

The Kensei

Overview

Play style: While the Paladin combines the martial flexibility of a Fighter with the divine talents of a Cleric, the Kensei draws upon his inner discipline for protection and power much in the way of a Monk, but also channels that spiritual essence into his chosen weapon in order to enhance his Fighter capabilities to defend himself and those allies placed within his charge.

Ability Scores: Kensei rely on finesse to disable their enemies, and their channel spiritual presence into their weapon as a foci for their talents. You can add +2 to your Charisma or your Dexterity, so long as you have not added to that score with your racial bonus.

Backgrounds: The Kensei has the spiritual discipline of a monastic background, and the physical training of a warrior..

Gear

All Kensei are quite adamant regarding their dedication to perfect mastery of their chosen weapon. Thus they generally regard dependence on armor as an obstruction to their path to enlightenment. Every conceivable weapon is available for mastery, but true mastery requires that each Kensei focus on only one.

You can choose to start with either 25 gp, or if you trust in the strength of your karma, 1d6 x 10 gp.

Armor

As mentioned earlier, Kensei generally shun all forms of armor, as they rely on the "spiritual bond" between themselves and their weapon to turn aside all harm. Those who choose to rely upon armor instead of their weapon accept a significant sacrifice of accuracy:

Type	Base AC	Attack Penalty
None	13	-
Light	14	-2
Heavy	15	-4
Shield	-	-1

Weapons

Kensei focus upon a single weapon, be it melee or ranged, light or heavy, and become slightly more adept to it than is common. They usually begin with standard nonmagical gear suggested by the character's specific background. All other weapons are less familiar to the Kensei, resulting in a -2 attack penalty for their use.

Melee Weapons

Size	One Handed	Two-Handed
Small	1d6	1d8
Simple or Light	1d8	1d10
Heavy or Martial	1d10	1d10 (+1 atk)

Ranged Weapons

Size	Thrown	Crossbow	Bow
Small	1d6	-	-
Simple or Light	1d6	1d8	1d8
Heavy or Martial	-	1d10	1d10

Kensei Level Progression

Level	Total HP	Total Feats	Talents Known	Level Ability Scores	Damage Bonus from Ability Score
1	(8+con)*3	1 adv	3		Ability modifier
2	(8+con)*4	2 adv	3		Ability modifier
3	(8+con)*5	3 adv	3		Ability modifier
4	(8+con)*6	4 adv	3	+1 to 3 abilities	Ability modifier
5	(8+con)*8	4 adv, 1 champ	4		2 x Ability modifier
6	(8+con)*10	4 adv, 2 champ	4		2 x Ability modifier
7	(8+con)*12	4 adv, 3 champ	4	+1 to 3 abilities	2 x Ability modifier
8	(8+con)*16	4 adv, 3 champ, 1 epic	5		3 x Ability modifier
9	(8+con)*20	4 adv, 3 champ, 2 epic	5		3 x Ability modifier
10	(8+con)*24	4 adv, 3 champ, 3 epic	5	+1 to 3 abilities	3 x Ability modifier

Kensei Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, and Feats are level dependent.

Ability Bonus: +2 to either Dexterity or Charisma.

Initiative: Dex mod + level

Armor Class: 13 + the middle of Con/Dex/Wis + Level

Physical Defense: 11 + the middle of Str/Con/Dex + Level

Mental Defense: 11 + the middle of Int/Wis/Cha + Level

Hit Points: (8 + con mod) * Level modifier (see progression chart)

Recoveries: (probably) 8

Recovery Dice: (1d10 + con mod) * level

Backgrounds: 8 Points, max 5 in any one background

Icon Relationships: 3 points

Talents: 3 (see progression chart)

Feats: 1 per level

Basic Attacks

Melee Attack

At-Will

Attack: Strength or Dexterity + Level vs. AC

Hit: WEAPON + Strength or Dexterity damage
Miss: damage equal to your level

Ranged Attack

At-Will

Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: --

Kensei Features

Focused Strike

Once per battle plus an additional number of times per full rest equal to your Charisma modifier, when engaging a foe not otherwise engaged and with an initiative less than yours, as a free action before you make an attack roll, you can declare that you're using a Focused Strike attack. If the attack hits, you deal additional damage equal to your Charisma modifier plus level. In addition, you gain temp hit points equal to your Charisma modifier plus level. If the attack misses, the power is still expended.

Level 4: additional damage and temp hit points are twice your Charisma modifier plus level.

Level 8: additional damage and temp hit points are three times your Charisma modifier plus level.

Adventurer Feat: Your focused strike attacks gain a +4 attack bonus.

Champion Feat: You gain an additional use of focused strike per battle.

Epic Feat: Focus strike recharges on a 16+ roll each round of the battle

Spirit Bond

You have forged a special bond with your focused weapon. You critical on rolls of 19-20 when using your bonded weapon. If your bonded weapon is damaged or broken, you can spend one full rest period in meditation to recreate it, even from a fragment.

Kensei Talents

Choose three of the following class talents. You gain an additional Kensei class talent at 5th level, and again at 8th level.

Aura of Protection

At the cost of your quick action during each round of battle while armed with your focused weapon, you invoke a protective aura of spiritual force around you until the start of your next turn. This field provides a +1 AC and +2 PD bonus.

Adventurer Feat: Once per battle this aura can be extended to encompass your nearby allies. The aura supporting allies may be sustained using a 11+ die roll each turn.

Champion Feat: Sustain the ally aura on a 9+

Epic Feat: The ally aura recharges per round during battle on an 11+

Spirit-bond Finesse

Trusting to your skills and training, when avoiding the use of any personal items that add to AC, you may add your Charisma modifier to your AC. Whenever you roll a natural even on an attack during your turn, you gain a bonus to disengage checks (including opposing checks to prevent disengaging enemies) equal to the current escalation die until the end of your next turn.

Adventurer Feat: You may use your Charisma modifier as your bonus to disengage vice the escalation die.

Champion Feat: One battle per full rest, you can also add the bonus to disengage checks on a natural odd attack roll during your turn.

Epic Feat: Once per round, when an enemy attempts to intercept you, roll a normal save. Success prevents that enemy from intercepting you.

Spirit of the Winds

You may attack with ranged weapons in close combat without drawing attacks of opportunity, but at the expense of one dice level in damage (d8s become d6s...etc).

Adventurer Feat: Your spirit-bonded range weapon may be used to execute parries and riposte attacks when using the riposte stance without suffering damage.

Champion Feat: You no longer suffer the damage penalty for using range weapons in close combat

Epic Feat: You do not suffer penalties for long range, and ignore any penalties or bonuses from effects relating to 'cover' when attacking your focused adversary.

Kensei Riposte

At the beginning of each round you may declare that you are entering a riposte stance, granting a +1 AC defense bonus until the start of your next round. You sacrifice your standard action for the round to attempt to parry a single successful attack made against you as an immediate interrupt. The parry is an opposed melee or ranged attack vs AC that if successful, you take no damage from the foe's initial attack. If your opposed die roll is even, you may also make a riposte strike against the attacker for half damage.

Adventurer Feat: Once per battle, you may maintain the riposte stance to parry a second attack within the same round.

Champion Feat: Your riposte attacks deliver full damage.

Epic Feat: You may riposte attacks per round up to the value of your CHA modifier.

Kensei's Focus

You can roll saves at the start of your turn instead of at the end of your turn. A successful save against ongoing damage, for example, means that you will not take the ongoing damage that turn.

Adventurer Feat: When you hit with an attack following your save, you gain temporary hit points equal to your Charisma modifier

Champion Feat: When you beat a saving throw by more than 5, you gain twice the amount of temporary hit points

Epic Feat: Gain a +1 bonus to MD and PD.

Kensei Courage

You are immune to fear abilities and to any non-damage effect of attacks named or described as fear attacks. In addition, you gain a +1 attack bonus against enemies that are not engaged by any of your allies. The bonus increases to +2 against enemies with attacks and/or auras of fear whose primary attacks inflict the 'shaken' condition.

Adventurer Feat: You gain a +1 bonus to all MD saves.

Champion Feat: You gain a +1 bonus to all non-MD saves.

Epic Feat: Your nearby allies gain a +1 bonus to all saves.

Kensei Spirited Defense

Once per round as a free action you can roll an immediate intercept "attack" against AC to intercept an enemy who is moving to attack or is currently engaged with and attacking one of your nearby allies. This attack does no damage, but permits you to pop free from one enemy to move and intercept the attack against your ally. If you are engaged with more than one enemy, the others can take opportunity attacks against you. If you are currently in the riposte stance, you may riposte the attack made upon your ally, accepting half of the damage in the event of a miss. The other half of the damage is applied to the original target of the attack.

Adventurer Feat: You can pop free from two enemies when using Spirited Defense.

Champion Feat: When you use this talent, until you attack, you cannot be critically hit.

Epic Feat: If you use this talent's ability and the escalation die reaches max without you damaging an enemy, you and all nearby allies can heal using a free recovery.

Kensei Spirited Assault

Once per battle as a free action you can declare one opponent as your focused adversary. For the remainder of the battle or until that enemy is defeated that enemy is vulnerable to your attacks, including riposte strikes.

Adventurer Feat: At the defeat of your focused adversary you may regain this ability on a recharge roll of 16+.

Champion Feat: When attacking your focused adversary you may roll twice, taking the higher result.

Epic Feat: You may select two opponents as your focused adversaries.

Kensei Serenity

Once per battle as a standard action you can roll an "attack" using your Charisma modifier + level against a single nearby foe's MD. On a successful hit, the attack deals no damage but the target cannot cast attack using spells or weapons until the start of your next turn. Any attack attempted against that target will break the Serenity effect.

Adventurer Feat: *You can maintain the serenity effect on a roll of 11+ by expending your quick action.*

Champion Feat: *You can recharge your Serenity on a roll of 16+*

Epic Feat: *You can use this talent against an additional target, but maintaining each target will require a separate action (quick for one target, standard or move for the second).*