improved Intimidating Ki (Su): As *intimidating ki* ability except the penalty on an opponents' attack rolls within 10 feet increases to -4, and as a free action on the ki warrior's turn, he can strengthen and focus the ever-shifting and flowing light around him in a display that others find disturbing. When he focuses his aura in this manner, he may make an immediate Intimidate skill check to demoralize all opponents within 30 feet that can see him and have no more than 2 hit dice more than he does. While the ki warrior's ki is about his body, he gains a +2 circumstance bonus on all Intimidate skill checks. **Prerequisites:** A ki warrior must be at least 6th level and have the *intimidating ki* ki power before selecting this ki power.

Improved Ki Barrage (Su):* As *ki barrage* ability, but the ki warrior is able to produce a third ki blast attack at a -10 penalty as part of a full-attack. **Prerequisites:** A ki warrior must be at least 12th level and have the *ki barrage* ki power before selecting this ki power.

Improved Ki Flight (Su): As *ki flight* ability except the ki warrior's fly speed increases by double. **Prerequisites:** A ki warrior must be at least 8th level and have the *ki flight* ki power before selecting this ki power.

Improved Ki Sense (Su): As *sense ki* ability, but the ability improves to having accuracy out to 25 miles in a spherical radius from the ki warrior, and the *improved ki sense* gives him a better sense of how far the ki presence is from his in a very rough numeric distance. A ki warrior with *improved ki sense* can also distinguish one person's ki from another once they have sensed it.

Instant Transmission (Su): This ki power acts like a *greater bend time and space* spell using his monk level as his caster level. The ki warrior spend 2 ki points and a standard action focusing on where he wants to go and teleports. He may take along a willing medium or smaller creature per monk level whom are touching him or touching someone else who is touching him. Large creatures count as two medium creatures and huge creatures as two large creatures and so forth when calculating whom he may take with him. Alternatively, the ki warrior may use instant transmission to teleport within 30 feet of his current location as a swift action, costing 1 ki point. Unlike *greater bend time and space*, instant transmission can cross interplanar boundaries, but only in cases when the ki warrior has the "ki" or life force of a familiar creature to lock onto. The 'beacon' creature does not get any special awareness that they're acting as the ki warrior's focus for this purpose and need not be a willing participant. In order to cross interplanar boundaries, the ki warrior must spend 1 full-round action to lock onto the life force of the target that's acting as a beacon. **Prerequisite:** A ki warrior must be at least 16th level and have the *ki sense* and *improved ki sense* ki powers before selecting this ki power.

Intimidating Ki (Su): The ki that surrounds a ki warrior when he is charged up is more visible and has an almost palpable aura. When adjacent to the ki warrior, all opponents within 10 feet take a -2 to attack rolls because of the ever-shifting and flowing light around him. This aura is around him anytime he wants it to be. It sheds dim illumination in 5 feet and can be activated or suppressed at any time as a free action. Producing the aura costs 1 ki point.

Kamehameha (Su):* Learning this ki power allows the ki warrior to change his ki blast to become a 10-ft.-wide, 120-ft.-line of destruction. This increases the ki point cost to 3 to use. All creatures caught in the blast takes the ki warrior's ki blast damage, and are entitled to a Reflex save (DC 10 + half of the monk's level + his Wisdom modifier) for half damage. By spending 2 extra ki points, the ki warrior can, as a full-round action, double the damage and the width of his ki blast.

Ki Barrage (Su):* When this ability is learned, the ki warrior is able to produce an additional ki blast attack at a -5 penalty as part of a full-attack. **Prerequisite:** A ki warrior must be at least 6th level before selecting this ki power.

Ki Charging (Su): When a ki warrior takes this ki power, he has learned to replenish his ki. This can be accomplished in only one way which is very dangerous to him. Once per day, when he begins charging, he can sacrifice 10 hit points to gain back 1 ki point. These hit points use actual hit points, not any temporary hit points he might have, and it cannot be mitigated. He may never use this power to exceed his actual ki pool maximum. **Prerequisite**: A ki warrior must be at least 8th level before selecting this ki power.

Ki Enhancement (Su): Learning this ki power allows the ki warrior to spend ki points to gain a bonus to a physical attribute. As a move action, a ki warrior may spend 1 ki point to gain a +2 enhancement bonus to Strength, Dexterity, or Constitution. For every 3 levels after 4th, the ki warrior may spend an additional ki point to increase attributes. This bonus lasts for a number of rounds equal to 3 + his Wisdom modifier.

Ki Flight (Su): When a ki warrior takes this ki power, he has learned the art of taking his ki and putting it under himself and using it to propel himself into the air giving him the ability to fly (as the *fly* spell). This ability costs a ki point and lasts a minute. **Prerequisite**: A ki warrior must be at least 6th level before selecting this ki power.

Ki Shield (Su): For every ki point per monk level, a ki warrior can use his ki energy to create a 5-foot-wide clear field of energy around himself for 1 round as a swift action which grants him a cylindrical shield on all sides that absorbs 10 hit points per monk level worth of magical or physical damage and lasts for 1 round. For every 2 ki points per monk level, this ability can be used as an immediate action. **Prerequisite**: A ki warrior must be at least 8th level before selecting this ki power.

Ki Sight (Su): Upon taking this ki power, the ki warrior's control and awareness of the life energy around him has given him the ability to "feel" where things are around him. This ability grants the ki warrior the blindsight up to 30 feet at all times. **Prerequisites**: A ki warrior must be at least 10th level and have *sense ki* and *improved sense ki* ki powers before selecting this ki power.

Sense Ki (Su): When another ki warrior, monk, ninja, or other class with "ki" related abilities are within 100 feet from the ki warrior, he gets a sixth sense alerting him to the presence of this ki. When he receives this feeling, he get a general direction, distance and feeling for how powerful the persons ki is. This ability works accurately within 1 mile in a spherical circumference from the ki warrior, and can accurately identify the exact source of the ki within 30 feet. The accuracy for this ability, or if it will even function beyond 1 mile is the DM's discretion.

Solar Flare (Su): Learning this ki power gives the ki warrior the ability to use their ki energy to produce a bright blinding light that emanates from the ki warrior in all directions costing a ki point. Any creature within 30 feet whose eyes are not shut or covered must make a Reflex save (DC 10 + half of the monk's level + his Wisdom modifier) to avoid being blinded. Any creature who fails the save is blinded for 1d3 rounds, and then dazzled in the following round. After which time the character can see normally again. A character that fails its save, and spends their next full-round action doing nothing but clearing their eyes and trying to regain their vision may act normally in the following round without being blinded or dazzled.

Spirit Bomb (Su): The spirit bomb is one of the most powerful abilities that a ki warrior can use. To use the spirit bomb, a ki warrior places both hands palm up into the air and he spends the full-round action saying the incantation "The rivers, the trees, the wind, mountains, oceans and seas, vast lands of the earth, please offer me your fighting spirit, I ask of you, please." The ki warrior then waits as all life on the planet gives the ki warrior a small piece of their life energy. Every round that the ki warrior spends waiting on the life energy, the damage goes up in a summation progression. This non-elemental damage starts at 5d6 and increases by 5d6 per round (up to a maximum of 100d6). The range for this ki power is a 1,200-ft.-line, 30-ft.-wide. Creatures in the area of effect take this damage unless they make a Reflex save (DC 10 + half of the monk's level + his Wisdom modifier) for half. Structures in the line of effect are also damaged, taking the full brunt of the attack. The bodies of any creatures killed by a spirit bomb disintegrates. The ki warrior must be in an outdoor area to use

this ability, and have sufficient room to allow the energy to grow. A ki warrior struck while gathering the energy must make Concentration checks, using his monk level as his caster level (DC = damage dealt), or lose the energy and have to start the attack over again. The spirit bomb will not work on planes or planets that are devoid of life. This ability does not cost the ki warrior any ki points because the ki for the attack is being provided by the life forms of the planet. **Prerequisite:** A ki warrior must be at least 20th level before selecting this ki power.

Superior Ki Flight (Su): As *ki flight* ability except the ki warrior's fly speed increases by triple. In addition, the ki warrior gains Perfect maneuverability. **Prerequisites:** A ki warrior must be at least 12th level and have the *ki flight* and *improved ki flight* ki powers before selecting this ki power.

Sustained Flight (Su): A ki warrior's *ki flight* ability no longer requires ki points to maintain flight but he must have at least 1 ki point in his ki pool. **Prerequisites:** A ki warrior must be at least 10th level and have the *ki flight* ki power before selecting this ki power.

These abilities replace the normal monk's ki powers.

Tireless Transformation (Su): At 17th level and higher, a ki warrior no longer becomes fatigued at the end of his super transformation. If he enters a super transformation again within 1 minute of ending a super transformation, he doesn't gain any temporary hit points from his super transformation.

This ability replaces timeless body.