

Martial Artist

Description: Martial Artists, as their name indicates, turn the simple act of fighting into an art form, with all of the spiritual enlightenment, personal knowledge, and aesthetics that “art” implies. According to a Martial Artist, there is something beautiful about a deadly blow. Thousands of hours of training—mental, physical, and spiritual—go into perfecting their fighting techniques, not merely for the sake of accuracy and efficiency, but for the sake of the sheer pleasure of the movement and the mental states it both requires and creates. Though the martial arts themselves are most commonly associated with Asian styles, like *Kung Fu*, *Karate*, and *Tae Kwon Do*, there are equally complex and deadly techniques in other parts of the world, like French *Savate*, or Brazilian *Capoeira*. Even the humble boxer is the master of a martial art.

Sample Character: [Monkey Queen](#)

Hit Die: d8

Power Die: d8

Skill Points at 1st Level: (6 + Int per level) x4

Skill Point per Level: 6 + Int modifier

Class Skills: Autohypnosis (Wis), Climb (Str), Craft (mechanical) (Int), Jump (Str), Perception (Wis), Stealth (Dex), Tumble (Dex).

Proficiencies: 5

Martial Artist							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features

1	+1	+1	+1	+1	+1	+1	Brawl, Combat Martial Arts, Imp. Unarmed Damage
2	+2	+1	+1	+1	+1	+1	Evasion
3	+3	+2	+2	+2	+2	+2	Defensive Awareness
4	+4	+2	+2	+2	+2	+2	Uncanny Dodge
5	+5	+3	+3	+3	+3	+3	Imp. Unarmed Damage, Bonus Feat
6	+6/+1	+3	+3	+3	+3	+3	Float Like a Butterfly
7	+7/+2	+3	+3	+3	+3	+3	Protective Instincts
8	+8/+3	+4	+4	+4	+4	+4	Improved Uncanny Dodge
9	+9/+4	+4	+4	+4	+4	+4	Bonus Feats x2
10	+10/+5	+5	+5	+5	+5	+5	Improved Unarmed Damage, Bonus Feat
11	+11/+6/+1	+5	+5	+5	+5	+5	Improved Evasion
12	+12/+7/+2	+6	+6	+6	+6	+6	Bonus Feats x2
13	+13/+8/+3	+6	+6	+6	+6	+6	Protective Instincts
14	+14/+9/+4	+6	+6	+6	+6	+6	Sting Like a Bee
15	+15/+10/+5	+7	+7	+7	+7	+7	Improved Unarmed Damage, Bonus Feat
16	+16/+11/+6/+1	+7	+7	+7	+7	+7	Favoured Save
17	+17/+12/+7/+2	+8	+8	+8	+8	+8	Unity of Being
18	+18/+13/+8/+3	+8	+8	+8	+8	+8	Bonus Feats x2

19	+19/+14/+9/+4	+9	+9	+9	+9	+9	Ageless
20	+20/+15/+10/+5	+9	+9	+9	+9	+9	Improved Unarmed Damage, Bonus Feat

Class Features

Brawl (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

Combat Martial Arts: At level 1, Martial Artists receive this feat for free.

Improved Unarmed Damage: At levels 1, 5, 10, 15, and 20, Martial Artists receive this feat and thus increase the damage they inflict with their unarmed strikes. They can take the feat normally, in addition to receiving this class feature.

Evasion (Ex): At level 2, Martial Artists can avoid even magical and unusual attacks with great agility. If they make a successful Reflex saving throw against an attack that normally deals half damage, then they instead take no damage. They can use Evasion only if they are wearing light armour or no armour. If they are *helpless*, then they do not gain the benefit of Evasion.

Defensive Awareness (Ex): At level 3, Martial Artists gain an insight bonus to Defence that equals their Wisdom modifier. This bonus applies only if they wear no armour.

Uncanny Dodge (Ex): At level 4, Martial Artists retain their Dexterity bonus to Defence (if any) even if they are caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to Defence if they are immobilised. If they already have Uncanny Dodge, then they get Improved Uncanny Dodge instead. At level 8, Martial Artists get **Improved Uncanny Dodge** and can no longer be flanked. This

class feature denies anyone else the ability to Sneak Attack them by flanking them, unless they have at least 4 more character levels or hit dice than the Martial Artist in the class that grants the Sneak Attack feature.

Bonus Feats: At levels 5, 9, 10, 12, 15, 18, and 20, Martial Artists can choose a bonus feat from the following [groups](#): Defensive, Combat, Offensive.

Float Like a Butterfly (PL): At level 6, Martial Artists receive *Amazing Leap* and two ranks in Powered Leap (enhancement) and one rank in *Catfall*. These ranks stack with any previous ranks the Martial Artist has taken in those two powers.

Protective Instincts (Ex): At levels 7 and 13, Martial Artists receive one of the three basic Save Enhancer feats (Lightning Reflexes, Great Fortitude, or Iron Will), player's choice. If they already have all three, they can choose to take one of the Awesome save enhancers. If they have all three of them, they can take one of the Supreme save enhancers.

Improved Evasion (Ex): At level 11, Martial Artists' Evasion ability improves. They still take no damage on a successful Reflex saving throw against attacks, but also take only half damage on a failed save. A helpless Martial Artist does not gain the benefit of Improved Evasion.

Sting Like a Bee (Ex): At level 14, the critical multiplier of Martial Artists' unarmed strikes increases by x2 (thus x2 becomes x3, and so on), and the critical threat range doubles from (thus 20 becomes 19-20, 19-20 becomes 17-20, etc.).

Favoured Save (Ex): At level 16, Martial Artists can Take 10 with one of their Saves (Fortitude, Reflex, or Will; player's choice).

Unity of Being (Su): At level 17, Martial Artists can, as a swift action, trade PPs for HPs or HPs for PPs, at a ratio of

2:1. This means that they could trade 12 HPs for 6PPs or vice-versa. They cannot trade enough points to put their HPs to zero or lower, and there is no such thing as negative PPs. Martial Artists must be conscious to use this class feature.

Ageless (PL): At level 19, Martial Artists no longer take any penalties for ageing. Although they do still physically age and will eventually die of old age, their ability scores never change as a result of the ageing process.