

Description:

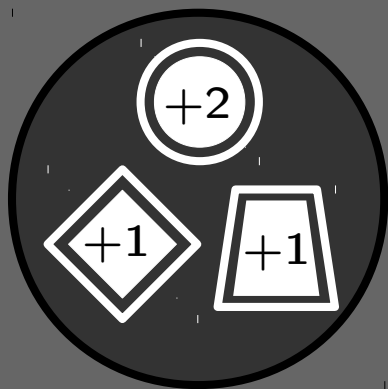
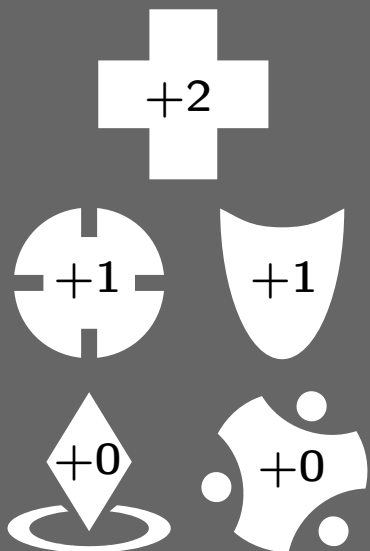
There's a lot of fancy weapons, out in the black. Lasers, firearms, brinktech, rusty knives. Of course... the thing with fancy engineering is that it can fail. Sometimes the brinktech catches fire, and sometimes your blade gets confiscated and sometimes you just don't want to escalate to firearms right away. In the end, it doesn't matter how deadly someone's equipment is, if you can dissuade, disarm or defenestrate them, all combat really comes down to is momentum, mechanics, and knowing when to push.

Strategy:

The Martial Artist can be played in a variety of ways, specializing in offense, defense or interference. Generally speaking, the martial artist has a variety of options for fighting *intelligently*, rather than simply dishing out the maximal possible damage. This class combines particularly well with ranged attacking classes (giving you a back up option once your enemies close in to close range), or with the more combat focused tech classes (giving you something to do when you would prefer not to rely on your tech abilities).

Starting Bonuses:

- ☐ +2 in all physical skills.
- ☐ +2 people reading
- ☐ Your hands count as 2d4 bludgeoning weapons.
- ☐ Gain an additional +2 ATK when unarmed.



Character details:

Your fighting style is (circle up to two):

Fluid	Graceful	Drunken	Precise
Disciplined	Slippery	Jagged	Meditative
Powerful	Defensive	Efficient	_____

Answer one (or more) of the following backstory details.

Where you were trained? Who was your teacher? How did you relate to your teacher then? How do you relate to them now? _____

Do you advertise the fact that you are skilled in combat? Do you underplay yourself, allow others to underestimate you? Why or why not? _____

Do you have any siblings? Where are they now? What do you think of them? _____

Flurry of Blows

You may spend 3 beats to make multiple unarmed strikes against a single target.

Every feat you have in Martial Artist grants you an extra attack - IE three feats = up to three extra attacks

You must succeed in your first attack in order to make a second attack. You must succeed on your second attack roll in order to make a third attack, and so on.

Hail of Fists

Requires: Flurry of blows

You may now use Flurry of blows at the cost of two beats (but still not as a Reaction).

Relentless Assault

Requires: Flurry of blows + 3 other feats

Your Flurry of blows continues after your first miss, and is not ended until you miss for a second time.

Evasion

Each time you are attacked you may apply any one of the following defensive techniques:

- **Concentrated defense:** spend a reaction, gain +2 defense.
- **Perilous escape:** Gain +2 defense, then prompt AoO from any within range.
- **Reckless defense:** +2 defense, enemy gets +2 critical hit range.
- **Tilt off-balance:** +2 defense against this attack, -2 defense until your next turn.

Reversal

Requires: 1 Martial artist feat

Whenever you are unarmed, increase your critical defense range by two.

You may now use combat maneuvers as counter attacks when you roll a critical defence (as opposed to just simple attacks).

Whenever you are attacked you can choose to take the hit (no defense rolled) in exchange for making a free counter attack.

Throws

Requires: 2 Martial artist feats

Whenever unarmed you can attempt a throw on any humanoid adversary at the cost of two beats- roll a melee attack roll as usual, but instead of damage pick two of the following effects:

- Swap places with your target.
- Get +2 on your attack roll to throw.
- Your target gets -2 on d20 rolls until the end of their next turn.
- Target prompts AoO from character of your choice (other than yourself).
- Your target is thrown 3 meters away from you. You may choose one tactical disadvantage associated with their new position.
- Target stumbles, and cannot move on their next turn.

Recovery Combat

Requires: 2 Martial artist feats

You may now make unarmed attacks while grappled, stunned dazed, or otherwise incapacitated (within reason).

Gain +5 on squirm and strength checks to escape grapples, or any other skill check or saving throw made to pull yourself together or overcome a setback in combat.

Disarms

Requires: 1 Martial artist feat

Whenever you attempt to disarm someone (spending two beats), if unarmed, you may select two of the following bonuses:

- You are now holding the item.
- Any item more complex than a hammer is damaged, can't be used until its owner passes a DC 15 engineering check.
- The item is hurled far away.
- Even if your disarm fails, the user suffers -2 when using the item on their next turn.
- Gain +2 on your disarm roll.
- Remove a holstered weapon instead.

Cobra strike

Requires: 2 Martial artist feats

You gain an additional reaction per round. You can use any combat maneuver as an AoO.

Grapples

Requires: 3 Martial artist feat

Get a +2 bonus on attempts to grab onto and hold your enemies. While grappling an opponent you may spend a beat to gain any of the following bonuses:

- Gain +5 vs their attempts to escape.
- Make a single unarmed attack against them.
- Carry them at your full walking speed.
- Keep them muffled for the next round.
- "Drop" them, automatically succeeding on a throw or disarm of your choice.

You may not select the same bonus multiple times during one turn.