

MARTIAL ARTIST

The Martial Artist hones his body and mind into a deadly weapon. Deriving his power as much from spiritual focus as physical conditioning, he transcends ordinary expectations of human ability.

Attributes: The Martial Artist benefits from a balanced array of attributes, as he can put any of them to good use at any time.

Vitality: 1d12 + Con modifier per level

Starting Weapon Proficiencies: 6

Class Skills

The Martial Artist's class skills are Acrobatics, Athletics, Impress, Intimidate, Medicine, Notice, Resolve, Sense Motive, and Sneak.

Skill Points at Level 1: (4 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier

Core Ability

Unyielding: You can withstand tremendous physical punishment. Once per combat, you may take 1 full action to spend and roll 1 or more action dice, immediately recovering a number of combined vitality and wound points equal to the total result. These action dice explode as normal. You may take this action even when you're *helpless* or *dying*.

Class Abilities

Martial Arts: At Level 1, you gain the Martial Arts feat.

Life of Discipline: You're devoted to a deeper, more spiritual understanding of combat. At Level 2, you may choose 1 of the following abilities.

- **Discipline of the Body:** Intense martial discipline grants you extraordinary control over your body. The lower of your Strength or Constitution scores increases by 1. Further, you gain a +1 insight bonus with Fortitude saves. Finally, you may spend 1 action die to hold your breath for an additional number of minutes equal to your Constitution modifier while performing actions, or for an equal number of hours while remaining still.
- **Discipline of the Mind:** Studies into the nature of the mind have unlocked your inner powers. The lower of your Dexterity or Intelligence scores increases by 1. Further, you gain a +1 insight bonus with Reflex saves. Finally, you may spend 1 action die to ignore the *fatigued* condition or reduce the *exhausted* condition to *fatigued* until the next time you receive damage.
- **Discipline of the Spirit:** Your contemplation of the spirit strengthens your resolve. The lower of your Wisdom or Charisma scores increases by 1. Further, you gain a +1 insight bonus with Will saves. Finally, when an adjacent character scores a threat, you may spend 1 action die to activate their critical success.

Bonus Feat: At Levels 3 and 5, you gain 1 additional Melee or Unarmed Combat feat.

Improved Reach: You may strike opponents with rapid lunges and loose objects propelled by your kicks and punches. At Level 4, your Reach with melee and unarmed attacks increases by 5 ft.

Table 4: The Martial Artist

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+1	+1	+1	+2	+1	0	—	Martial Arts, <i>unyielding</i>
2	+2	+2	+2	+2	+3	+1	0	1W	Life of discipline
3	+3	+2	+2	+2	+3	+2	1	1W	Bonus feat
4	+4	+2	+2	+2	+4	+2	1	1W, 1S	Improved Reach (+5 ft.)
5	+5	+3	+3	+3	+5	+3	1	1W, 1S	Bonus feat

POINTMAN CROSS-CLASS ABILITY

The Pointman's cross-class ability grants him access to the following abilities seen in this preview class: *bonus feat*, *improved Reach* (+5 ft.); *life of discipline*, *Martial Arts*.

Martial Artist Class Preview

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