

Martial Artist

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Total Chi	Special Ability
01	1	0	0	0	1	10	Chi Armor, Unarmed Attack, Flurry of Blows
02	2	1	1	1	1	20	
03	3	1	1	1	2	30	Chi STR +1 or Technique
04	4	2	2	2	2	40	
05	5	2	2	2	3	50	Flying Kick Feat
06	6/1	3	3	3	3	60	Chi Strength +2 or Technique, Fists of Iron
07	7/2	3	3	3	3	70	
08	8/3	4	4	4	4	80	
09	9/4	4	4	4	4	90	Chi STR +3 or Technique
10	10/5	5	5	5	5	100	Throw Anything Feat ,
11	11/6/1	5	5	5	5	110	Fists of Flame
12	12/7/2	6	6	6	5	120	Chi STR +4 or Technique
13	13/8/3	6	6	6	6	130	
14	14/9/4	7	7	7	6	140	
15	15/10/5	7	7	7	7	150	Prone Attack Feat, Chi STR +5 or Technique
16	16/11/6/1	8	8	8	7	160	Holy Fist
17	17/12/7/2	8	8	8	7	170	
18	18/13/8/3	9	9	9	8	180	Chi STR +6 or Technique
19	19/14/9/4	9	9	9	8	190	
20	20/15/10/5	10	10	10	9	200	Power Critical Feat, Fist of Death

A Martial Artist, a living weapon. Someone who has trained their body to be the deadliest of all, weapons. Much like ninja they channel chi through their body and perform great tasks with it. Only unlike ninja they use chi more to boost their physical prowess.

Unarmed Attack – At First level and every level there after a Martial Artist uses both STR Bonus and DEX Bonus in a melee attack when unarmed. Granting them an stronger Melee attack then most classes.

Chi Armor – At First Level and Every Level there after a Martial Artist can Expend 1 chi per round to grant them an all-around PS score bonus equal to the Martial Artist Strength. This lasts for as long as the Martial Artist maintains it. When using Chi Armor they have to make Concentration rolls to maintain the Armor when using other Chi Based Techniques (DC 10+ STR Mod). Failure to pass the roll drops the armor but doesn't affect the Technique being used.

Flurry of Blows - Starting at 1st level, a martial artist can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes or attacks with a special martial artist weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting feat (even if the martial artist does not meet the prerequisites for the feat). For the purpose of these attacks, the martial artist's base attack bonus is equal to his martial artist level. For all other purposes, such as qualifying for a feat or a prestige class, the martial artist uses his normal base attack bonus. At 8th level, the martial artist can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the martial artist does not meet the prerequisites for the feat). At 15th level, the martial artist can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the martial artist does not meet the prerequisites for the feat).

A martial artist applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A

martial artist may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A martial artist cannot use any weapon other than an unarmed strike or a special martial artist weapon as part of a flurry of blows. A martial artist with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

Chi STR - A Martial Artist of level 3 or higher can infuse their physical Strength with chi. Costing 1 chi per bonus per round (the bonuses increases every 3 levels after level 3 giving a max +6 Bonus by level 18.) Performing other techniques while this is active requires a concentration check (DC 10 +Martial Artist level)

Technique - Can choose to take a technique attack over the Chi STR one would gain at that level (see technique section for list)

Fist of Iron – at 6th level and every level thereafter, A Martial Artists Unarmed attacks count as Cold Iron thus count as +1, They also can expel 1 chi a round and their unarmed attacks can do sunder attacks at +2 damage.

Fist of Flame – at 11th level and every level thereafter, A Martial Artist Unarmed attacks count as Fire thus counts as +2, they can also expel 5 chi a round to add fire damage of +1d6 to their unarmed attacks

Holy Fist – at 16th level and every level thereafter, A Martial Artist Unarmed attacks count as blessed thus count as +3, they can also with the expel of 2 chi a round do blessed attacks that do greater damage (x2) to Demonic and Undead types.

Fist of Death – at 20th level and every level thereafter, A Martial Artist Unarmed attacks count as adamantite thus counting them as +4, also the Martial Artist can expel 20 chi to perform a death attack Resist save DC (damage +Martial Artist Level) vs Death.

Weapon Proficiencies: None

Armor Proficiencies: None

Hit Die: 1d10

Skills: (points per level 30 + INT MOD), Acrobatics, Bluff, Climb, Craft, Concentration, Intimidate, Jump, Martial Arts, Notice, Perform, Profession, Stealth, Swim, Taunt, Tumble, Use Rope, Use Magic Device

Level	Flurry Of blows
1	-2/-2
2	-1/-1
3	0/0
4	1/1
5	2/2
6	3/3
7	4/4
8	5/5/0
9	6/6/1
10	7/7/2
11	8/8/3
12	9/9/4
13	9/9/4
14	10/10/5/0
15	11/11/6/1
16	12/12/7/2
17	12/12/7/2
18	13/13/8/3
19	14/14/9/4
20	15/15/10/5/0