

THE WAY OF KI

BY JASON NELSON





THE
WAY OF KI

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WHAT YOU WILL FIND INSIDE THE WAY OF KI (5E)

The Way of Ki contains a rule system for integrating *ki* or spirit energy into any campaign but is particularly well-suited for campaigns set in or journeying to fantasy realms inspired by the Far East and the Asian traditions of martial arts and mysticism. With 60 new *ki* feats, *The Way of Ki* contains a wealth of options for increasing the variety and flavor of what not just monks but any class can do with proper focus and meditation on unlocking the mysteries and transcending the natural into the sublime, including new **samurai** and **ninja** archetypes to show how fighters and rogues can use the power of mind, body, and spirit to hone their craft to deadly perfection. The power of *ki* lies in the extension of the self into communion with the universe and its hidden flows, and its secrets are yours to contemplate and yours to master!

New rules subsystems can be a pain, just another number to track or another thing to worry about players min-maxing when the busy DM doesn't really have time to consider all the ramifications of implementing the system and countering the ways in which a clever player might take advantage. *The Way of Ki* sidesteps those concerns by simply expanding a rules subsystem that already exists, in predictable ways and within the same scope of things PCs can already do within the game, but still allowing them creative flexibility on the ways in which they choose to develop those gifts and bring them to bear as part of their existing classes.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



THE WAY OF KI

One of the iconic concepts of the mysticism of the Far East is ki (often transliterated as chi or qi) or spirit-energy, representing not only the spirit but also the subtle self of invisible energy fields, flows, and reservoirs that move through all living things. Similar in some ways to the prana energy of Indian mysticism, ki is a means of understanding the natural and supernatural connections of the body with the physical and metaphysical world around it. It can be used as a channel for healing, interpreting and realigning the flows that are interrupted, blocked, or diverted. It also provides a medium of exchange for different types of energies that the body might use, from intellectual to emotional to sexual. The power of ki lies latent within all things, flowing through mind, body, and spirit alike and able to be seen and harnessed by those with the focus, devotion, and dedication to master themselves and achieve perfect unity and balance.

In game terms, ki is usually the especial preserve of the monk class. The base monk class gains access to ki and a variety of special abilities that can be activated through channeling their ki. Even some features of the monk class that are not explicitly labeled as ki powers can be conceptualized in a similar way, such as slow fall or their stillness of mind class feature, which can be interpreted as being an additional manifestation of their use of ki.

Limiting the use of ki to monk, however, does not entirely fit with the idea of ki being a universal kind of spirit-energy, one which exists within all creatures and which anyone can learn to focus and channel with practice. The power of ki, however, ought to be universal, available to anyone with the focus, desire, and discipline to master it, and The Way of Ki allows characters of every class to unleash this power, adding it to or infusing it within their normal class abilities.

What follows is a structured system of ki available to characters of all classes and a means of acquisition for personal ki use, representing their practiced meditation and training in the art of focusing and tapping into the power of their ki. It is possible to acquire access to ki by multiclassing into the monk class, of course, but in any campaign multiclassing should be an option but not the only path to arriving at a particular game-mechanical destination. This is especially true in a campaign where ki takes a more central role. In such a campaign, this method fulfills the necessity of enabling members of other classes to use the power of their ki.

Ki Feats: The general structure of this ki system creates a new category of feats called ki feats. As long as you have the ability to use ki, these feats can be taken whenever you would have the opportunity to take a feat.

Monks and ki: Monks already gain access to ki at 2nd level. Monks wishing to begin their career with access to ki can take the Ki Meditation feat at 1st level. If they choose to do so, they forgo their Ability Score Improvement at 4th level or otherwise lose the feat entirely.

Is Ki Magical? Some of the ki effects described herein resemble spells or magical effects, but unless otherwise stated all ki effects are nonmagical abilities. They cannot be detected with detect magic or dispelled with dispel magic.

OTHER CLASSES AND KI

When discussing the literary tropes of the Far East, it's near impossible to avoid talking about the archetypal samurai and ninja. More than mere analogues for knights and spies in Western fantasy, the narrative traditions of these archetypes are steeped in themes of honor, discipline, and the mystical. Bushido, or "the way of the warrior", was a lifelong practice of loyalty and patience. The samurai tempered their warlike nature with the wisdom of Shinto and Buddhist philosophies, with the ideal samurai never hesitating in a moment of self-sacrifice. If the samurai was the direct and deliberate hand of the military, the ninja could be considered its unseen dagger. The ninja employed "irregular combat" which, while effective, was considered beneath the samurai caste. But a straightforward approach can only get one so far. As the unseen hand of the military, it was the ninja's duty to strike where the enemy was unguarded. Their expertise in espionage, guerrilla warfare, and infiltration led the ninja to become a near-mythical figure, even in their contemporary culture.

Presented below are fighter and rogue archetypes for the samurai and ninja respectively. While the 5th Edition SRD offers archetypes that could be used to represent a ninja or samurai, the following archetypes are more tailored to the historical and literary themes of those professions.

Ninjas and ki: Ninjas already gain access to ki at 3rd level. In addition, ninjas can select ki feats in place of their increased sneak attack dice at levels 3, 6, and 12.

Samurai and ki: Samurai do not have access to ki in the standard rules. However, depending on the campaign, it may be appropriate for Samurai to have access to ki. The simplest method is to allow samurai to take the Ki Meditation feat in place of their ability score improvement at 4th level.



SAMURAI

The archetypal Samurai is not only a skilled combatant, they are a master of patience and poise. While many fighters know their own techniques like the back of their hand, the Samurai understands that this overconfidence can be an one's undoing. These warriors are highly prized as personal bodyguards for their unwavering sense of duty and loyalty. By blade or by discipline, the Samurai learns how to battle threats both in the battlefield and inside one's own mind.

BUSHIDO

When you choose this archetype at 3rd level, you have advantage on saving throws against being charmed.

IAIJUTSU

Beginning at 7th level, your readiness for battle is so absolute that you have advantage on initiative rolls.

Additionally, whenever you take the attack action, you can add your proficiency bonus to the damage roll of your first attack.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

HONOR BOUND

Beginning at 15th level, your resolve deepens. You are now immune to being charmed and have advantage on saving throws against being frightened.

UNWAVERING DISCIPLINE

At 18th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. When you use this feature, you may use a reaction to make a single weapon attack. Once you use this ability, you can't use it again until you finish a long rest.

NINJA

Stealth and subterfuge are tools of the trade for many rogues, but Ninja harmonize their power to channel ki energy with their stealth-based skillsets. While Ninja are typically thought of as assassins and scouts, their defining skill has always been their ability to evade and escape detection. In addition to improvements to your mobility and sneak attack, you learn how to utilize ki to aid in your capacity as an infiltrator and impromptu executor.

NINJUTSU

Starting at 3rd level when you choose this archetype, your training in mystic arts allows you to harness ki energy. Your access to this energy is represented by a number of ki points, the number of which is determined by your rogue level. The number of ki points you have access to is equal to that of a monk of half your rogue level.

You can spend these points to fuel various ki features. You know two such features: Assassin's Mark and Ki Movement. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

ASSASSIN'S MARK

As a bonus action, you can spend 1 ki point to mark a creature within 30 feet of you that you can see. When you roll Sneak Attack dice after hitting the marked creature, you can reroll your Sneak Attack dice and use either total.

The mark remains on a creature for 1 minute, until you place a mark on a different creature, or until the creature dies. You can only mark one creature at a time.

KI MOVEMENT

While you have at least 1 ki point, climbing does not cost you extra movement.

Additionally, you can spend 1 ki point to gain the ability to move along vertical surfaces and across liquids until the end of your next turn.



BONUS PROFICIENCIES

Starting at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

JUTSU

At 9th level, you gain two of the following features of your choice.

Martial Artist. While you have at least 1 ki point, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.

Poison Training. You have advantage on saving throws against poison. Additionally, your proficiency bonus is doubled when using a poisoner's kit.

Vanish. As an action, you can spend 1 ki point to turn invisible. You remain invisible for 1 minute or until you make an attack or cast a spell.

AS THE WIND

Starting at 13th level, you have advantage on Dexterity (Stealth) checks when using the Hide action. In addition, you cannot be tracked by nonmagical means, unless you choose to leave a trail.

MOON'S SHADOW

At 17th level, you can disappear into your own shadow by meditating for 1 round and spending 3 ki points. While you are in shadow form, you are invisible and have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and you cannot become grappled, paralyzed, petrified, poisoned, or restrained. Anything you are wearing or carrying also becomes invisible.

While in your shadow form, you can move your base speed and cast yourself onto any surface, regardless of orientation. The space you "occupy" represents the surface upon which your shadow is cast, but you are otherwise flat and can share a space with any creature or object.

Your shadow form is unstable in areas of bright light. While you are in an area that is brighter than dim light, you have disadvantage on attack rolls, ability checks, and saving throws.

You can remain in shadow form for up to one hour, or until you lose your concentration (as if you were casting a spell). At the end of this duration, you appear in the space where your shadow is currently cast regardless of orientation. (For example: if you are cast on a ceiling, you begin falling, or if you are cast on top of an object, you appear on top of that object.)

VOWS AND KI

In general terms, the only way to increase a creature's pool of ki points comes from class advancement in a class that already gains ki. If you are using a more robust ki system in your game, however, this may not provide enough access to ki points to really allow PCs to take advantage of the expanded ki options. Feat slots alone already constitute a limiting factor, but requiring PCs to invest into classes that naturally grant ki is an even more restrictive method of character building.

One solution, both thematically and mechanically, is to allow characters of any class can learn to devote themselves to vows of focus and purpose that define the things he should (or, more often, should not) do in order to further his efforts to find purity and balanced union of mind, body, and spirit. Thus, any character in a Far East themed campaign game can commit themselves to a vow of celibacy, chains, cleanliness, fasting, peace, poverty, silence, or truth, as described below. Although these vows may seem extreme, by denying themselves of baser desires the PC ultimately gains a greater understanding of themselves and their ki. The bonus to the PC's ki gained through these vows is based on their total character level. If the PC breaks these vows or otherwise abandons them, they lose the benefits the vows provide and may only atone by adhering to their vows for a full week without the accompanying benefits.





Vow of Celibacy: Your vow restricts physical contact between yourself and others. You must refrain from sexual activity as well as avoid intimate physical contact, including touching. These limitations also apply to any spells that require physical contact to perform. You may still strike and be struck in battle, as this vow only pertains to pleasurable contact. For adhering to this vow, your maximum number of ki points increases by $\frac{1}{5}$ of your total character level.

Vow of Chains: You wear weighted irons to bind yourself, limiting your external power to realize your internal potential. You take a -1 on all attack rolls and to your Armor Class. Additionally, your speed decreases by 10 feet. While wearing these bindings, your maximum number of ki points increases by $\frac{1}{3}$ of your total character level.

Vow of Cleanliness: You vow to keep your physical appearance and health immaculate. You must wash and change into clean clothes daily. Your hair must be kempt to near perfection or otherwise clean-shaven. Your vow also forbids you from willingly touching the unclean, dead, or undead with your bare hands. The diseased are also forbidden to touch, unless you are actively trying to cleanse them of their affliction. Adhering to this vow increases your maximum number of ki points by $\frac{1}{5}$ of your total character level.

Vow of Fasting: You abstain from all food and drink, save for rice and water. You may not imbibe in any variety of alcohol, drugs, potions, or alchemical creations that require you to ingest them. Once per week, you may have a small, simple meal other than rice for nutritional purposes. For adhering to this vow, your maximum number of ki points increases by $\frac{1}{6}$ of your total character level.

Vow of Peace: Your vow dictates that you must only ever use violence as a last resort. Should combat prove unavoidable, you must never strike the first blow in combat and strive to ensure that the conflict is resolved as quickly

and nonlethally as possible. No matter the circumstances, you cannot slay another creature that could reasonably be convinced to make peace or run away. For adhering to this vow, your maximum number of ki points increases by $\frac{1}{5}$ of your total character level.

Vow of Poverty: Your vow dictates you cast away worldly possessions and use only what is needed. You cannot carry more money on your person than what is needed to survive. The only possessions to which you are entitled are the clothes on your back, a pair of shoes, a bowl, a sack, a blanket, and one other mundane item of your choice. You cannot borrow money or items, although you may accept charity as long as what you are given serves a function for survival and is not a weapon. Adhering to this vow increases your maximum number of ki points by a number equal to your total character level.

Vow of Silence: You are forbidden from speaking and you must try to maintain silence in your actions. You may use nonvocal signals to warn a creature of danger and may communicate through gestures, such as sign language, and are allowed to write. For adhering to this vow, your maximum number of ki points increases by $\frac{1}{6}$ of your total character level.

Vow of Truth: Your vow forbids you from conveying any lies, falsehoods, half-truths with the intent to deceive, embellishments, and so on. However, you may remain silent when the truth could be harmful and you may speak the truth as you understand it. For adhering to this vow, your maximum number of ki points increases by $\frac{1}{5}$ of your total character level.

While these vows offer an excellent starting point, they also can be used as models to develop similar vows that may be unique to particular organizations or cultures as appropriate for your campaign world.

KI FEATS

FEAT	PREREQUISITES	BENEFITS
Aiming at the Target		Spend ki to overcome disadvantage when making a spell attack and deal damage on a miss
Align Ki	Character level 6th	Spend ki to infuse attacks against an opposed alignment
Anticipatory Advance	Dex 13, Character level 6th	Use Wisdom bonus to AC against opportunity attacks, spend ki to enhance opportunity attack
Body Control		You can endure extremes of temperature and go without breathing
Composure		Impose penalty to use Insight against you and spend ki to negate frightened condition
Destructive Force		Reroll damage dice for spells
Disruptive Ki		Spend ki to impose disadvantage on a physical saving throw
Endow Ki		Grant another creature temporary ki and feat
Evade Charge	Dex 13	Reduced damage from charging foes, spend ki to make attack of opportunity
Felling Strike		Spend ki to trip a target you hit
Finding the Center		Spend ki to increase save DC of a spell
Flowing Stance		Bonus to AC against opportunity attacks, spend ki for higher bonus
Focused Strike	Character level 6th	Spend ki to add bonus to damage
Fuel Ki	Con 13	Sacrifice physical ability to regain ki points.
Graceful Calm	Dex 13	Add Dexterity bonus to concentration, spend ki to gain a bonus to AC while concentrating
Hadouken	Con 13, Character level 6th	Deal extra elemental damage on a critical hit, spend ki to make elemental unarmed strike as a ranged attack
Heightened Precision	Sneak Attack	You can reroll sneak attack damage dice, spend ki to increase damage dice
Ignore Distraction		Spend ki to gain advantage on concentration saving throws
Imbue Ki Crystal	Proficiency with mason's/jeweler's tools	Store ki in a crystal
Inscribe Ki Tattoo	Proficiency with tattooer's/artisan's tools	Grant another creature a temporary ki feat
Ki Agility	Dex 13, Dexterity (Acrobatics)	+2 Acrobatics, spend ki for greater bonus
Ki Balance	Dex 13, Dexterity (Acrobatics)	Easily maintain balance and spend ki to avoid falling down
Ki Cloak	Dex 13, Dexterity (Stealth)	Make yourself difficult to hit
Ki Focus		Spend ki to increase proficiency bonus
Ki Infusion		Spend ki to increase spell level
Ki Insight	Wisdom (Insight)	Advantage when sensing motive, spend ki to detect a lie
Ki Meditation	Wis 13	You gain a temporary ki point and increase your proficiency in a skill or tool
Ki Resilience	Con 13	Spend ki to gain temporary hit points
Ki Rush	Dex 13	Spend ki to maneuver easily while dashing
Ki Sprint	Dex 13	+10 feet of movement, or spend ki to ignore difficult terrain

FEAT	PREREQUISITES	BENEFITS
Ki Touch	Character level 6th	Spend ki to make an unarmed strike through a single touch
Kiai		Focus ki with a shout to apply a bonus to ability check, attack roll, or saving throw
Improved Kiai	Kiai	Your kiai deals thunder damage and deafens
Focused Kiai	Kiai	Your kiai affects a line or cone
Greater Kiai	Improved Kiai, Kiai	Your kiai deals double damage and pushes targets away, potentially knocking prone
Mighty Kiai	Greater Kiai, Improved Kiai, Kiai	Your kiai deals triple damage and poisons targets, potentially stunning them
Stunning Shout	Improved Kiai, Kiai, Stunning Strike	Your kiai can stun creatures in its area
Mental Feedback		Spend ki to damage enemies attempting to affect your mind
Mind Over Body	Con 13	Spend ki to delay the onset of harmful conditions
Mystic Metamagic	Metamagic	Use ki to fuel Metamagic
Mystic Reflex	Dex 13	Use melee spell attack in place of opportunity attack
Mystic Tattoo		Use sorcery points instead of ki to fuel ki abilities and feats
Perfected Creation	Proficiency with artisan's tools	Craft mundane and magical items more quickly
Perfected Performance	Cha 13, Charisma (Performance)	Add Wisdom modifier for Perform checks and increase the effect of Bardic Inspiration
Rapid Recovery	Con 13, Wisdom (Medicine)	You stabilize automatically and gain greater benefit from healing effects
Ki Regeneration	Con 13, Rapid Recovery, Wisdom (Medicine)	Spend ki to heal damage
Recapture Energy	Int 13, Wis 13, Cha 13, Font of Magic	Spend ki to create spell slots with Font of Magic
Reflexive Spell	Dex 13, Metamagic	Cast a spell with a casting time of 1 bonus action in place of an opportunity attack
Sap Ki		Drain ki from adjacent creatures
Sense Ki		Spend ki to locate hidden or invisible creatures
Shattering Strike	Character level 6th	Spend ki to do more damage to objects
Spontaneous Conversion	Int 13, Wis 13, Cha 13, ability to prepare spells	Spend ki to convert a prepared spell into a different spell
Strength of Will		Spend ki to replace saving throw with Wisdom saving throw
Subconscious Spell		Target yourself with spells even when incapacitated
Swift Recovery	Con 13	Double natural healing and can heal ability damage or drain
Transcendental Communion	Int 13, Wis 13	Spend ki to overcome language barriers
Unbounded Conversion	Int 13, Wis 13, Cha 13, Metamagic	Reduce the cost of Metamagic with ki
Unyielding Stance		Spend ki to resist effects that move you
Yogic Levitation		Spend ki to levitate or fall slowly

* Other than Ki Meditation, all ki feats require either access to ki or the Ki Meditation feat and a Wisdom score of 13 as prerequisites; therefore, those prerequisites are not repeated for every feat on the table.

While monks and ninjas (and, using the alternate rules above, samurai) possess a baseline pool of ki points and class abilities that can be activated using them, most users of ki rely on the use of feats to focus and channel their use of ki. For characters without a pool of ki points, this can be facilitated by taking the following prerequisite feat:

KI MEDITATION (Ki)

Prerequisite: Wisdom 13 or higher

You can meditate to tap into inner reserves of power and focus, gaining the following benefits:

Increase your Wisdom score by 1, to a maximum of 20.

When you take a short or long rest, you can meditate for one hour to gain a temporary point of *ki* that lasts until you expend it or take a long rest. If you already have *ki*, you do not gain this benefit.

Choose a single skill you are proficient in or set of tools you are proficient with. While you have at least 1 point of *ki*, your proficiency bonus is doubled for any roll you make that uses the chosen proficiency. When making a skill check for the selected skill or tool, as a bonus action you can spend 1 point of *ki* to gain advantage on that skill check.

Special: If you later gain a feat that increases your maximum *ki*, your maximum temporary *ki* increases by the same amount, and you gain your maximum number of temporary *ki* after you meditate.

Once a character has acquired access to *ki* via this feat, he then qualifies to take additional feats of the *ki* feat type, which are described in the section that follows. Some feats affect the general physical, mental, and spiritual strength of the user and her ability to master the basic flows of *ki* energy. Other feats are more specifically dedicated toward refinement of a character's martial or magical mastery and allow her to perform a number of amazing feats.

BODY CONTROL (Ki)

Prerequisite: The ability to have at least one *ki* point

Your mastery of *ki* allows you to tolerate variations in your environment, granting you the following benefits:

Increase your maximum *ki* by 1.

While you have at least 1 point of *ki*, you treat temperature conditions as one step less severe. By meditating for 1 hour during a short rest and by spending one point of *ki* at the end of that short rest, you treat unbearable heat and arctic cold conditions as though they were comfortable until you take a long rest.

When you hold your breath, you can spend 1 point of *ki* to hold your breath for twice as long as you normally could. While holding your breath, you gain advantage on saving throws against any form of gas, mist, or inhaled effect. Once you cease holding your breath, your breathing returns to normal.

COMPOSURE (Ki)

Prerequisite: The ability to have at least one *ki* point

Your cool serenity allows you to master your fears and grants you the following benefits:

While you have at least 1 point of *ki*, you have advantage on saving throws against divination spells, and effects that would cause you to be frightened.

Creatures that roll Wisdom (Insight) checks to discern your motives have a -2 penalty to the roll. As a reaction when a creature makes such a roll, you can spend 1 point of *ki* to impose disadvantage on the roll as well.

In addition, when you would become frightened, you can use your reaction and spend 5 *ki* points to negate the condition as well as any additional effects caused by the triggering ability or spell.

ENDOW KI (Ki)

Prerequisite: The ability to have at least one *ki* point

You can share the power of your *ki* with an ally. You gain the following benefits:

Increase your maximum *ki* by 1. By spending 1 round and 2 *ki* points to unlock an ally's inner potential, you can endow an ally within reach with a temporary *ki* point. Additionally, they gain the use of any one *ki* feat you know until they take a short rest or until they expend the temporary *ki* point. You cannot use this ability on a creature that already has access to *ki*.

FUEL KI (Ki)

Prerequisite: Constitution 13 or higher, the ability to have at least one *ki* point

You can tap into the living strength of your body to fuel your *ki*. You gain the following benefits:

Increase your maximum *ki* by 1.

By quickly meditating for 1 round you can regain a number of *ki* points equal to your Wisdom modifier (minimum 1) at the cost of having disadvantage on either your Strength, Dexterity, or Constitution ability checks and saving throws (your choice) until you take a short or long rest. Any *ki* points you gain that would exceed your maximum are considered temporary *ki* points that last for one hour or until they are spent. You cannot regain *ki* from this feat again until you finish a short or long rest.



IMBUE *Ki* CRYSTAL (*Ki*)

Prerequisite: Proficiency with mason's or jeweler's tools, the ability to have at least one *ki* point

You can create a *ki* crystal by meticulously shaping a stone or crystal that is worth at least 100 gp, over the course of 8 hours. At the end of the 8 hours, make a DC 15 Wisdom check, adding your proficiency bonus if you are using and are proficient with either a set of mason's or jeweler's tools. If successful, the *ki* crystal is created. Failure means no suitable crystal was crafted and you must repeat the attempt at a later time. You can imbue the *ki* crystal with *ki* by transferring your own *ki* into the crystal during a short or long rest. The *ki* crystal can store a number of *ki* points equal to your Wisdom modifier (minimum 1). These stored *ki* points do not count towards your maximum number of *ki* points and last for a number of days equal to your Wisdom modifier (minimum 1). While holding or wearing the crystal, you or an ally with access to *ki* can syphon the stored *ki* points by focusing on the *ki* crystal for 1 round. Thereafter, you can continue to imbue and syphon the *ki* crystal until it is destroyed. While imbued with *ki*, the crystal sheds bright light in a 10-foot radius and dim light for an additional 20 feet.

INSCRIBE *Ki* TATTOO (*Ki*)

Prerequisite: Proficiency with tattooer's (or artisan's) tools, the ability to have at least one *ki* point

You can inscribe mystic tattoos onto a creature that resonate with any one *ki* feat you possess, over the course of 8 hours. At the end of the 8 hours, you spend 2 *ki* points and make a DC 15 Wisdom check, adding your proficiency bonus if you are using and are proficient with a tattooer's kit (which may be substituted with an artisan's kit). If successful, the *ki* tattoo is created. Failure means the tattoo has no additional properties. The *ki* tattoo grants the bearer the constant effects of the chosen feat as though they had at least 1 point *ki*. Inscribing additional *ki* tattoos upon a creature increases the DC of the Wisdom check to create the tattoo by 5 for each tattoo after the first. The effects of a *ki* tattoo last for 1 week, after which it reverts to a normal tattoo. The tattoo may be reinfused with power by repeating the Wisdom check and spending 2 *ki* points, after performing a ritual that takes 4 consecutive hours to complete.

Ki AGILITY (*Ki*)

Prerequisite: Dexterity 13 or higher, proficiency in Dexterity (Acrobatics), the ability to have at least one *ki* point

While you have at least 1 point of *ki*, you gain a +2 bonus to Dexterity (Acrobatics) checks. In addition, when you roll a Dexterity saving throw or make a Dexterity (Acrobatics) check, you can use your reaction and spend 1 point of *ki* to add your proficiency bonus to the roll. If you are already have proficiency in the saving throw or skill check, your proficiency bonus is doubled for that roll.

Special: If you also have the *Ki* Balance feat, you can spend an additional 2 *ki* points (for a total of 3 *ki*) to use the benefits of that feat and *Ki* Agility as part of the same reaction.

Ki BALANCE (*Ki*)

Prerequisite: Dexterity 13 or higher, proficiency in Dexterity (Acrobatics), the ability to have at least one *ki* point

Your perfect balance allows you to glide easily through danger.

While you have at least 1 point of *ki*, you have advantage on Dexterity (Acrobatics) checks made to maintain your balance. In addition, any time you would be knocked prone, as reaction you can spend 1 point of *ki* to make a Dexterity (Acrobatics) check to avoid the condition (DC equal to the DC of the effect causing you to become prone).

Special: If you also have the *Ki* Agility feat, you can spend an additional 2 *ki* points (for a total of 3 *ki*) to use the benefits of that feat and *Ki* Balance as part of the same reaction.



Ki CLOAK (*Ki*)

Prerequisite: Dexterity 13 or higher, proficiency in Dexterity (Acrobatics), the ability to have at least one *ki* point

You use the power of your mind to evade the perceptions of those around you. You gain the following benefits:

While you are motionless and have at least 1 point of *ki*, creatures have disadvantage on Wisdom (Perception) checks to spot you.

As an action, you can expend 1 *ki* point to impose disadvantage on attack rolls made against you by creatures within 5 feet of you until the end of your next turn. Alternatively, you can spend 2 *ki* points to gain the same benefit against creatures within 30 feet of you or 4 points for creatures within 60 feet. You can maintain this benefit as a bonus action by spending the same number of *ki* you spent to activate this feat. Creatures with Intelligence scores of 2 or less aren't affected by this feat.

Ki Focus (Ki)

Prerequisite: The ability to have at least one *ki* point
Your focused mind allows you to sharpen your use of *ki*, giving you the following benefits:

Increase your maximum *ki* by 1.

When you would add your proficiency bonus to a roll by spending one or more *ki* points, as a bonus action you can increase that bonus by +2 until the beginning of your next turn. You can use this feat a number of times equal to your Wisdom modifier (minimum 1). When you finish a short or long rest, you regain your expended uses.

Ki Insight (Ki)

Prerequisite: Proficiency in Wisdom (Insight), the ability to have at least one *ki* point

Your focused mind allows you to see the hidden patterns in reality and grants you the following benefits:

Increase your maximum *ki* by 1.

While you have at least 1 point of *ki*, you have advantage on Wisdom (Insight) checks to discern a creature's intent or motives.

As a bonus action or a reaction, you can spend 1 point of *ki* to instantly know if a creature is lying. Although you may not know the exact truth that they are embellishing, you can make a DC 15 Wisdom (Insight) check to know whether the creature's lie is a falsehood, a half-lie, or merely blemishing the truth.

Ki Resilience (Ki)

Prerequisite: Constitution 13 or higher, the ability to have at least one *ki* point

By spending 1 round and 1 *ki* point to focus your mind and body, preparing you for the earthly trials ahead. When you do so, you gain 1d6 temporary hit points, plus 1 temporary hit point per character level. You may do this a number of times equal to your Wisdom modifier (minimum 1). When you finish a short or long rest, you regain your expended uses.

Ki Sprint (Ki)

Prerequisite: Dexterity 13 or higher, the ability to have at least one *ki* point

Your spirit allows you to surge with speed. You gain the following benefits:

Increase your maximum *ki* by 1.

While you have at least 1 point of *ki*, your speed increases by 10 feet.

By spending 1 point of *ki*, moving through nonmagical difficult terrain costs you no extra movement until the end of your next turn. You can double the cost to have this benefit also apply to magical terrain.

Mental Feedback (Ki)

Prerequisite: The ability to have at least one *ki* point

When you are targeted with an ability or spell that would force you to make a Wisdom saving throw, as a reaction you can spend 1 or more *ki* points to send a surge of mental feedback into the creature causing the effect. This feedback deals 1d6 points of psychic damage per *ki* you spend, or half as much damage on a successful Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier).

Mind Over Body (Ki)

Prerequisite: Constitution 13 or higher, the ability to have at least one *ki* point

Increase your maximum *ki* by 1.

When you would be blinded, deafened, paralyzed, stunned, or suffer a level of exhaustion, you may spend 1 point of *ki* to delay the onset of that condition until the end of your next turn. You spend 1 *ki* on subsequent rounds to continue delaying the onset.

Perfected Performance (Ki)

Prerequisite: Bardic Inspiration class feature, Charisma 13 or higher, proficiency in Charisma (Performance), the ability to have at least one *ki* point

Your spiritual focus allows you to create transcendent performances and grants you the following benefits:

While you have at least 1 point of *ki*, you may add your Wisdom modifier to your Charisma (Performance) checks in addition to your Charisma modifier.

When making a Charisma (Performance) check, you can use your bonus action and spend 1 point of *ki* to gain advantage on the roll.

When a creature rolls a Bardic Inspiration die that you granted them, they may add your Wisdom modifier to the roll.

SAP Ki (Ki)

Prerequisite: The ability to have at least one *ki* point

While you have at least 1 point of *ki*, when you are struck with a melee attack you may use your reaction to reduce the attacking creature's *ki* by 1. If the creature does not have access to *ki*, it must instead make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be poisoned until the end of its current turn. In addition, if a creature within your reach would spend *ki* to use an ability, feat, or class feature, you can use your reaction and spend 1 point of *ki* to negate that effect. The creature must succeed a Wisdom saving throw (DC as above) or they spend the intended amount of *ki* without the ability, feat, or class feature activating.

SENSE *Ki* (*Ki*)

Prerequisite: The ability to have at least one *ki* point

Your attunement to *ki* allows you to sense the living and mental energies of those around you. You gain the following benefits:

While you have at least 1 point of *ki*, you have advantage on Wisdom (Perception) checks to non-visually detect the presence of living creatures.

You can spend at least 2 *ki* points as a bonus action to pinpoint the location of hidden or invisible creatures within 10 feet of you for a number of rounds equal to your Wisdom modifier (minimum 1). This radius increases by 10 feet per additional *ki* point you spend. Creatures who are mindless are immune to this detection.

SWIFT RECOVERY (*Ki*)

Prerequisite: Constitution 13 or higher, the ability to have at least one *ki* point

The union of body, mind, and spirit allows your body to recover more quickly, granting you the following benefits:

Increase your maximum *ki* by 1.

While you have at least 1 point of *ki* at the beginning of a short rest, you add your Wisdom modifier (minimum 1) to the number of hit points you regain from spending a Hit Die.

When you would have your exhaustion level reduced, you can spend 2 *ki* points to reduce it by an additional level.

STRENGTH OF WILL (*Ki*)

Prerequisite: The ability to have at least one *ki* point

The power of your mind allows you to resist harm to the body. You gain the following benefits:

Increase your maximum *ki* by 1.

When you would roll a saving throw, you can use your reaction and spend 2 *ki* points to replace the normal saving throw with a Wisdom saving throw.

YOGIC LEVITATION (*Ki*)

Prerequisite: The ability to have at least one *ki* point

The power of your mind allows you to defy gravity and grants you the following benefits:

Increase your maximum *ki* by 1.

You can spend 1 *ki* point as an action to suspend yourself in midair, up to a height of 20 feet for as long as you maintain concentration. If your distance to the ground would exceed the maximum height of 20 feet, you begin falling as normal. While levitating, your speed remains the same as your base speed.

When falling, you can use your reaction to spend 1 point of *ki* to slow your descent to a rate of 60 feet per round. If you land before a number of rounds equal to your Wisdom modifier pass (minimum 1), you take no falling damage.

KI AND COMBAT

In battle, *ki* is that sense of inner focus and concentration that allows a warrior to attain peace and oneness in the midst of a chaotic battle, achieving perfect clarity and analytical precision as they survey the battlefield and causing pain, fear, and confusion to ebb away. You become one with your weapon, flowing easily from attack to defense and back again, allowing you to supersede your physical limitations and defeat your enemies. While the monk, ninja, and samurai are described above as being particularly suited to the use of *ki*, other martial classes and archetypes could also adjust their class abilities in a campaign that prominently features the use of *ki* in the following ways.

Barbarian: A barbarian may choose *ki* feats in place of her extra rages at levels 3, 6, and 12.

Fighter: A fighter may select *ki* feats in place of his ability score improvements.

Paladin: A paladin may select *ki* feats in place of her auras and their improvement at level 18.

Ranger: A ranger may choose *ki* feats in place of his Natural Explorer class feature and its improvements at levels 6 and 10.

Rogue: A rogue may choose *ki* feats in place of her additional Sneak Attack dice at levels 3, 6, and 12.



ALIGN *Ki* (*Ki*)

Prerequisite: Character level 6 or higher, the ability to have at least one *ki* point

You choose an opposed alignment, which cannot be changed later on. As an action, you can spend 2 *ki* points to infuse your attacks with the strength of your spiritual devotion for a number of rounds equal to your Wisdom modifier (minimum 1). During these rounds, you add +5 to the damage of attacks you make against creatures of your opposed alignment.

ANTICIPATORY ADVANCE (*Ki*)

Prerequisite: Character level 6 or higher, Dexterity 13 or higher, the ability to have at least one *ki* point

You predict and react with deadly efficiency to your enemy's countermoves before they are even made. You gain the following benefits:

Increase your maximum *ki* by 1.

While you have at least 1 point of *ki*, you add your Wisdom modifier (minimum 1) to your AC against opportunity attacks.

When you hit with an opportunity attack, you can use your reaction and spend 1 *ki* point to add your Wisdom modifier (minimum 1) to the attack's damage.

DISRUPTIVE *Ki* (*Ki*)

Prerequisite: The ability to have at least one *ki* point

The raw force of your spirit wounds your target's physical body. You gain the following benefits:

Increase your maximum *ki* by 1.

When you hit a creature with a melee weapon attack, you can spend 2 *ki* points as a bonus action to impose disadvantage on that creature's next Strength, Dexterity, or Constitution saving throw (your choice). If you hit a creature with an unarmed strike, this feat only costs 1 *ki* point to use.

EVADE CHARGE (*Ki*)

Prerequisite: Dexterity 13 or higher, the ability to have at least one *ki* point

Your heightened anticipation allows you to avoid the clumsy charge of your enemy, granting you the following benefits:

While you have at least 1 point of *ki*, damage you take from melee attacks that are made by creatures that moved prior to attacking is reduced by 3.

When a creature hits you after they enter your reach, as a reaction you can spend 1 *ki* point to make an opportunity attack against that creature. Additionally, if your opportunity attack hits, you add your Wisdom modifier (minimum 1) to the attack's damage roll.

FELLING STRIKE (*Ki*)

Prerequisite: The ability to have at least one *ki* point

When you hit a creature with a melee attack, as a bonus action you can spend 1 *ki* point to knock the creature prone unless the creature succeeds a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Strength modifier). You can instead spend 2 *ki* points to add both your Strength and Wisdom modifiers to the save DC. Additionally, if you hit a creature with an unarmed strike, this *ki* cost is reduced by 1 (minimum 0).

FLOWING STANCE (*Ki*)

Prerequisite: The ability to have at least one *ki* point

While you have at least 1 point of *ki*, you add your Wisdom bonus (minimum 1) to your AC against opportunity attacks. Additionally, when another creature hits you with an opportunity attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss.

FOCUSED *KIAI* (*Ki*)

Prerequisite: Improved Kiai feat, the ability to have at least one *ki* point

Your Kiai shockwave deals additional thunder damage equal to your proficiency bonus. In addition, you can shape the shockwave into a 10-foot cone or a 20-foot line. You can increase the size of the cone by 10 feet, or the length of the line by 20 feet, for every additional *ki* point you spend to create the shockwave.



FOCUSED STRIKE (Ki)

Prerequisite: Character level 6 or higher, the ability to have at least one *ki* point

You can spend 2 *ki* points to empower your strikes with phenomenal power (no action required). You add your Wisdom modifier (minimum 1) and half the number of your remaining *ki* points (rounded down) to the damage of melee attacks you make until the end of your turn. After this benefit ends, you cannot use abilities, feats, or class features that use *ki* until the end of your next turn.

GREATER KIAI (Ki)

Prerequisite: Improved Kiai feat, the ability to have at least one *ki* point

Your Kiai shockwave now deals thunder damage equal to twice your Wisdom modifier (minimum 2). In addition, creatures that fail their saving throw against it are pushed 5 feet away from you. Creatures that roll a natural 1 on their saving throw are also knocked prone.

HADOUKEN (Ki)

Prerequisite: Character level 6 or higher, Constitution 13 or higher, the ability to have at least one *ki* point

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder.

While you have at least 1 point of *ki*, when you score a critical hit with an unarmed strike, you can add your Wisdom modifier (minimum 1) as bonus damage of your chosen type. In addition, you can spend 1 *ki* point as an action to make a ranged unarmed strike against a creature within 30 feet of you. You can double the range of this unarmed strike (to a range of 60 feet) by spending 2 *ki* points instead. A hit with this attack deals your chosen damage type instead of bludgeoning damage, and you add your Wisdom modifier to damage instead of your Strength or Dexterity modifier.

HEIGHTENED PRECISION (Ki)

Prerequisite: Sneak Attack class feature, the ability to have at least one *ki* point

While you have at least 1 point of *ki* when you roll a 1 on any of your sneak attack dice, you can reroll those dice and must use the new roll. Additionally, when you score a critical hit on a creature and would also deal Sneak Attack damage, you can spend 2 *ki* points to increase your Sneak Attack dice to d8s for that attack (no action required).

IMPROVED KIAI (Ki)

Prerequisite: Kiai feat, the ability to have at least one *ki* point

When you use the Kiai feat, you can spend 1 or more *ki* points to produce a deafening shockwave (no action required). This shockwave deals thunder damage equal to your Wisdom modifier (minimum 1) to creatures within a 10-foot-radius sphere that's centered on you. Creatures damaged by this shockwave must make a Constitution

saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be deafened for 1 minute. Each additional *ki* point you spend beyond the first increases the radius of the sphere by 5 feet.

KI REGENERATION (Ki)

Prerequisite: Constitution 13 or higher, proficiency in Wisdom (Medicine), Rapid Recovery feat, the ability to have at least 1 point of *ki*

You can repair your body with the power of your spirit. You gain the following benefits:

Increase your maximum *ki* by 1.

You can spend 1 *ki* point (no action required) to regain a number of hit points equal to your Wisdom modifier (minimum 1).

KI RUSH (Ki)

Prerequisite: Dexterity 13 or higher, the ability to have at least one *ki* point

When you use the Dash action, you can spend 1 *ki* point to increase your Dash speed by an additional 15 feet, have nonmagical difficult terrain cost you no extra movement, and let you move through an ally's space without costing you extra movement as long as you end your movement outside of their space. Additionally, you gain a bonus to the next attack roll you make after this movement equal to your Wisdom modifier (minimum 1).



Ki Touch (Ki)

Prerequisite: Character level 6 or higher, the ability to have at least one *ki* point

You can focus your *ki* through a single touch by making an unarmed strike and spending 1 *ki* point. You have advantage on this attack and can spend an additional *ki* point to roll your damage dice twice and add the results together.

Kiai (Ki)

Prerequisite: The ability to have at least one *ki* point

You can spend 1 *ki* point as a bonus or reaction to let out a mighty roar and gain a bonus on the next ability check, attack roll, or saving throw you make before the end of your turn. You can instead spend 3 *ki* points to extend this benefit to all ability checks, attack rolls, and saving throws you make before the end of your turn.

Mighty Kiai (Ki)

Prerequisite: Greater Kiai feat, the ability to have at least one *ki* point

Your Kiai shockwave now deals thunder damage equal to three times your Wisdom modifier (minimum 3) and creatures that fail their saving throw against it are also poisoned for 1 round. Creatures that roll a natural 1 on their saving throw are stunned for 1 round and then poisoned for 1 round.

Rapid Recovery (Ki)

Prerequisite: Constitution 13 or higher, proficiency in Wisdom (Medicine), the ability to have at least one *ki* point

While you have at least 1 *ki* point when you are at 0 hit points and dying, you can choose to automatically stabilize.

When you stabilize you can spend 1 *ki* point (no action required) to regain a number of hit points equal to your Wisdom modifier (minimum 1).

Whenever you regain hit points, you can spend 1 *ki* as a reaction to increase the number of hit points you regain by your Wisdom modifier (minimum 1). This benefit has no effect if you already apply your Wisdom modifier to healing you receive.

Shattering Strike (Ki)

Prerequisite: Character level 6 or higher, the ability to have at least one *ki* point

The force of your *ki* destroys objects with the conjoined power of your mind, body, and spirit. You gain the following benefits:

While you have at least 1 *ki* point, your attacks against objects have a bonus to damage equal to your Wisdom modifier (minimum 1).

You can spend 1 *ki* point as a bonus action when you attack an object to gain advantage on the attack roll. If your attack misses, you still deal damage equal to your Wisdom modifier.

When you score a critical hit on an object, you can spend 2 *ki* points to roll your weapon or unarmed strike's damage dice one additional time and add it to the extra damage of the critical hit.



Stunning Shout (Ki)

Prerequisite: Improved Kiai feat, Stunning Strike class feature, the ability to have at least one *ki* point

You can use your Stunning Strike class feature in conjunction with a Kiai shockwave by spending 1 *ki* point per creature damaged. Damaged creatures are stunned until the end of your next turn, unless they succeed a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier).

Unyielding Stance (Ki)

Your strength of spirit and will makes it hard for others to move you against your wishes.

Prerequisite: The ability to have at least one *ki* point

While you have at least 1 point of *ki*, you add your proficiency bonus to your AC, saving throws, and ability checks to avoid being pushed, pulled, or otherwise physically moved against your will. Additionally, when you are targeted by such an effect, you can spend 1 *ki* point as a reaction to negate any forced movement.

Ki and Magic

Ki represents a serene mystic art separate and distinct from traditional forms of arcane and divine magic. However, the practice of focusing and channeling *ki* certainly has applications in terms of manipulating the traditional methods of magic. *Ki* can be used to subtly reshape the form of spells and magic themselves, but its greatest power is in the pursuit of perfection of spellcasters. Those who wield magic can find great comfort and aid in focusing their magical skills through combining their *ki* and their

magical mastery as one. In a campaign where *ki* plays a prominent role, you can expand the availability of *ki* feats for spellcasting classes using the following methods.

Bard: A bard may choose *ki* feats in place of her improvements to her Song of Rest's dice.

Cleric: A cleric may choose to take *Ki ki* feats in place of an increased CR for his Destroy Undead class feature.

Druid: A druid may choose *ki* feats in place of her Wild Shape class feature and its improvements at levels 4 and 8.

Sorcerer: A sorcerer may choose *ki* feats in place of his second Metamagic option at level 3 and his bonus Metamagic options at levels 10 and 17.

Warlock: A warlock may choose *ki* feats in place of learning an invocation at levels 5, 9, and 15.

Wizard: A wizard may choose to take *Ki Meditation* in place of Arcane Recovery and to select *ki* feats in place of learning a new cantrip at levels 4 and 10.

AIMING AT THE TARGET (*Ki*)

Prerequisite: The ability to cast at least one spell, the ability to have at least one *ki* point

When making a spell attack, you can spend 1 point of *ki* as a bonus action to ignore any disadvantage imposed on your attacks. Additionally, if the spell attack would do damage on a hit and you miss, the target takes damage of the appropriate type equal to your spellcasting ability modifier (minimum 1) and suffers no other effects of the spell attack.

DESTRUCTIVE FORCE (*Ki*)

Prerequisite: The ability to cast at least one spell, the ability to have at least one *ki* point

The force of your will lends your magic a devastating power and grants you the following benefits:

While you have at least 1 *ki* point and you cast a spell that deals or restores hit point damage, you can reroll any one of the spell's dice. You must use the new rolls.

As a bonus action when you cast a spell that deals or restores hit point damage, you can spend 2 *ki* points to reroll any of the spell's dice. You must use the new rolls.

FINDING THE CENTER (*Ki*)

Prerequisite: The ability to cast at least one spell, the ability to have at least one *ki* point

When you cast a spell and your target succeeds on their saving throw, as a reaction you can spend 3 *ki* points to double your proficiency bonus to the spell's save DC and potentially cause the saving throw to fail.

GRACEFUL CALM (*Ki*)

Prerequisite: Dexterity 13 or higher, the ability to cast at least one spell, the ability to have at least one *ki* point

Your smooth grace keeps your mind focused even amid danger. You gain the following benefits:

While you have at least 1 *ki* point, you add your Dexterity modifier (minimum 1) on Constitution saving throws to maintain your concentration.

When you are attacked while concentrating on a spell, you can use a reaction and spend 1 *ki* point to add your Wisdom modifier to your AC, potentially causing the attack to miss you.

IGNORE DISTRACTION (*Ki*)

Prerequisite: The ability to cast at least one spell, the ability to have at least one *ki* point

Your calm mind safeguards you under pressure, granting the following benefits:

While you have at least 1 *ki* point, you add your Wisdom modifier (minimum 1) on Constitution saving throws to maintain your concentration.

When you take damage and must make a Constitution saving throw to maintain your concentration, you can use a reaction and spend 1 *ki* point to gain advantage on the saving throw.

KI INFUSION (*Ki*)

Prerequisite: The ability to cast at least one spell, the ability to have at least one *ki* point

Your magic is infused with the power of your spirit, granting you the following benefits:

Increase your maximum *ki* by 1.

When you cast a spell that has an enhanced effect when cast at a higher spell level, you can use your reaction and spend 2 *ki* points to increase the spell's level by one for that casting. The spell uses its initial spell slot level instead of its new level.



MYSTIC METAMAGIC (Ki)

Prerequisite: Metamagic class feature, the ability to have at least one *ki* point

You have harmonized your spiritual and magical energies, allowing you to imbue your spells with either. You can spend *ki* points in place of sorcery points when using Metamagic.

MYSTIC REFLEX (Ki)

Prerequisite: Dexterity 13 or higher, the ability to cast at least one spell, the ability to have at least one *ki* point

While you have at least 1 *ki* point, your opportunity attacks deal bonus damage equal to your Wisdom modifier (minimum 1). Additionally, when a creature provokes an opportunity attack from you, you can spend 1 point of *ki* to cast a spell with a melee spell attack in place of your normal opportunity attack.

MYSTIC TATTOO (Ki)

Prerequisite: The ability to have at least 1 *ki* point

Your spiritual and magical energies intertwine, allowing you to fuel your abilities with arcane power. You can spend sorcery points in place of *ki* points when using abilities that cost *ki* points to use.

PERFECTED CREATION (Ki)

Prerequisite: Proficiency with artisan's tools (or appropriate substitute), and the ability to have at least 1 *ki* point

While you are crafting and have at least 1 *ki* point, the progress in gp you make each day when crafting an item increases by your Wisdom modifier (minimum 1). Additionally, you can spend half of your maximum *ki* to further increase your efficiency when crafting. *Ki* points spent in this way are not recovered at the end of short rests for that day, and the progress in gp you make that day when crafting increases by the number of *ki* points you spent.

RECAPTURE ENERGY (Ki)

Prerequisite: Charisma 13 or higher, Intelligence 13 or higher, Font of Magic class feature, the ability to have at least 1 *ki* point

You can use *ki* instead of sorcery points when creating spell slots with your Font of Magic class feature. In addition, you can convert a spell slot into *ki* points. The number of *ki* points used and gained are identical to the sorcery point cost and gain when using Font of Magic.

REFLEXIVE SPELL (Ki, METAMAGIC)

Prerequisite: Dexterity 13 or higher, Metamagic class feature, the ability to have at least 1 *ki* point

By spending 1 *ki* point, you can cast a spell with a casting time of 1 bonus action in place of an opportunity attack. If you have the Mystic Tattoo feat, you can spend sorcery points instead.

SPONTANEOUS CONVERSION (Ki)

Prerequisite: Charisma 13 or higher, Intelligence 13 or higher, the ability to prepare and cast at least 1 spell, the ability to have at least 1 *ki* point

By spending a number of *ki* points, you can use your action to convert the magical energies of a spell you have prepared into a different spell you know of the same level. The number of *ki* points it costs to convert a prepared spell is equal to half of the spell's prepared level (rounded up).

SUBCONSCIOUS SPELL (Ki, METAMAGIC)

Prerequisite: Metamagic class feature, the ability to have at least 1 *ki* point

When you are incapacitated or otherwise affected by a condition that prevents you from casting spells, you can cast a spell with a range of self by spending a number of *ki* points equal to the spell's level (1 *ki* if the spell is a cantrip). If you have the Mystic Metamagic feat, you can instead use sorcery points.

TRANSCENDENTAL COMMUNION (Ki)

Prerequisite: Intelligence 13 or higher, the ability to have at least 1 *ki* point

Your spiritual unity allows your words to transcend their physical limits. You gain the following benefits:

Increase your maximum *ki* by 1.

When you cast a spell that has a verbal component, you can spend 1 *ki* point to complete the verbal component of that spell without needing to move your mouth. You still make sounds as though you were speaking, but you do not have to breathe or be able to open your mouth.

You can spend 1 *ki* point to temporarily speak in the universal language for 1 minute. This language has no written form, but it touches creatures on a subconscious level and is understood by all creatures that know a language.

UNBOUNDED CONVERSION (Ki, METAMAGIC)

Prerequisite: Intelligence 13 or higher, Metamagic class feature, the ability to have at least 1 *ki* point

Choose one metamagic option you know. As an action, you can spend 3 *ki* points to reduce the sorcery point cost of that Metamagic by 1 (minimum 0) for 1 hour.

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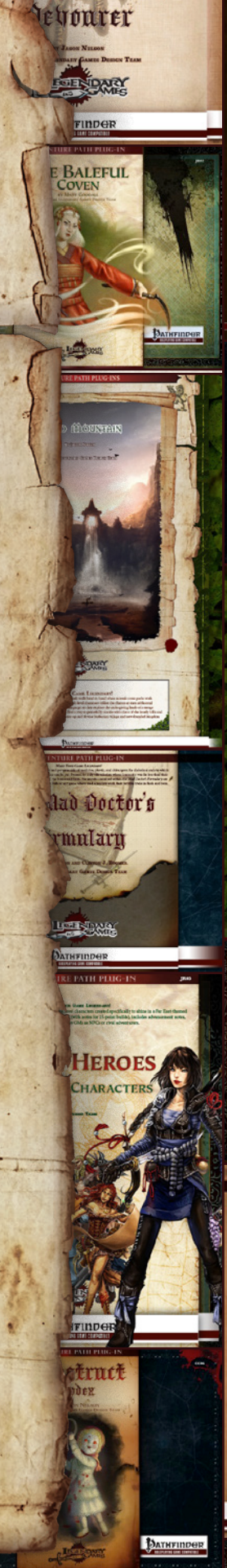
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