

Martial Artist (Fighter Sub-class)

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 4

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INTRODUCTION

This supplement provides rules for playing Martial Artists characters under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASSES

The new classes described in this supplement are considered subclasses of Fighters. As such, they have the same attack bonus and saving throws as Fighters of the same Level. They should be treated as Fighters for all purposes, unless otherwise noted.



Martial Artist

Level	Experience	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,600	5d8
6	35,200	6d8
7	70,400	7d8
8	145,000	8d8
9	290,000	9d8
10	435,000	9d8+1
11	580,000	9d8+2
12	725,000	9d8+3
13	870,000	9d8+4
14	1,015,000	9d8+5
15	1,160,000	9d8+6
16	1,305,000	9d8+7
17	1,450,000	9d8+8
18	1,595,000	9d8+9
19	1,740,000	9d8+10
20	1,885,000	9d8+11

Martial Artists are trained in both armed and unarmed combat and in the manipulation of their inner energy. Martial Artists fight and save as Fighters and are equally hardy using a d8 for their Hit Points. They are able to use any weapon, but are limited to leather armors and can't use shields.

To become a Martial Artist a character must be of human or elf blood, and must meet a minimum of 9 in Strength, Dexterity and Wisdom.

Martial Artists use the flow of his body movements to strike fiercely and thus can use their DEX bonus instead of their STR bonus on any melee attack roll.

A BASIC FANTASY SUPPLEMENT

A Martial Artist's unarmed attacks are considered as armed making him able to strike hard surfaces and armored opponents and parry armed attacks.

Martial Artists can cause incredible damage with their bare hands and feet when attacking humanoid opponents unarmed by striking weak points on their bodies.

They are able to cause lethal or non-lethal damage with the same ease (no attack penalty) with their unarmed attacks. They use a d4 for non-lethal damage and a d3 for lethal damage when punching; when kicking (by attacking at -2 attack penalty) the damage increase to d6 and d4 respectively.

Martial Artist roll an extra damage die whenever they hit an unarmored opponent, hit their AC by 5 or more points, or with a natural attack roll of 20. All these extra dices are cumulative if more than one criteria is met on the attack.

Martial Artists are able to fight defensively, while fighting at a -2 attack penalty and gaining a +4 bonus to their AC.

A Martial Artist's clear mind and awareness gives them a 1 point bonus on any d6 roll made involving his senses such as avoiding surprise or detecting traps and a +2 bonus on any Saving Throw or roll made to resist be affected mentally.

When blinded or attacked by an invisible creature a successful Saving Throw vs Paralysis let the Martial Artists ignore their AC penalty.

Martial Artists learn to manipulate the flow of energy within themselves and to tap the energy inside other people, creatures and objects. This energy goes by many names, and thru mental and physical exercise and movements is that Martial Artists gain special abilities.

MARTIAL ARTIST

At the start of each day the Martial Artist must perform a combination of meditation and physical exercises for at least one hour so their energy can flow unrestricted allowing the use of their special abilities.

They can add their Wisdom Bonus (if any) to any roll involving Strength and Constitution such as Attack, Damage, Hit Points and Damage Rolls.

They can also add their Wisdom Bonus to their AC.

The Martial Artist is able to hit unarmed any creature requiring silver or magical weapons as long as his Level plus Wisdom bonus is equal or higher than the creature's HD.

The flow of his internal energy slows any physical effects like poisons, petrification and polymorph by 1 round per Level before he has to make his Saving Throw.

By placing his hands and concentrating on a similar afflicted character he can transmit this special ability, but doing it requires no movement from both individuals.

A Martial Artist is able to move in any direction by "gliding" from place to place. In order to do this he must start from solid ground or a similar place. The Martial Artist moves in a linearly but he can change direction in mid-gliding by making a Saving Throw vs Spells.

Also thanks to this ability he can step over objects and places as if he had no weight; he can carry an extra weight equal to 10% +10% per Level of his allowed weight without losing this special benefit.

When the Martial Artist is generated the player must create a "Martial Path" for him, one personal and deep conviction that leads him thru the world such as helping others, monetary power, freedom, martial prowess, etc.

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