

Ky Power

Ky is a martial and mental discipline practiced by some Shinii. Shantun and Towan Monks and others who follow a similar coda or training practice. Ky allows the performance of remarkable abilities solely because of physical and mental training. It is a primarily unarmed discipline.

The skills are divided into two sets of abilities, the basic Ky Disciple abilities and the more restricted abilities only available to Ky Masters.

The basic abilities are available to any lawful or neutral aligned characters who have access to teaching. (Character must have chosen their alignment. A character who gains Ky and then subsequently becomes chaotic can still use the skills they have learned but may not learn any new Ky powers until such time as their alignment shifts back),

Teaching is available to all Shinii Racial Classes, and both Shantun and Towan Monks as standard. Other classes have to find a teacher (this may be adventured for).

The Ky Master abilities are available to the Shinii Racial Classes, and both the Shantun and Towan Monks who have learned at least 150xp of Ky Disciple abilities. Providing they make the pre-requisites, and can find a teacher. Other classes that wish to learn the master abilities will have to adventure for it. It is worth noting that not all Ky masters know all of the Ky Abilities, so even those classes who can readily find a teacher may have to adventure for a specific ability.

The Initial Purchase of Ky abilities is a minimum of 100 XP. This represents the time that must be set aside for the adept to dedicate themselves to their training. This purchase of abilities may consist of any combination of the abilities below that adds up to at least 100 XP. The amount of XP spent on Ky converts to Ky points on a 1 for 1 basis. These points are restored each day, and may be spent in any combination of the abilities that the Adept knows.

Ky Disciple Abilities

Ability	Cost
Focus Blow I	10xp
Focus Blow II	20xp
Focus Leap	10xp
Focus Strength I	35xp
Focus Strength II	50xp
Focus Strikedown I	10xp
Focus Strikedown II	25xp
Focus Strikedown in Pain	25xp
Master Environment	30xp
Resist Mental Mastery I	20xp
Resist Spiritual Mastery I	20xp
Resist Spiritual Mastery II	30xp

Focus Blow I

Cost: 10xp

Pre-requisite: None

Description: Channelling Ky with a loud shout, the Disciple can double the force of a single unarmed blow.

Focus Blow II

Cost: 20xp

Pre-requisite: Focus Blow I

Description: With further training, a Disciple may channel their Ky through a melee weapon to double the force of any melee blow.

Focus Leap

Cost: 10xp

Pre-requisite: None

Description: Channelling power to their legs, the Disciple can make a single leap 15' in any direction. This leap can be made from standing.

Focus Strength I

Cost: 35xp

Pre-requisite: None

Description: Focusing on their muscles, the Disciple can perform feats of strength well beyond normal means. This grants the Disciple +6 Strength for 5 minutes.

Focus Strength II

Cost: 50xp

Pre-requisite: Focus Strength I

Description: Expanding on their knowledge, the Disciple can now gain even more strength. This grants the Disciple +9 Strength for 5 minutes. This ability can be used on its own, or combined with *Focus Strength I*.

Focus Strikedown I

Cost: 10xp

Pre-requisite: None

Description: Channelling a small part of Ky toward a struck opponent, the Disciple can knock any normal-sized creature to the floor with but a touch. The target is knocked prone, but can stand again immediately. This is an unarmed strike.

Focus Strikedown II

Cost: 20xp

Pre-requisite: Focus Strikedown I

Description: With further training, a Disciple can channel their Ky down any melee weapon to strike their opponent to the ground with a mere touch of the weapon. The target is knocked prone, but can stand again immediately.

Focus Strikedown in Pain

Cost: 25xp

Pre-requisite: Focus Strikedown I

Description: Already skilled at dropping an opponent with a simple touch, the Disciple who builds upon this power may now deliver an agonising unarmed strike. The target is knocked prone and suffers a physical pain effect for 30 seconds.

Master Environment

Cost: 30xp

Pre-requisite: None

Description: By focusing on their inner calmness, the Disciple may regular their body such that extremes of heat and cold do not affect them fully. For the next 5 minutes, the Disciple will take only 1/2 damage from Physical and Mantic 1 Fire or Cold effects and will not feel any pain or discomfort from extreme hot or cold environments.

Resist Mental Mastery I

Cost: 20xp

Pre-requisite: None

Description: The Disciple's mind is iron willed and may resist non-damaging psionics that attempt to influence it in undesired ways. This can resist effects such as *Empathic Projection*, *Neuro Hold*, *Coercive Command* and *Rem Redact*. This will work against Table I and II Psionics. Each use will counter a single power.

Resist Spiritual Mastery I

Cost: 20xp

Pre-requisite: None

Description: The Disciple's spirit is strong and can resist detrimental spiritual effects that attempt to control it in undesired ways. This can resist effects such as *Halt*, *Rune of Sleep*, *Stasis*, *Detect Lie*, *Evade*, *Fear* and *Exhaustive Wave*. Each use will counter a single power.

Resist Spiritual Mastery II

Cost: 30xp

Pre-requisite: Resist Spiritual Mastery I

Description: Further strengthening their spirit, the Disciple can now resist higher spiritual effects such as *Rune of Truth*, *Beguilement*, *Reveal Truth*, *Possession* and *Terrify*. Each use will counter a single power.

Ky Master Abilities

Ability	Cost
Dragon Strike I	30xp
Dragon Strike II	30xp
Dragon Tail Strike	75xp
Embrace the Flames	50xp
Embrace the Mountain	50xp
Embrace the Sea	50xp
Embrace the Winds	50xp
Flying Dagger Technique	35xp
Focus Element I	50xp
Focus Element II	50xp
Focus Spirit I	50xp
Focus Spirit II	50xp
Harugei	50xp
Iron Landing	50xp
Ky-Gung Body Hardening	75xp
Master Element	50xp
Monkey Strike I	30xp
Monkey Strike II	30xp
Phoenix Strike	50xp
Rai-Ky I	20xp
Rai-Ky II	35xp
Resist Mental Mastery II	30xp
Snake Fang Strike	75xp
Steel Claw Technique	50xp

Dragon Strike I

Cost: 30xp

Pre-requisite: Focus Blow I, Focus Strikedown

Description: Focusing Ky into a devastating unarmed blow, the Master strikes their foe with devastating effect literally lifting them off their feet. The target takes normal damage and is also knocked back 15' where they land prone.

Dragon Strike II

Cost: 30xp

Pre-requisite: Dragon Strike I

Description: Having focused on their striking abilities, the Master's *Dragon Strike* is now a more powerful blow and does double damage as per *Focus Blow* in addition to the knockback effect.

Dragon Tail Strike

Cost: 75xp

Pre-requisite: Dragon Strike I

Description: Even if surrounded by foes an unarmed Master who has learnt this advanced version of the *Dragon Strike* is not in danger. The Master spins around, rapidly striking all within arm's reach with the effects of a *Dragon Strike*. Note that this is an indiscriminate attack and both friend and foe will be sent flying. If the Master has *Dragon Strike II* then all struck take a full *Focus Blow* as well!

Embrace the Flames

Cost: 50xp

Pre-requisite: Focus Blow II, Master Environment

Description: The Master attunes their body to become one with fire, embracing the powers of the raging inferno. This grants the Master +6 strength and half cost *Focus Blow II*s for the duration. The Master also takes 1/2 effect from any Physical or Mantic 1 Fire effects for the duration.

Embrace the Mountain

Cost: 50xp

Pre-requisite: Focus Strength I, Master Environment

Description: The Master attunes their body and becomes one with the mountain, embracing the strength of rock itself. This grants the Master +6 Strength and +6 Physical AC for 5 minutes. The Master cannot be Knocked back or down, but also cannot run or leave the ground by any means. The Master also takes 1/2 effect from any Physical or Mantic 1 Earth effects for the duration.

Embrace the Sea

Cost: 50xp

Pre-requisite: Focus Strikedown I, Master Environment

Description: The Master attunes their body to become one with water, embracing the power of deepest sea and powerful waves. For the 5 minute duration this grants the Master unlimited *Focus Strikedowns* with their unarmed attacks. The Master also takes 1/2 effect from any Physical or Mantic 1 Water effects for the duration.

Embrace the Winds

Cost: 50xp

Pre-requisite: Focus Leap, Master Environment

Description: The Master attunes their body to become one with air, embracing the power of rushing winds. This grants the Master the ability to Run x 3, to *Focus Leap* twice as far as normal and +6 points of Dexterity for 5 minutes. The Master also takes 1/2 effect from any Physical or Mantic 1 Air effects for the duration.

Flying Dagger Technique

Cost: 35xp

Pre-requisite: Master Environment

Description: The mind guides the eye and the eye guides the hand, but a Master can also call upon the wind to guide their blade. With this ancient technique, the Master can guide their next thrown weapon as if they had the *Deadly Accuracy* skill.

Focus Element

Cost: 50xp

Pre-requisite: Focus Blow I, Master Element

Description: The Master may call on their power over the Elements to strike their foes. For the next 5 minutes, the Master deals +1 Magic damage of a chosen elemental type with their unarmed blows.

Focus Element II

Cost: 50xp

Pre-requisite: Focus Element I

Description: Continuing to embrace the Elemental, now when the Master uses *Focus Element* their arms are also wreathed in their chosen Elemental type. For the next 5 minutes, the Master gains Forearm Parry (if they did not already have it) and may Forearm Parry both Physical and Mantic I attacks, excepting Spirit.

Focus Spirit

Cost: 50xp

Pre-requisite: Focus Blow I, Resist Spiritual Mastery II

Description: The Master with control over their spirit may now focus it to strike their foes. For the next 5 minutes, the Master deals +1 Spirit damage with their unarmed blows.

Focus Spirit II

Cost: 50xp

Pre-requisite: Focus Spirit I

Description: Continuing to embrace the Spiritual, now when the Master uses *Focus Spirit* their arms are also wreathed in Spiritual energy. For the next 5 minutes, the Master gains Forearm Parry (if they did not already have it) and may Forearm Parry both Physical and Mantic I attacks, excepting Magic.

Harugei

Cost: 50xp

Pre-requisite: Master Environment, Resist Mental Mastery I, Resist Spiritual Mastery I

Description: Already able to somewhat control the body, the mind and the spirit, the Master becomes truly aware of the physical world around them. When using this power, for the next 5 minutes, the Master becomes able to sense everything within 30' regardless of darkness, blindness or deafness. Even if a creature is protected against detection, the Master will be aware of a presence within 30' although unable to pinpoint a location. This cannot sense any incorporeal creature, anything that is off-plane, or anything else that does not have a physical presence.

Iron Landing

Cost: 50xp

Pre-requisite: Focus Blow I, Focus Leap, Focus Strength I, Focus Strikedown I

Description: Calling on their reserves of strength and Ky, the Master can leap and strikedown all within a 10ft radius of where they land.

Ky Gung Body Hardening

Cost: 75xp

Pre-requisite: Focus Strength I, Master Environment, Resist Mental Mastery I, Resist Spiritual Mastery I

Description: A Master who can truly balance the strength of their body with the focus of their mind can achieve a physical state beyond that of lesser beings. When learned this power permanently grants the Master +6 Total Body, +3 Strength and Poison Tolerance I.

The Ky points devoted to this power are permanently used up, and should not be added to the normal reserve of Ky points.

Master Element

Cost: 50xp

Pre-requisite: Master Environment

Description: Now the Master can regulate their body such that the ravages of the elements do nothing to them. For 5 minutes, the Master suffers no Physical or Mantic 1 effects from a chosen element. Only a single element may be resisted by *Master Element* at any one time.

Monkey Strike I

Cost: 30xp

Pre-requisite: Focus Blow II, Focus Leap

Description: Focusing their Ky, the Master can leap into a melee and strike a blow with a melee weapon as a single action. This is a *Focus Leap* that allows a single blow to be struck at the end of the Time Stop movement.

Monkey Strike II

Cost: 30xp

Pre-requisite: Monkey Strike I

Description: Having focused on their striking abilities, the Master may now strike a more powerful blow as part of their *Monkey Strike*. Now the blow struck at the end of the *Focus Leap* is double damage as per *Focus Blow II*.

Phoenix Strike

Cost: 50xp

Pre-requisite: Dragon Strike II, Monkey Strike II

Description: For the Master who has true knowledge of melee and unarmed combat, this strike is the pinnacle of their learning. Having struck a target with a *Dragon Strike* and then followed up immediately with a *Monkey Strike*, the Master strikes the final blow – a blow that deals a Poleaxe like-effect to the victim.

Rai-Ky I

Cost: 20xp

Pre-requisite: Resist Spiritual Mastery II

Description: Having strengthened their spirit as much as any Disciple, the Master may take this further, being able to use their spirit to reach out and heal both themselves and others. Each use of *Rai-Ky* does 9LPs Spiritual healing to a location and total body. If the recipient is other than the Master, they must be touched to the location to be healed.

Rai-Ky II

Cost: 35xp

Pre-requisite: Rai-Ky I

Description: Focusing on their spiritual powers for the benefit of others, the Master can now heal others for 18LPs Spiritual healing on locations touched, split between a maximum of three locations. The Master cannot use *Rai-Ky II* on themselves.

Resist Mental Mastery II

Cost: 30xp

Pre-requisite: Resist Mental Mastery I

Description: Further strengthening their mind, the Ky Master may resist even more powerful non-damaging psionics. This will work against even Table III Psionics. Where a Perm or Irrevocable power cost has been paid by the Psionist it must also be paid by the Master to resist the effect. The Master may choose not to pay this cost in which case the power works as normal. Each use will counter a single power.

Snake Fang Strike

Cost: 75xp

Pre-requisite: Focus Blow I, Focus Strength I, Focus Strikedown in Pain

Description: When a snake strikes, its poison often causes debilitation and weakness. So too can the Master who has learnt the *Snake Fang Strike*. This unarmed blow will paralyse the target, leaving them unable to act for 5 seconds no matter what.

Steel Claw Technique

Cost: 50xp

Pre-requisite: Focus Blow I, Focus Strength II

Description: A Master is just as deadly unarmed as armed, and this technique is one of the reasons why. Channeling Ky into their arms, for the next 5 minutes, the Master gains Forearm Parry (if they did not already have it) and +1 rank of Body Weaponry. Additionally, they take no bruising from any Forearm Parries for the duration and their blows strike Through Physical armour as if it was not there.