

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a. Conversion from Monk to Martial Artist by Eric Pratt 2005, 2006.

Martial Artist

Alignment: Any lawful.

Hit Die: d10.

Class Skills

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

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Gold: 5d4(12gp, 5sp)

Table: The Martial Artist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage ¹	AC Bonus	Unarmored Speed Bonus	Unarmored Slow Fall
1st	+1	+2	+2	+2	Bonus feats, flurry of blows, unarmed strike	-1/-1	1d8	+0	+0 ft.	-
2nd	+2	+3	+3	+3	Bonus feat, evasion	+0/+0	1d8	+0	+0 ft.	-
3rd	+3	+3	+3	+3	Still mind	+1/+1	1d8	+0	+10 ft.	-
4th	+4	+4	+4	+4	Ki strike (magic, +1)	+2/+2	1d10	+1	+10 ft.	20ft
5th	+5	+4	+4	+4	Purity of body	+4/+4	1d10	+1	+10 ft.	20ft
6th	+6/+1	+5	+5	+5	Bonus feat	+5/+5/+0	1d10	+1	+10 ft.	30ft
7th	+7/+2	+5	+5	+5	Wholeness of body	+6/+6/+1	1d10	+2	+10 ft.	30ft
8th	+8/+3	+6	+6	+6	Ki Strike (+2)	+7/+7/+2	2d6	+2	+20 ft.	40ft
9th	+9/+4	+6	+6	+6	Improved evasion	+9/+9/+4	2d6	+2	+20 ft.	40ft
10th	+10/+5	+7	+7	+7	Ki strike (lawful)	+10/+10/+5	2d6	+3	+20 ft.	50ft
11th	+11/+6/+1	+7	+7	+7	Diamond body, greater flurry	+11/+11/+11/+6/+1	2d6	+3	+20 ft.	50ft
12th	+12/+7/+2	+8	+8	+8	Ki Strike (+3)	+12/+12/+12/+7/+2	2d8	+3	+20 ft.	60ft
13th	+13/+8/+3	+8	+8	+8	Diamond soul	+13/+13/+13/+8/+3	2d8	+4	+30 ft.	60ft
14th	+14/+9/+4	+9	+9	+9		+14/+14/+14/+9/+4	2d8	+4	+30 ft.	70ft
15th	+15/+10/+5	+9	+9	+9	Quivering palm	+15/+15/+15/+10/+5	2d8	+4	+30 ft.	70ft
16th	+16/+11/+6/+1	+10	+10	+10	Ki strike (adamantine, +4)	+16/+16/+16/+11/+6/+1	2d10	+5	+30 ft.	80ft
17th	+17/+12/+7/+2	+10	+10	+10		+17/+17/+17/+12/+7/+2	2d10	+5	+30 ft.	80ft
18th	+18/+13/+8/+3	+11	+11	+11		+18/+18/+18/+13/+8/+3	2d10	+5	+40 ft.	90ft
19th	+19/+14/+9/+4	+11	+11	+11		+19/+19/+19/+14/+9/+4	2d10	+6	+40 ft.	90ft
20th	+20/+15/+10/+5	+12	+12	+12	Ki Strike (+5)	+20/+20/+20/+15/+10/+5	2d12	+6	+40 ft.	Any

¹ The value shown is for Medium martial artists. See Table: Small or Large martial artist Unarmed Damage for Small or Large martial artists.

Class Features

All of the following are class features of the martial artist.

Weapon and Armor Proficiency: Martial artists are proficient with all simple weapons as well as: handaxe, kama, nunchaku, sai, shuriken, and siangham.

Martial artists are not proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a martial artist loses her AC bonus, as well as her fast movement and flurry of blows abilities and her ability to use all simple weapons.

AC Bonus (Ex): The martial artist adds her Wisdom bonus (if any) to her AC. In addition, a martial artist gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every three martial artist levels thereafter.

These bonuses to AC apply even against touch attacks or when she is flat-footed. She loses these bonuses when she is immobilized or helpless, wears any armor, uses a shield, wields a non-light weapon (except quarterstaff) or a weapon with which she is not proficient, or carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored, a martial artist may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The martial artist. This penalty applies for 1 round, so it also affects attacks of opportunity the martial artist might make before her next action. When a martial artist reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A

martial artist must use a full attack action to strike with a flurry of blows. A martial artist may not select the Two-Weapon Fighting feat because the flurry of blows treats the martial artist as already having it. If the martial artist already has Two-Weapon fighting from another class, she may not use it in conjunction with flurry of blows. A martial artist may still select Two-Weapon Defense, Improved Two-Weapon Fighting, and Greater Two-Weapon fighting, applying their effects to her flurry of blows or other melee attacks.

When using flurry of blows, a martial artist may attack only with unarmed strikes or with special martial artist weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes or special martial artist weapons in a flurry of blows, but not both in the same round. When using weapons in a flurry of blows, a martial artist applies her Strength bonus (not Str bonus x 1-1/2 or x 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The martial artist can't use any weapon other than a special martial artist weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a martial artist may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

When a martial artist reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Unarmed Strike: At 1st level, a martial artist gains Improved Unarmed Strike as a bonus feat. A martial artist's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a martial artist may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a martial artist striking unarmed. A martial artist gets her power from her precise control of her body, thus she applies her full Dexterity bonus on damage rolls for all her unarmed strikes.

Usually a martial artist's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A martial artist's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A martial artist also deals more damage with her unarmed strikes than a normal person would, as shown on Table: The martial artist. The unarmed damage on Table: The martial artist is for Medium martial artists. A Small martial artist deals less damage than the amount given there with her unarmed attacks, while a Large martial artist deals more damage; see Table: Small or Large martial artist Unarmed Damage.

Level	Damage	
	(Small martial artist)	(Large martial artist)
1 st - 3 rd	1d6	2d6
4 th - 7 th	1d8	2d8
8 th - 11 th	1d10	3d6
12 th - 15 th	2d6	3d8
16 th - 19 th	2d8	4d8
20 th	2d10	6d6

Bonus Feats: At 1st level, a martial artist automatically gets the feat Weapon Finesse (Unarmed Strike). A martial artist also may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat. A martial artist need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): At 2nd level or higher if a martial artist makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a martial artist is wearing light armor or no armor. A helpless martial artist does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a martial artist gains an enhancement bonus to her speed, as shown on Table: The Martial Artist. A martial artist in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A martial artist of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a martial artist's unarmed attacks are empowered with *ki*. Her unarmed attacks

are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's martial artist level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness. Her unarmed strikes also receive a +1 enhancement bonus at 4th level. This enhancement bonus increases by 1 every four levels thereafter.

Slow Fall (Ex): At 4th level or higher, a martial artist within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The martial artist's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her martial artist level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a martial artist gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a martial artist can heal her own wounds. She can heal a number of hit points of damage equal to twice her current martial artist level each day, and she can spread this healing out among several uses.

Improved Evasion (Ex): At 9th level, a martial artist's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless martial artist does not gain the benefit of improved evasion.

Diamond Body (Su): At 11th level, a martial artist gains immunity to poisons of all kinds.

Diamond Soul (Ex): At 13th level, a martial artist gains spell resistance equal to her current martial artist level + 10. In order to affect the martial artist with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the martial artist's spell resistance.

Quivering Palm (Su): Starting at 15th level, a martial artist can set up vibrations within the body of another creature that can thereafter be fatal if the martial artist so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the martial artist strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the martial artist can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her martial artist level. To make such an attempt, the martial artist merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + 1/2 the martial artist's level + the martial artist's Wis modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Ex-martial artists

A martial artist who becomes nonlawful cannot gain new levels as a martial artist but retains all martial artist abilities.

For the purposes of prestige class pre-requisites, martial artist levels count as monk levels.

Special Notes

The wondrous item, "Belt, Monk" is treated as "Belt, Martial Artist" when worn by a martial artist.

Belt, Martial Artist's: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a martial artist of four levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a martial artist, she gains the AC and unarmed damage of a 4th-level martial artist.