

KI WARRIOR

Hit Die: d8.

Requirements

To qualify to become a ki warrior, a character must fulfill all the following criteria.

Feats: Deflect Arrows, Endurance, Improved Unarmed Strike, Skill Focus (concentration), Stunning Fist.

Skills: Concentration 8 ranks

Class Skills

The ki warriors's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Ki Warrior

Level	Base	Fort Save	Ref Save	Will Save	Special
	Attack Bonus				
1st	+0	+2	+2	+2	Graceful waterfall, monk abilities
2nd	+1	+3	+3	+3	Fist of iron, ki strike (magic)
3rd	+2	+3	+3	+3	Swinging monkey
4th	+3	+4	+4	+4	Asp venom
5th	+3	+4	+4	+4	Falcon dance
6th	+4	+5	+5	+5	Chameleon eyes, ki strike (lawful)
7th	+5	+5	+5	+5	Wholeness of body
8th	+6	+6	+6	+6	Hydra kick
9th	+6	+6	+6	+6	Turtle shell
10th	+7	+7	+7	+7	Dragon touch, ki strike (adamantine)

Class Features

All of the following are Class Features of the arcane archer prestige class.

Weapon and Armor Proficiency: Ki warriors are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Ki warriors are not proficient with any armor or shields. Ki warriors cannot use their special abilities, unarmed attacks, unarmed damage, or unarmored speed bonus while wearing armor with a check penalty of -1 or worse.

Monk Abilities: Beginning at 1st level, the ki warrior advances the unarmored damage, AC bonus, and unarmored speed monk abilities as if she had gained a level in monk. In effect, her monk levels and ki warrior levels stack when determining these three abilities.

Graceful Waterfall (Ex): This ability allows the ki warrior to land safely from a distance equal to her unarmored speed. The ki warrior does this by spinning her cloak around her and letting the winds guide her down safely.

Fist of Iron (Ex): At 2nd level, the ki warrior gains the ability to cause massive damage to inanimate objects with her fist. As a full round action, the character can use one of her stunning attacks to break an object. This allows the character to ignore the hardness of an object for purposes of damaging it. The character deals her normal unarmed strike damage to the object, possibly breaking it. This ability cannot be used on creatures. If it is accidentally used on a creature (such as striking a mimic disguised as a chest or a statue that turns out to be a stone golem), it deals normal damage.

Swinging Monkey (Ex): At 3rd level, the ki warrior gains the ability to swing from and hold on to vines, trees, and rapids. Provided the necessary handholds are present, the ki warrior can swing at ½ her normal speed, or her full speed with a successful Climb check (DC 10 + 1 per extra 5 ft. of movement). If she fails this Climb check, she moves at ½ speed only. Failure by 5 or more indicates that she has fallen from the

rope.

Asp Venom (Su): At 4th level, the ki warrior can attempt to poison an opponent by forfeiting one of her stunning fist uses for the day. On a successful hit, the victim must make Fortitude save (DC 10 + ki warrior level) or take poison damage (initial damage 1d6 Con, secondary damage 1d6 Str).

Falcon Dance (Su): At 5th level, the ki warrior gains the ability to glide with this special ability. She simply jumps from a high place (at least 10 feet high) and then glides, moving 100 feet per round and losing 10 feet of altitude per round. She can make 90-degree turns, losing an additional 5 feet from her altitude when doing so.

Chameleon Eyes (Su): At 6th level, the ki warrior is able to extend her visual sense by focusing her internal energies. The ki warrior gains several abilities after one full round of concentration. This ability can be used once per day and lasts for 10 minutes per class level.

First, she can see with darkvision out to 30 ft., or increases her darkvision by 30 ft.

Second, she gains a +4 bonus to all Search checks and Spot checks.

Third, the ki warrior gains 360-degree sight, negating any flanking bonuses gained by enemies.

Wholeness of Body (Su): At 7th level, the ki warrior gains the ability to focus her ki to heal her own wounds. She can cure up to twice her class level in hit points each day. She need not use all her healing at once.

Hydra Kick (Ex): At 8th level, the ki warrior gains the ability to kick all opponents in melee range as a full attack action. Each kick deals normal unarmed damage and uses the ki warrior's full base attack bonus. This is essentially Whirlwind Attack using only unarmed strike.

Turtle Shell (Ex): Ki warriors reaching 9th level gain the turtle shell ability. The character may activate this ability as a free action once per day, and when she does so, she gains a +5 natural armor bonus for one minute per class level.

Dragon Touch (Su): At 10th level, ki warriors gain the ability to throw a ball of energy at their opponents. As a full round action, the ki warrior may throw a ball of either fire or electricity at one opponent. This is resolved as a ranged touch attack. The energy ball deals 1d6 points of damage per ki warrior class level to the creature struck. This is usable three times per day. The target can attempt a Ref save with DC equal to (10 + class level + Wis modifier). Range is 10 ft./level and has no range increment.

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