

MARTIALIST

CLASS TRAITS

Role: Striker

Power Source: Martial.

Key Abilities: Strength, Dexterity, Constitution.

Armor Proficiencies: Cloth, Leather.

Weapon Proficiencies: See *Implement of Doom* class feature.

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at First Level: 12 + Constitution Score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Endurance. From the class skills list below, choose three more trained skills at 1st level. Class skills: Acrobatics (Dex), Athletics (Str), Intimidate (Cha), Stealth (Dex), Streetwise (Cha), Insight (Wis).

Build Options: Brawler, Brutal Grappler, Finesse Grappler

Class Features: Expert Grapple, Implement of Doom, Armor of my Being

As a martialist, you have complete control of your body, and you use it to best advantage. You have practiced the use of force, balance, and momentum, and you are an expert at destroying joints, breaking bones, and crushing internal organs. You carry no visible weapons, but that does not mean that you aren't armed. In the proper circumstance, you can use your foot, your fist, your elbow, or even your head.

You might be a freedom fighter standing up to the well-armed troops of an oppressive baron, a street tough who guards your neighborhood from the chaos of the wider city, a wandering pilgrim seeking your destiny, or maybe even the local thug or the bodyguard of a sinister crime lord.

Those who don't know any better see your empty hands and take you for an easy mark. They would be well-served to pay attention to the manner in which you move, the strength of your fists, and the confidence with which you carry yourself. Their contempt doesn't bother you; in fact, it is to your advantage.

Martialist Class Features

You have the following class features.

EXPERT GRAPPLE. As an expert in close-quarters combat, you are skilled in grabbing opponents and controlling them. When you attempt to *grab* a target (See chapter 9 of the PHB), use the following rules instead:

Expert Grapple: Standard Action

Target: You can attempt to grapple with one creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach.

Strength Attack: If you have one hand free, make a Strength attack + 4 vs. Reflex. If you have both hands free, make a Strength attack + 6 vs. Reflex.

Hit: The enemy is in your control until it escapes or you end the grapple. Your enemy can attempt to escape on its turn.

Effects of the Grapple: As long as you are controlling an enemy, you gain a + 4 bonus to hit using any exploit that has the grapple keyword; you gain a + 2 bonus to hit using any exploit with the fist or foot keyword. If an enemy attempts to *escape* from you, you have a + 4 bonus to your defense.

Sustaining the Grapple: You sustain the grapple as a minor action. You can end the grapple as a free action.

Effects that End the Grapple: If you are affected by a condition that prevents you from taking opportunity actions, you immediately let go of a grappled enemy. If a push, pull, or slide moves you or the creature with which you are grappling out

of your reach, you can attempt to *move* or move with the grappled target such that you remain adjacent to the target following the movement. See **Move Grappled Target** below. If you fail to *move* the target, the grapple ends.

To move a creature with which you are grappling, you must succeed on a Strength attack.

Move Grappled Target: Standard Action

Strength Attack: Make a Strength attack + 2 vs. Fortitude.

Hit: Move up to half your speed and pull the grappled target with you. The grappled condition is maintained.

Miss: If you fail to move your grappled opponent, the grapple ends, and he can make an opportunity attack against you.
(OR)

Hit: If you or your target is the target of a push, pull, or slide, you both move together equal to the number of squares the movement was designed to move you minus one. The grappled condition is maintained.

Miss: The grapple ends, and the opponent with the higher initiative roll can make an opportunity attack against the other.

IMPLEMENT OF DOOM

As a Martialist, you have molded your body into a weapon, or more accurately, a collection of weapons. The following table summarizes the ‘weapons’ that you have at your disposal at all times; they are Fist (including open hand, forearm, and elbow attacks), Off-Hand (same as Fist), Foot (including stomp and knee attacks), and Head. All Martialists are proficient with their Fist and Head and receive the proficiency bonus accordingly. As part of the **Implement of Doom** class feature, you are able to select a third ‘weapon’ with which to be proficient, whether it is your Off-Hand or your Foot. (Selecting the Off-Hand Proficiency or Foot Proficiency feat would enable you to be proficient in all four.) In all cases, whether or not you are proficient with a particular weapon, you do cause the damage listed in the table when conducting an attack.

Weapon	Prof.	Damage
Fist	+2	1d6
Off-Hand	+2	1d4
Foot	+2	1d8
Head	+2	1d4

The damage dice listed above are only the starting possibilities; various feats and exploits can increase the damage done by you with a particular Implement of Doom. Damage dice will always follow the progression below:

1d4 → 1d6 → 1d8 → 1d10 → 1d12 → 2d8 → 2d10 → 2d12

Additionally, racial characteristics may impact the damage dice used. The following table summarizes those cases where a character’s race modifies the starting die for each weapon.

Race	Weapon	Damage
Dragonborn	Fist	1d8
Dragonborn	Off-Hand	1d6
Dragonborn	Head	1d6
Tiefling	Head	1d6
Dwarf	Head	1d6
Halfling	Foot	1d6

ARMOR OF MY BEING

You are tough, your body hardened, your bones and muscles resistant to physical damage.

You gain a bonus to your Armor Class as a result of your continuing martial training. Additionally, you gain some resistance to normal damage. These advantages increase as your level increases.

Level	Bonus to AC	Resistance
1 – 5	+ 1	Resist 3 normal
6 – 10	+ 2	
11 – 15	+ 3	Resist 5 normal
16 – 20	+ 4	
21 – 25	+ 5	Resist 7 normal
26 – 30	+ 6	