

**Martial Artist:** “Brute Strength and sheer force are not always the best way to fight. After the battle of Workman's Valley, many an orc lay dead, taken by smaller and quicker foes. The defeat of the Orcish army proves that strength is not all that makes for a great warrior. Speed, agility, and wisdom are valuable assets.”

-Arakus Molfast, second risen of the house of the Million Blades

<u>Level</u>	<u>B. Attack</u>	<u>F. Save</u>	<u>R. Save</u>	<u>W. Save</u>	<u>Special</u>
1	+1	+2	+2	+0	defensive talent, acrobatic mastery +2
2	+2	+3	+3	+0	uncanny dodge, bonus feat
3	+3	+3	+3	+1	
4	+4	+4	+4	+1	bonus feat
5	+5	+4	+4	+1	improved uncanny dodge, a.m. +4
6	+6	+5	+5	+2	
7	+7	+5	+5	+2	bonus feat
8	+8	+6	+6	+2	
9	+9	+6	+6	+3	
10	+10	+7	+7	+3	a.m. +6, natural acrobat
11	+11	+7	+7	+3	bonus feat
12	+12	+8	+8	+4	
13	+13	+8	+8	+4	
14	+14	+9	+9	+4	
15	+15	+9	+9	+5	bonus feat, a.m. +8
16	+16	+10	+10	+5	
17	+17	+10	+10	+5	
18	+18	+11	+11	+6	bonus feat
19	+19	+11	+11	+6	
20	+20	+12	+12	+6	bonus feat, a.m. +10

Hit Point Advancement: Intermediate

Defense Advancement: Good

Skill Points/Level: 4 + INT Modifier

Class Features:

- **Weapon and Armor Proficiencies**

Martial Artists are proficient in the use of all simple and martial weapons. They are proficient in the use of light armor but not with any shields.

- **Defensive Talent**

At 1<sup>st</sup> level the material artist's training allows her to dodge and parry blows almost without conscious effort. She adds her wisdom bonus, if positive, as a bonus to her Defense. This ability cannot be used in armor or when using a shield larger than a buckler. The bonus is not lost unless a martial artist's defense bonus is lost.

- **Uncanny Dodge**

Martial artists have the ability to react to danger with extraordinary speed. Starting at second level, the Martial Artist retains her dex bonus to AC when caught flat footed or struck by an invisible attacker. This ability stacks with occurrences of uncanny dodge from other classes.

- **Improved Uncanny Dodge**

A martial artist of 5<sup>th</sup> level or higher can no longer be flanked. She can react to opponents on both sides as easily as on one. This ability denies attackers the ability to use Pounce unless they have four more levels (in a class that provides pounce, for which the appropriate levels stack) than the martial

artist has levels in martial artist (other classes that provide uncanny dodge stack for this purpose).

- **Acrobatic Mastery**

A Martial artist is trained in the use of acrobatics and the use of the body becomes paramount to their existence. She gains a series of bonuses to Balance, Jump, and Tumble checks. This bonus is +2 at first level and rises to +4 at level 5, +6 at level 10, +8 at level 15 and +10 at level 20. These are increases, not stackable bonuses (ie the bonus increases by +2 every five levels, not by the bonus indicated; that is the total).

- **Natural Acrobat**

A Martial Artist of 10<sup>th</sup> level is naturally acrobatic and can take 10 at any time on an acrobatics roll, even if the situation would normally prevent it.

- **Bonus Feats**

At the levels indicated on the table, the Martial Artist gains bonus feats. She chooses her bonus feats from the following list:

Skill Focus I, Skill Focus II, Blind-Fight, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Endurance, Any Weapon or Armor Proficiency, Far Shot, Great Fortitude, Greater Two Weapon Fighting, Improved Critical, Improved Disarm, Improved Grapple, Improved Initiative, Improved Precise Shot, Improved Sunder, Improved Trip, Improved Two Weapon Fighting, Iron Will, Lightning Reflexes, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Shot on the Run, Snatch Arrows, Spring Attack, Stunning Fist, Toughness, Two Weapon Fighting, Two Weapon Defense, Weapon Focus, Whirlwind Attack, Enhanced Unarmed strike, Martial Finesse,

\*Enhanced Unarmed Strike: Your unarmed strikes to 1d6 damage (larger or smaller creatures can adjust the damage accordingly).

\* Martial Finesse: Pick a weapon you have Weapon Focus with. You may substitute your dexterity modifier for your strength modifier on all damage rolls for that weapon.