

PLAYER Paraphernalia



MASTER OF THE WAY
该路的主
(HYBRID CLASS)

#40

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PLAYER PARAPHERNALIA #40

By the Knotty-Works

Welcome to the fortieth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the Master of the way 该路的主, a hybrid class that focuses on oriental mysticism. The martial skill of the monk provides the physical aspects of the class while the wizard's spell casting abilities give it a supernatural flavor.

Master of the Way 该路的主

The Way is a spiritual discipline and philosophy that espouses both inner and external peace with oneself as well as the natural world. The master of the way spends her life in meditation and training to perfect this philosophy both for herself and those around her. Although violence is to be avoided when possible, much of the physical training centers on defensive forms of martial combat without use of weapons other than those that may be used to incapacitate foes rather than maim or kill.

The master of the way gains a spiritual connection with her inner chi that she may use to channel specific supernatural effects that are used for peaceful purposes or defensive postures when needed. She chooses a focus for her chi and uses it as a basis in her meditations. The master of the way is also trained in the method of Soft Hand, a defensive martial art focusing on defense and incapacitating an opponent. As she gains experience she learns how to pool her chi energy into more potent means of defending herself and aiding others.

Role: Given their pacifistic nature, masters of the way generally fulfill the role of party healer and utility support. However, they are effective combatants when the

need arises, especially when they may make full use of their training in the Soft Hand style. If Stunning Fist is taken either as a feat or chi power, the master of the way's effectiveness in combat at incapacitating foes increases drastically.

Parent Classes: cleric and monk

Alignment: The master of the way must be good in alignment, there is no restriction in regard to law, chaos, neutral in respect to being good.

Hit Die: d8

Starting Wealth: 1d6 X 10 gp (average of 35 gp.) The master of the way begin play with simple monk robes and sandals.

Class Skills: Acrobatics, Climb, Craft, Diplomacy, Escape Artist, Heal, Knowledge (history), Knowledge (religion), Knowledge (planes), Perception, Profession, Sense Motive, Spellcraft, Stealth, and Swim.

Skill Ranks per Level: 2 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The master of the way is proficient with the bola, handbo, jutte, kyoketsu shoge, meteor hammer, nunchaku, quarterstaff, rope dart, sai, sap, and tonfa. She is not proficient with any type of armor or shield, and wearing armor limits many of her class abilities.

Chi Focus (Su): The master of the way may choose one aspect of Chi as a focus of her studies and gains one additional spell per level from the associated chi spell list.



Master of the Way Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Spells Per Day					
		Fort	Ref	Will		1st	2nd	3rd	4th	5th	6th
1	+0	+2	+2	+2	Chi Focus, Orisons, Soft Hand (1d4), Unarmed Strike	1+1	—	—	—	—	—
2	+1	+3	+3	+3	Chi Pool	2+1	—	—	—	—	—
3	+2	+3	+3	+3	Evasion	3+1	—	—	—	—	—
4	+3	+4	+4	+4	Chi Power	3+1	1+1	—	—	—	—
5	+3	+4	+4	+4	Style Feat	4+1	2+1	—	—	—	—
6	+4	+5	+5	+5	Soft Hand (1d6)	4+1	3+1	—	—	—	—
7	+5	+5	+5	+5	Chi Power	4+1	3+1	1+1	—	—	—
8	+6/+1	+6	+6	+6	Style Feat	4+1	4+1	2+1	—	—	—
9	+6/+1	+6	+6	+6	Improved Evasion, Soft Hand (1d8)	5+1	4+1	3+1	—	—	—
10	+7/+2	+7	+7	+7	Chi Power	5+1	4+1	3+1	1+1	—	—
11	+8/+3	+7	+7	+7	Style Feat	5+1	4+1	4+1	2+1	—	—
12	+9/+4	+8	+8	+8	Soft Hand (1d10)	5+1	5+1	4+1	3+1	—	—
13	+9/+4	+8	+8	+8	Chi Power	5+1	5+1	4+1	3+1	1+1	—
14	+10/+5	+9	+9	+9	Style Feat	5+1	5+1	4+1	4+1	2+1	—
15	+11/+6/+1	+9	+9	+9	Soft Hand (1d12)	5+1	5+1	5+1	4+1	3+1	—
16	+12/+7+2	+10	+10	+10	Chi Power	5+1	5+1	5+1	4+1	3+1	1+1
17	+12/+7+2	+10	+10	+10	Style Feat	5+1	5+1	5+1	4+1	4+1	2+1
18	+13/+8+3	+11	+11	+11	Soft Hand (2d8)	5+1	5+1	5+1	5+1	4+1	3+1
19	+14/+9+4	+11	+11	+11	Chi Power	5+1	5+1	5+1	5+1	5+1	4+1
20	+15/+10+5	+12	+12	+12	Chi Mastery	5+1	5+1	5+1	5+1	5+1	5+1

Foresight

1st-Divine Favor, 2nd-Augury, 3rd-Locate Object, 4th-Divination, 5th-Commune, 6th-True Seeing

Freedom

1st-Liberating Command, 2nd-Remove Paralysis, 3rd-Remove Curse, 4th-Freedom of Movement, 5th-Break Enchantment, 6th-Wind Walk

Health

1st-Cure Light Wounds, 2nd-Cure Moderate Wounds, 3rd-Cure Serious Wounds, 4th-Cure Critical Wounds, 5th-Breath of Life, 6th-Heal

Luck

1st-Bless, 2nd-Grace, 3rd-Prayer, 4th-Blessing of Fervor, 5th-Righteous Might, 6th-Getaway

Prosperity

1st-Sanctuary, 2nd-Aid, 3rd-Create Food and Water, 4th-Death Ward, 5th-Life Bubble, 6th-Heroes' Feast

Tenacity

1st-Ant Haul, 2nd-Bull's Strength, 3rd-Wrathful Mantle, 4th-Holy Smite, 5th-Spell Resistance, 6th-Bull's Strength [Mass]

Vigor

1st-Deadyeye's Lore, 2nd-Bear's Endurance, 3rd-Nap Stack, 4th-Persistent Vigor, 5th-Cleanse, 6th-Bear's Endurance [Mass]

Vitality

1st-Remove Sickness, 2nd-Restoration [Lesser], 3rd-Protection from Energy, 4th-Restoration, 5th-Raise Dead, 6th-Restoration [Greater]



Wisdom

1st-Comprehend Languages, 2nd-Owl's Wisdom, 3rd-Elemental Speech, 4th-Discern Lies, 5th-True Seeing, 6th-Owl's Wisdom [Mass]

Soft Hand (Ex): The soft hand form of intense martial art training that focuses on subduing opponents rather than crippling or killing them. Soft hand allows the master of the way to make one extra attack per round as a full round attack, though all attacks suffer a -2 penalty to the attack roll (treating the master of the way as having the **Two-Weapon Fighting** feat) when making unarmed attacks or wielding a monk designated weapon (and possessing two weapons is not a requirement). This attack uses the master's normal base attack bonus and she uses her full strength bonus for all attacks regardless if it is an off-handed weapon or a two-handed weapon, and the master of the way may substitute the combat maneuvers of **dirty trick**, **disarm**, **steal**, or **trip** in place of an attack with her unarmed attacks. She may not use any natural weapons she possesses as part of her attacks for the Hand of the Way.

At 1st level, the master's unarmed attacks cause 1d4 points of damage. Her damage from her unarmed attacks increase to 1d6 at 6th level, 1d8 at 9th level, 1d10 at 12th level, 1d12 at 15th level, and 2d8 at 18th level.

In addition, the master of the way gains a bonus to her AC equal to her Wisdom modifier as long as she doesn't have the helpless condition. If the master of the way is wearing any type of armor or carrying a medium or heavier load, she loses the benefit both the AC bonus and the extra attack, though the damage caused by her unarmed attack does not change.

Orisons: The master of the way may expend one spell slot per day to gain the ability to prepare a number of orisons equal to twice the spell level sacrificed. Spell slots dedicated to either domain or focus spells cannot be switched out for orisons. Orisons are prepared and once cast are not expended.

Spells: The master of the way casts divine spells from the **chi spell list** (see below). She prepares her spells through an hour of meditation

and may choose any spell from the **chi spell list** each day. The master of the way must have a wisdom score equal to at least 10 + the spell level of the desired spell. The difficulty class for any saving throws for the master's spell is equal to 10 + the spell level + her wisdom modifier. The total number of spells the master of the way may cast per day is given on the Master of the Way Progression Table below. The master of the way does gain bonus spells for a high wisdom score.

Unarmed Strike (Ex): The master of the way gains **Improved Unarmed Strike** as a bonus feat at 1st level. She may attack with her fist, elbows, knees so may make an unarmed attack even while her hands are full. No unarmed attack is considered off handed for the master of the way allowing her full Strength damage to be applied to any unarmed attack. Her unarmed attack is treated both as a manufactured weapon and natural weapon for purposes of any spells that enhance the master's unarmed attack.

The master of the way is trained almost exclusively in non-lethal means of combat, and as a result causes non-lethal damage with no penalty to the attack roll, including causing damage while grappling an opponent. However, if the master of the way may choose to cause lethal damage with her unarmed attacks, but suffers a -4 penalty on the attack roll.

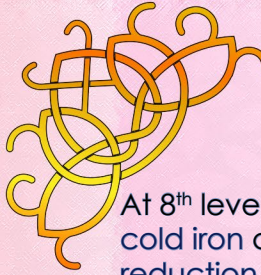
Note: The master of the way may take **Stunning Fist** as a chi power (see below). However, she may choose **Stunning Fist** as part of the normal feat selection (she does not need to meet the prerequisites for the feat), in which case she gains the additional benefits as defined by the chi power.

Chi Pool: At 2nd level the master of the way gains access to her chi pool, gaining a number of points each day equal to ½ her class level + her wisdom modifier.

If the master of the way has at least 1 point in her chi pool she may channel her chi energies through her unarmed attacks to gain the following benefits:

At 4th level her unarmed attacks are treated as magic for overcoming **damage reduction**.





At 8th level her unarmed attacks are treated as **cold iron** and **silver** for overcoming **damage reduction**.

At 12th level she may select one aspect of her alignment (law, good, or evil) and her unarmed attacks are treated as aligned for the aspect chosen for the purpose of overcoming **damage reduction**.

At 16th level her unarmed attacks are treated as **adamantine** for overcoming **damage reduction** and bypassing **hardness**.

She may also spend 1 point from her chi pool to gain one of the following abilities:

Channel positive energy through her touch to heal herself or one other living creature, restoring 1d4 hit points as a standard action. Note that this cannot be used to damage undead.

Gain a +2 **deflection** bonus to her AC for 1 round as a swift action.

Stabilize any living creature reduced to less than 0 hit points by touch as a standard action.

The benefits for having at least one point in the master of the way's chi pool or bonuses for expending a chi point are lost if the master of the way is wearing armor or carrying a medium or heavier load.

The master of the way may regain points to her chi pool under specific circumstances. If the master of the way single-handedly defeats an opponent without bloodshed in martial combat, she regains 1 point to her chi pool. She may also spend an hour in meditation to regain a number of points equal to ½ her Wisdom modifier (minimum of 1). The master of the way may never gain more points in her chi pool than initially gained at the beginning of the day.

Evasion (Ex): At 3rd level the master of the way gains the ability to supernaturally avoid the damage from most area-effect attacks. If she makes a successful **Reflex** saving throw against an attack that would do half damage with a successful save, the master of the way takes no damage. The master of the way loses this ability if helpless, wearing any type of armor, or carrying a medium or heavier load.

Chi Power: Beginning at 4th level the master of the way may choose a class ability called a chi power. These abilities typically require expending points from the master's **chi pool** to gain the effects of the ability. She may choose a chi power once unless otherwise noted in the power's description and once chosen, a power cannot be changed.

Aerial Acrobatics (Su): The master of the way may spend 1 point from her chi pool as a **standard action** to gain the ability to **fly** as the spell of the same name, treating the master's class level as the effective caster level. If the master of the way has at least 1 point in her chi pool after activating this power, she may add her class level to any **Fly** skill checks for the duration of this power's effect. The master of the way must be at least 7th level to take this chi power.

Akashic Awareness (Su): The master of the way may choose one field of study in the **Knowledge** skill in which she has at least 1 rank when choosing this power. She may then add her class level to any **Knowledge** skill checks involving the field of study chosen as long as the master of the way has at least 1 point in her chi pool. The master of the way may spend one point from her chi pool as a **free action** to gain a +20 bonus to a single skill check involving the chosen field of study. The master of the way may take this chi power more than once, choosing a different field of study each time the chi power is chosen.

Arcane Resistance (Ex): The master of the way gains **spell resistance** equal to her current class level + 10 as long as she has at least 1 point in her chi pool. She may increase this resistance as a **free action** by spending a number of points from her chi pool to increase the resistance by the same number. The master of the way may spend a maximum number of points from her chi pool equal to ¼ her class level. The master of the way must be at least 13th level to take this chi power.

Channel Positive Energy (Su): The master of the way may spend 1 point from her chi pool as a **standard action** to project positive energy in a 30 ft radius healing 2d6 points of damage. For every four levels above 4th, the master of





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the way may expend an additional point from her chi pool to increase the healing damage by 2d6. The master of the way may use this power to harm undead rather than heal the living if so desired.

This chi power allows the master of the way to take feats that modify or affect the Channel Energy class ability as long as she meets any other prerequisites for the feat.

Chi Conversion (Sp): As long as the master of the way has at least 1 point in her chi pool, she may convert any spell she has prepared that is not her chi focus or domain spell (see *Ties that Bind* below) into a cure spell of the same level or lower.

Chi Meta Magic (Sp): The master of the way must choose a **meta-magic** feat she possesses when she chooses this chi power. Once selected, she may either prepare a spell with that **meta-magic** feat by spending a number of points from her chi pool to pay for the cost of level increase normally used to determine the effective spell level of the spell or spending the same number of points when spontaneously applying the **meta-magic** feat to the spell when cast. If the spell is prepared ahead of time, points from the chi pool cannot be regained until after the spell is cast. If the

effect is spontaneously applied, the rules regarding the casting time of the spell for spontaneous meta-magic effects apply. Only one **meta-magic** feat's level cost may be applied to the chi pool per spell, though multiple spells may be so prepared per day and other meta-magic feats may be applied to spells normally.

The master of the way may take this power multiple times, selecting a different **meta-magic** feat each time it is chosen. The master of the way must be at least 10th level before she may take this power.

Communicative Awareness (Ex): The master of the way gains the ability to speak with any living creature as if under a permanent **Tongues** spell effect. The effect is not magical and is not subject to being dispelled or an anti-magic field. The master of the way must be at least 13th level to take this chi power.

Deflecting Aura (Su): The master of the way gains a +1 **deflection** bonus to her **AC** while she has at least 1 point in her chi pool. This bonus increased to +2 at 5th level and an additional +1 bonus every five levels thereafter.

She may also spend 1 point from her chi pool to increase the **deflection** bonus by 1 for a number of rounds equal to ½ her class level. She may spend as many points from her chi pool equal to the bonus granted by having at least 1 point in her chi pool.

The master of the way loses the **deflection** bonus if wearing armor, carrying a medium or heavier load, or is helpless.

Extraordinary Emissary (Ex): As long as the master of the way has at least 1 point in her chi pool, she gains a bonus equal to her class level to any **Diplomacy** checks with any living creature. She may spend 1 point from her chi pool to gain a +20 bonus to the **Diplomacy** check. The master of the way must have the **Communicative Awareness** chi power before she may take this chi power.

Fleet Footed (Ex): The master of the way gains a +10 ft bonus to her movement





rate as long as she has at least 1 point in her chi pool and is not wearing armor or carrying a medium or heavier load. She may spend 1 point from her chi pool to increase her speed by another 10 ft for a number of rounds equal to her class level. She may spend a total number of points equal to 1/5 her class level.

Fortified Immunity (Ex): The master of the way is immune to **disease** of any type—including magical and supernatural diseases—as long as she has at least 1 point in her chi pool. If she is diseased her chi pool is empty and she gains a point to her chi pool, the master of the way is allowed a new saving throw to remove the effects of the **disease** (using the original DC of the disease).

Greater Immunity (Su): The master of the way is immune to **poisons** of any type as long as she has at least 1 point in her chi pool. If she is poisoned her chi pool is empty and she gains a point to her chi pool, the master of the way is allowed a new saving throw to remove the effects of the **poison** (using the original DC of the poison). The master of the way must be at least 10th level and have the *Fortified Immunity* chi power to take this chi power.

High Jump (Ex): The master of the way may add her class level to any **Acrobatic** checks involving **jumping** either vertically or horizontally as long as she has at least 1 point in her chi pool. The master of the way may spend 1 point from her chi pool as a **swift action** to gain a +20 bonus on the **Acrobatics** check for jumps made that round.

Master Combatant (Ex): As long as the master of the way has at least 1 point in her chi pool she may use her class level as her **base attack bonus** for all unarmed attacks or attacks made with her **Soft Hand** ability, including her **combat maneuver bonus** for performing any combat maneuvers. She may spend 1 point from her chi pool as a **free action** to gain one additional attack at her highest **base attack bonus** (with the -2 penalty applied) while using her art of chi ability and may spend 2 points at 15th level for two additional attacks while using the art of chi. The master of the way must be at least 10th level to take this chi power.

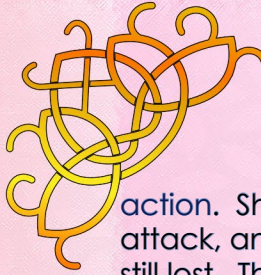
Pass Through the Veil (Su): The master of the way may step through the **ethereal plane** to instantly bypass any obstacles in the material world. She must have line of site and spending 1 point from her chi pool per 20 ft transported and may move a maximum of 20 ft X ½ her class level. Using this power requires a move action and does not provoke attacks of opportunity. The master of the way may not take anyone with her when she uses this power and if she attempts to move to an area already occupied by a solid body the power fails while the points from her chi pool are lost. The master of the way must be at least 13th level to take this master of the way.

Perfect Physical Exertion (Ex): The master of the way may add her class level to any Climb or Swim checks as long as she has 1 point in her chi pool. She may spend 1 point from her chi pool to gain a +20 bonus to a single skill check involving the Climb or Swim skill as a **swift action**. The master of the way may also spend 1 point from her chi pool as a **free action** to increase the amount of time she may hold her breath for an additional number of rounds equal to her Constitution score.

Slow Fall (Ex): The master of the way may attempt to slow his descent while **falling** if he is within arm's reach of a wall or other vertical surface as long as she has at least 1 point in her chi pool. She may reduce the **falling** damage by 20 feet, reducing the effective damage by and additional 10 ft for every two levels beyond 4th level. At 20th level, the master of the way may ignore all falling damage regardless of height as long as she is within arms reach of the wall and has 1 point in her chi pool.

Stunning Fist (Ex): The master of the way gains **Stunning Fist** as a bonus feat. She may use **Stunning Fist** a number of times per day equal to her class level. If she has other class levels, she gains an additional use for every four class levels possessed of the other class(es). Unlike the feat, the DC for the **Fortitude** saving throw is equal to 10 + ½ the master of the way's class level + her Intelligence modifier. The master of the way may also spend 1 point per five class levels from her chi pool to increase the DC by the number of points spent as a **free**





action. She must spend the points before the attack, and if the attack fails, the points are still lost. The **stunned** condition is also modified, lasting a number of rounds equal to her Intelligence modifier (minimum of 1).

Intense training allow the master of the way to apply a different condition other than **stun** beginning at 4th level and gained every four levels thereafter.

At 4th level she may apply the **fatigued** condition for 1 + her Intelligence modifier rounds.

At 8th level the master of the way may choose to **sicken** her opponent for a number of rounds equal to ½ her class level + her Intelligence modifier.

At 12th level the master of the way may choose to **stagger** the opponent with her stunning fist lasting a number of rounds equal to ½ her class level + her Intelligence modifier.

At 16th level the master of the way may choose to **nauseate** her opponent for a number of rounds equal to twice her Intelligence modifier.

At 20th level the master of the way's stunning fist may be used to **paralyze** an opponent for a number of rounds equal to her Intelligence modifier.

These effects do not stack with themselves, but additional successful strikes will extend the duration of the effect.

Ties that Bind (Su): The master of the way may choose from the following domains (or one of their associated sub-domains) and gains the associated powers as well as choosing her chi focus bonus spell or domain spell for each spell level she may cast.

Air, Animal, Community, Glory, Good, Healing, Knowledge, Liberation, Luck, Protection, Strength, Sun, or Travel.

Style Feats (Ex): Beginning at 5th level the master of the way may select one of the following styles and the associated style feat as a bonus feat: **Crane, Mantis, Monkey, Panther, Tiger, or Wolf.** At 8th level and every three levels thereafter the master of the way may choose another feat from the chosen style or select another **style** and its associated initial feat.

Improved Evasion (Ex): At 9th level the master of the way's evasion ability becomes so innate to her natural well being that even if she fails the **Reflex** saving throw against an area-effect attack that normally does half damage with a successful saving throw, she takes only half damage if she fails the saving throw. If the master of the way is helpless, wearing armor or carrying a medium or heavier load.

Chi Mastery (Ex): At 20th level, the master of the way gains complete mastery over her own mind and body. She does not to sleep and may control her breathing to the point where she may hold her breath for a number of hours equal to her class level. Her aging slows down to one tenth the rate normally associated with her race.

She may spend up to her current total of points within her chi pool on a single attack roll, saving throw, or gain a DR/— equal to the points spent for 1 round as an **Immediate action.**

Chi Spell List

0 Level: Create Water, Detect Magic, Detect Poison, Guidance, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Spark, Stabilize, Virtue

1st Level: Air Bubble, Ant Haul, Bless, Blessed Fist, Bless Water, Chi Shot, Command, Comprehend Languages, Cure Light Wounds, Dancing Lantern, Deadeye's Lore, Deathwatch, Detect [Chaos, Evil, Good, Law], Divine Favor, Endure Elements, Entropic Shield, Liberating Command, Magic Stone, Magic Weapon, Moment of Greatness, Obscuring Mist, Peacebond, Protection From (Chaos, Evil, Good, Law), Remove Fear, Sanctuary, Shield of Faith, Stunning Barrier

2nd Level: Aid, Air Step, Align Weapon, Ant Haul [Communal], Augury, Bear's Endurance, Blessing of Courage and Life, Bull's Strength, Calm Emotions, Cure Moderate Wounds, Darkness, Delay Poison, Eagle's Splendor, Endure Elements [Communal], Enthrall, Find Traps, Ghostbane Dirge, Grace, Hold Person, Imbue with Chi, Life Pact, Make Whole, Owl's Wisdom, Path of Glory, Protection from (Chaos, Evil, Good, Law) [Communal], Remove Paralysis, Resist Energy, Restoration





[Lesser], Returning Weapon, Shatter, Shield of Fortification, Shield Other, Silence, Sound Burst, Spiritual Weapon, Status, Weapon of Awe, Zone of Truth

3rd Level: Align Weapon [Communal], Aura Sight, Blindness/Deafness, Chi Drain, Chi Well, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Deeper Darkness, Dispel Magic, Elemental Speech, Guiding Star, Helping Hand, Invisibility Purge, Locate Object, Magic Circle against (Chaos, Evil, Good, Law), Mantle of Calm, Meld into Stone, Nap Stack, Obscure Object, Prayer, Protection from Energy, Remove Blindness/Deafness, Remove Curse, Remove Disease, Resist Energy [Communal], Returning Weapon [Communal], Sacred Bond, Searing Light, Stone Shape, Stunning Barrier [Greater], Water Breathing, Water Walk, Wind Wall, Wrathful Mantle

4th Level: Air Walk, Blessing of Fervor, Control Water, Cure Critical Wounds, Death Ward, Dimensional Anchor, Discern Lies, Dismissal, Divination, Divine Power, Freedom of Movement, Guardian of Faith, Imbue with Spell Ability, Magic Weapon [Greater], Neutralize Poison, Path of Glory [Greater], Persistent Vigor, Planar Adaptation, Protection from Energy [Communal], Rest Eternal, Restoration, Sending, Shield of Fortification [Greater], Spell Immunity, Spiritual Ally, Tongues

5th Level: Air Walk [Communal], Atonement, Break Enchantment, Breath of Life, Chi Lock, Cleanse, Command [Greater], Commune, Cure Light Wounds [Mass], Dispel (Chaos, Evil, Good, Law), Disrupting Weapon, Ghostbane Dirge [Mass], Hallow, Life Bubble, Pillar of Life, Plane Shift, Scrying, Spell Immunity [Communal], Spell Resistance, Tongues [Communal], True Seeing, Wall of Stone

6th Level: Bear's Endurance [Mass], Bull's Strength [Mass], Cure Moderate Wounds [Mass], Dispel Magic [Greater], Eagle's Splendor [Mass], Geas/Quest, Heal, Hero's Feast, Owl's Wisdom [Mass], Planar Adaptation [Mass], Repulsion, Restoration [Greater], Resurrection, Symbol of Persuasion, Wind Walk, Word of Recall



New Feats

Extra Chi Pool

You have learned how to harness more of your chi to empower your abilities.

Prerequisites: Chi Pool class feature.

Benefit: Your chi pool increases by 2 points.

Special: You may take this feat multiple times, gaining 2 additional points each additional time it is taken.

Extra Chi Power

Your intense training in the art of chi has unlocked an additional power.

Prerequisites: Chi Pool class ability, Chi Power class ability, 4th level

Benefit: You gain one additional Chi Power. You must meet any requirements for the power before you may choose it.

Special: You may take this feat multiple times, selecting a new [Chi Power](#) each time.

New Spells

Spell casters with the a class ability that grants a supernatural pool of energy may learn and cast the following spells, even if the pool of reserved energy does not come from the same class that grants the spell casting ability. The premise for these spells is that these pools are similar





enough in nature that their quantifiable energy may be effected by the spells below.

Note that these spell do not affect Grit, Panache or other reserves that are not specifically tied to a pool.

Chi Drain

School Necromancy

Level Cleric/Oracle 4, Master of the Way 3, Magus 3, Sorcerer/Wizard 4, Wushu Master 3

Components V, S, M (salt infused with ash)

Casting Time 1 standard action

Range Touch

Target 1 living creature

Duration See below

Saving Throw Fortitude (negates)

Spell Resistance yes

This spell allows the caster to drain a number of points from an opponent's chi/ki or other similar supernatural pool. The spell caster must make a touch attack against the target, and if successful the victim is allowed Fortitude saving throw to avoid the effects. If the victim fails the saving throw he loses 1d4 points from his pool of reserve energy. The spell cannot reduce the target's pool below 0 and points lost may be regained normally. If the target does not have a chi/ki or similar pool class ability, this spell has no effect.

Chi Lock

School Transmutation

Level Cleric/Oracle 5, Magus 5, Master of the Way 5, Sorcerer/Wizard 5, Wushu Master 5

Components V, S, M (Iron key)

Casting Time 1 round

Range Touch

Target 1 living creature

Duration 1 hour/level

Saving Throw Fortitude (partial)

Spell Resistance yes

The caster must make a touch attack against a target after taking a full round to cast the spell. If successful, the target is allowed a Fortitude saving throw to reduce the effectiveness of the spell. Regardless of the saving throw, the victim cannot use any points from his chi/ki or similar supernatural power for the duration of the spell. If the saving throw is successful, the duration is limited to 1 minute/level of the caster.

If the victim does not have access to a chi/ki pool or similar arcane or divine pool the spell has no effect.

Chi Shot

School Conjunction (healing)

Level Cleric/Oracle 2, Master of the Way 1

Components V, S

Casting Time 1 standard action

Range Close (25 ft +5 ft/2 levels)

Target 1 creature per 4 caster levels

Duration Instantaneous

Saving Throw Will (negates, harmless)

Spell Resistance yes

The caster may target one living creature within range as long as no recipient is no further than 30 ft away from another recipient. The caster may spend up to 1 point per five levels possessed from his chi/ki or similar pool to heal each target 1d6 points of damage per point spent. Only living creatures are affected by this spell.

Chi Well

School Conjunction (healing)

Level Cleric/Oracle 3, Magus 3, Master of the Way 3, Sorcerer/Wizard 3, Wushu Master 3

Components V, S, M (sliver of silver)

Casting Time 1 standard action

Range Personal

Target You

Duration 1 minute per 3 character levels

Saving Throw Will (negates, harmless)

Spell Resistance no

This spell regenerates the spell caster's pool of reserve energy, whether it is chi, ki, arcana, or other supernatural source of well spring power used to empower the caster's other class abilities. The spell replaces 1 point in the caster's pool per minute for the duration of the spell beginning the round the spell is cast. This spell will never replace more points in the caster's pool than he is normally allowed based on the class ability that grants the pool.

Imbue with Chi

School Transmutation

Level Cleric/Oracle 3, Magus 3, Master of the Way 2, Sorcerer/Wizard 3, Wushu Master 2

Components V, S

Casting Time 1 standard action





Range Touch

Target one living creature

Duration 1 round/level — see below

Saving Throw Will (negates, harmless)

Spell Resistance no

The caster may transfer 1 point from his own chi/ki or similar pool to another living creature. If the recipient has a pool based class ability, the point may be used to empower one of the recipient's pool based class abilities. Once the point is transferred the caster's own pool total is reduced by 1 point until the end of the duration of the spell or the recipient spends the point to power one of their own abilities. The spellcaster does not regain the points imbued, they are lost until replenished in a normal manner based on his class. The caster may imbue one additional point for every five levels possessed beyond 5th level. The caster may not imbue more points than is currently found in his own pool. If the caster has no points within his chi/ki or similar pool this spell has no effect. If the recipient does not have a class ability that grants a pool of reserved energy, the recipient may use the point to gain a bonus to an attack roll or saving throw based on the number of points transferred as long as it is used within the duration of the spell.

New Magic Items

Beads of the Chi Master

Aura faint transmutation; **CL** 3rd or 5th*; **Weight** – **Slot** neck; **Price** 1,200 gp or 2,400 gp*

This necklace is composed of a dozen ornate ceramic beads. The wearer may pluck one of the beads as a move action and speak a command word, gaining 1 point to her chi/ki or similar pool. This point may increase the user's total pool beyond his normal total, but only one bead may be used at a time, if another one is activated, it has no further effect. The user may use the point as desired but if it isn't used by the next time the user performs his daily meditation the point is lost. Once a bead is removed, it becomes inert and cannot be recharged. However, they can be saved and used to re-craft a new necklace reducing the total cost for raw materials by half. If the user does not have a chi/ki or similar pool then the magic of the bead is wasted.

Construction Requirements

Craft Wondrous Item, Imbue with Chi, creator must have a chi/ki pool; **Cost** 600 gp or 1,200 gp*

*Caster level, price, and cost is based on the class of the crafter. Master of the Way or a Wushu Master may craft these at a reduced price due to the effective spell level of Imbue with Chi.

Douli of Chi Repose

Aura faint conjuration; **CL** 5th; **Weight** 1 lb.

Slot head; **Price** 6,000 gp

The douli is the eastern conical hat typically made of woven reeds or bamboo. The douli of chi repose treats the wearer as having at least 1 point within his chi/ki pool even if all the points have been spent. The wearer may not spend the point, but the wearer is treated as having at least 1 point for any class abilities that are granted while the character's chi/ki pool is not empty. This item has no effect if the wearer does not have a chi/ki or similar supernatural pool class ability. The douli is flammable if exposed to open flame.

Construction Requirements

Craft Wondrous Item, Chi Well, creator must have a chi/ki pool; **Cost** 3,000 gp

Incense of Chi Meditation

Aura faint transmutation; **CL** 3rd or 5th*; **Weight** – **Slot** none; **Price** 900 gp or 2,250 gp*

These incense sticks come in bundles of ten and typically come in a tin or wooden box to protect them from the elements. Burning an individual stick while meditating for an hour grants a character with a chi/ki or similar pool one extra point for the day. Burning additional sticks at the same time has no additional effect, at most a character can gain is a single point. In addition, a stick only affects a single individual, it cannot be used for multiple recipients. The effects of the stick wear off after 24 hours.

Construction Requirements

Craft Wondrous Item, Imbue with Chi, creator must have a chi/ki pool; **Cost** 450 gp or 1,125 gp*

*Caster level, price, and cost is based on the class of the crafter. Master of the Way or a Wushu Master may craft these at a reduced price due to the effective spell level of Imbue with Chi.



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