

Fantasy Craft



CALL TO ARMS:
MARTIAL ARTIST



CALL TO ARMS: MARTIAL ARTIST

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INTRODUCTION

Welcome to **Call to Arms**, a series of character expansions for Fantasy Craft. In each installment we offer a new class, appropriate for any fantasy setting. Some, like this volume's **Martial Artist**, come with additional character options and other supporting material. For more information on this and many other great products, visit the Crafty Games website at www.crafty-games.com, your home for all things Fantasy Craft.

MARTIAL ARTIST (BASE)

The Martial Artist wages a beautiful, bloody dance across the battlefield, keeping tempo with a dazzling array of graceful maneuvers and crushing assaults. He marries inner peace with intense personal discipline, achieving a level of physical perfection envied by the most accomplished swordsmen and most veteran soldiers in the land. His singular focus and lifelong dedication awaken unique abilities rarely seen among more traditional warriors, giving him a marked edge over the competition.

Depending on the campaign, a Martial Artist could be...

- A student of the fist, walking the earth to solve problems and assist the innocent
- A cocky swordsman, eager to test his blade against all comers
- A cloistered monk dedicated to mastering body and mind
- A thuggish brawler with a preternatural talent for pugilism
- A beastly warrior whose skill with tooth and claw far exceeds animalistic fury
- A talented gladiator leveraging his deadly talent for cold, hard coin
- A clever duelist keeping the art of the blade alive in the face of progress
- An ancient master whose great wisdom grants supreme control — over himself, and others

Party Role: Combatant. You're a graceful warrior whose innate appreciation and talent for the art of fighting is unrivaled. You may not possess the toughness or flexibility of the Soldier but your insight into the human condition lets you routinely perform staggering, seemingly mystical feats of combat prowess.

CLASS FEATURES

Favored Attributes: Strength, Dexterity, Wisdom

Class Skills: Acrobatics, Athletics, Impress, Intimidate, Notice, Resolve, Sense Motive, Sneak

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

Starting Proficiencies: 6

CORE ABILITY

Unyielding: You can withstand tremendous physical punishment. You may spend up to 3 action dice when you Refresh, gaining 2 wounds per action die spent and an amount of vitality equal to the sum of the action dice results. You may also Refresh when you're unconscious or dying.

CLASS ABILITIES

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

Life of Discipline: The secret to mastering combat is to first master yourself. At Levels 2, 11, and 19, you may choose 1 of the following abilities. Each may be chosen only once.

- *Discipline of the Body:* Your intense martial discipline grants you extraordinary control over your body. The lower of your Strength or Constitution scores increases by 1 (your choice in the case of a tie) and you gain a +1 insight bonus with Fortitude saves. Also, 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:* Your study into the nature of the mind unlocks inner powers. The lower of your Dexterity or Intelligence scores increases by 1 (your choice in the case of a tie) and you gain a +1 insight bonus with Reflex saves. Also, once per scene as a free action, you may spend 1 action die to shrug off 1 grade of *fatigued*.
- *Discipline of the Spirit:* Your contemplation of the spirit strengthens your resolve. The lower of your Wisdom or Charisma scores increases by 1 (your choice in the case of a tie) and you gain a +1 insight bonus with Will saves. Also, when an adjacent character scores a threat, you may spend 1 action die to activate their critical success.

Way of the Warrior: You're constantly refining your martial style. At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain an additional Melee or Unarmed Combat feat, or two additional proficiencies.

Improved Reach: You strike opponents with rapid lunges, or punch and kick loose objects toward them. At Levels 4, 12, and 20, your melee and unarmed Reach increases by 1.



Ploy: At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each may be chosen only once.

- *Backhand (unarmed attack trick):* The target suffers stress damage instead of your normal unarmed damage.
- *Beat Down (unarmed attack trick):* The target suffers subdual damage instead of your normal unarmed damage.
- *Great Sweep:* You gain a +4 bonus with Bull Rush and Trip actions.
- *Grueling Combatant:* You gain the *grueling combatant* NPC quality (see *Fantasy Craft*, page 233).
- *Improved Stability:* You gain the *improved stability* NPC quality (see *Fantasy Craft*, page 233).
- *Knife Hand (unarmed attack trick):* Your attack gains the *armor-piercing 4* quality.
- *Provoke:* You gain a +4 bonus with Taunt and Tire actions.
- *Quake Strike:* As a full action, you may attempt to Trip all adjacent opponents. You make a single Trip check and each opponent rolls to resist separately. If you suffer a critical failure or any opponent scores a critical success, you become *sprawled*.
- *Smack Down (unarmed attack trick):* The target must also make a Fortitude save (DC equal to damage inflicted) or become *sprawled*.
- *Stare Down:* You gain a +4 bonus with Distract and Threaten actions.

- *Strut:* After scoring a threat or critical hit with an unarmed or melee attack, you may spend your next half action posturing (e.g. flexing your muscles, performing a kata, shouting a battle cry, etc.), at which point you gain a bonus d4 action die. This action die is lost if not used by the end of the combat.
- *Take It:* You gain Subdual Resistance 4.

Wuxia I: At Level 8, your Jump results are no longer limited by your height and the distance you Jump increases by 50% (rounded up).

Wuxia II: At Level 16, the distance you Jump increases by an additional 50% (total 100%) and you're considered to weigh only 1 lb. when determining if a surface or object can support you.

Master's Touch I: At Level 10, you may add 2 tricks to each attack. You may also apply unarmed tricks to melee attacks and vice-versa.

Master's Touch II: At Level 20, you may add 3 tricks to each attack. You may also apply tricks for a specific melee weapon type to any melee weapon attack (e.g. you may apply a "spear attack trick" to a sword attack).

Finishing Move: At Level 14, once per scene when a target loses wounds or fails a Damage save due to one of your attacks, you may instead impair one of the target's attributes to exactly 1. This impairment heals normally (see *Fantasy Craft*, page 9).

Table 1: The Martial Artist

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+1	+1	+2	+1	+0	+0	Martial arts, <i>unyielding</i>
2	+2	+2	+2	+2	+3	+1	+0	+1	Life of discipline
3	+3	+2	+2	+2	+3	+2	+1	+1	Way of the warrior
4	+4	+2	+2	+2	+4	+2	+1	+1	Improved reach +1
5	+5	+3	+3	+3	+5	+3	+1	+1	Way of the warrior
6	+6	+3	+3	+3	+6	+4	+2	+2	Ploy
7	+7	+4	+4	+4	+6	+4	+2	+2	Way of the warrior
8	+8	+4	+4	+4	+7	+5	+2	+2	Wuxia I
9	+9	+4	+4	+4	+8	+5	+3	+2	Ploy, way of the warrior
10	+10	+5	+5	+5	+9	+6	+3	+3	Master's touch I
11	+11	+5	+5	+5	+9	+7	+3	+3	Life of discipline, way of the warrior
12	+12	+6	+6	+6	+10	+7	+4	+3	Improved reach +2, ploy
13	+13	+6	+6	+6	+11	+8	+4	+3	Way of the warrior
14	+14	+6	+6	+6	+12	+8	+4	+4	Finishing move
15	+15	+7	+7	+7	+12	+9	+5	+4	Way of the warrior, ploy
16	+16	+7	+7	+7	+13	+10	+5	+4	Wuxia II
17	+17	+8	+8	+8	+14	+10	+5	+4	Way of the warrior
18	+18	+8	+8	+8	+15	+11	+6	+5	Ploy
19	+19	+8	+8	+8	+15	+11	+6	+5	Life of discipline, way of the warrior
20	+20	+9	+9	+9	+16	+12	+6	+5	Improved reach +3, master's touch II



BUILDING THE MARTIAL ARTIST

The Martial Artist is a breed apart from your standard combatant class — and not just because he favors his hands over weapons. For example, when choosing a Species or Talent, he needn't worry too much about attribute modifiers because he receives Martial Arts and *life of discipline* very early, letting him use *any* attribute for combat.

Due to his general unarmed combat bent, the Martial Artist should seek a Species with good Reach and possibly natural attacks as well. He can forgo gear if he likes, and may wish to take advantage of Large Size as a Drake or Giant. Orcs are also nice for their sheer ferocity and deadliness in close quarters.

By the same token, Specialties that improve mobility, grant increased Defense or Vitality, or improve combat power in close quarters are all strong choices. The Fist may seem obvious but it may be a stronger choice to grab a Specialty that helps with adaptability, fleshing out the Martial Artist's fighting style and/or improving the options available to him during adventures.

The Martial Artist has a strong spread of abilities, balancing equally between combat, social, and stealth situations, so he can dedicate his Origin skills to improving his particular brand of problem solving or expanding his base. Blend and Prestidigitation have legs for sneaky and stealthy builds, and cagey fighters will get good mileage from Tactics. As the Martial Artist often winds up the last man standing after a fight, Medicine works can also work well in a pinch.

Like any base class, there's an argument to stick with the Martial Artist for all 20 levels, but those seeking a more varied concept have a number of strong options. Generally, he'll get the most synergy from other combat classes, though Explorer fits the wandering swordsman archetype to a tee, granting contacts around the world, bolstering Athletics, alleviating skill weaknesses, and providing a great skill complement for adventuring and survival in the harsh wilds. Sage is another interesting choice, syncing up well with the ancient master concept; a Martial Artist with levels in Sage may take party members under his wing, offering valuable encouragement and a lifetime of experience to help them overcome all challenges.

Suggested Species: Drake, Giant, Human, Orc

Suggested Human Talents: Nimble, Single-Minded, Stern

Suggested Specialties: Acrobat, Fist, Gladiator, Guardian, Tribesman, Vanguard

Suggested Origin Skills: Blend, Medicine, Prestidigitation, Tactics

Suggested Expert Classes: Edgemaster, Monk, Monster Slayer, Swashbuckler

PLAYING THE MARTIAL ARTIST

As Fantasy Craft's leading unarmed fighter, the Martial Artist brings a host of powerful toe-to-toe combat abilities to bear. *Way of the warrior*, *improved reach*, *master's touch*, and *ploy* in particular let him develop his own style of ass-kicking, the lattermost offering many general combat upgrades (*grueling combatant*, *improved stability*, and *strut*), and ways to break the "I attack, you attack" cycle (*great sweep*, *provoke*, and *stare down*). High Defense and strong Initiative and save bonuses across all categories also help, offering a reliable base for the inevitable scrapes the Martial Artist will enjoy over the course of his violent career.

The Martial Artist's second, less obvious strength is his ability to ignore the limits of his species. *Life of discipline*, for example, increases his attributes and offers self-control bordering on the supernatural. Team players will love *discipline of the spirit* and brawlers should start with *discipline of the body*. *Wuxia* is about more than just jumping — it lets the Martial Artist virtually ignore gravity, eventually performing mind-blowing stunts like crossing a lake running across lily pads or scaling a chasm balancing on a thread. *Finishing move* lets him strip away an enemy's strongest or most vital attribute score, leaving him vulnerable for the kill (Constitution and Strength are common targets, but it can be just as useful to peel away a target's Wisdom before a Mage casts a critical spell, or to tank Intelligence or Charisma when the target faces a tough skill check).

Unlike the Soldier, whose versatility grows as his career progresses, the Martial Artist relies on specialization for success and often commits much more strongly to his path. With bonus feats only coming from the Melee and Unarmed Combat trees, he's best off focusing so he can stand toe-to-toe with many foes and/or mastering only one or two fighting styles. Melee Combat feats that blend well, like the Spear and Polearm, Greatsword and Sword, or Sword and Polearm chains, are excellent starts. He shouldn't be afraid to mix in a few Unarmed Combat feats too, even if he focuses on weapons — so long as he has a hand free he's in good shape. Broadly applicable feats, like Charging Basics, Combo Basics, and Fluid Style (*see page 6*) provide a bedrock for varied, colorful, and flexible combat styles if the Martial Artist wants to keep foes off-guard.

Given his low Wealth and Legend progressions, the Martial Artist depends far less on gear or Prizes to accomplish his goals — his strength must come first from within. His equipment usually revolves around his weapon, maybe with some light armor for good measure (anything heavier would impair his physical skills and/or Defense scores. One-handed weapons with *reach*, *guard*, and other supportive qualities are generally most useful

to a Martial Artist, as they expand his repertoire and flexibility and leave him room for unarmed strikes. Useful kits, such as climber's gear, and supplies like healing potions and bandages are also very useful in the Martial Artist's rough business.

Suggested Feats: Charging Basics, Combo Basics (*see below*), Combat Instincts, Contempt, Darting Weapon, Fluid Style (*see below*), Master's Art, Polearm Basics, Staff Basics, Sword Basics, Sword and Fist (*see below*), Two-Hit Combo, Wrestling Basics

Starting Adventuring Equipment (100s): Long staff or tonfa, moderate padded armor with light fittings, climber's gear, 50 ft. hemp rope, 7 days' rations, 10 bandages, 5 torches, body paint

Suggested Adventuring Equipment (250s): Halberd with the *grip* upgrade and lanyard, sling, moderate leather armor with light fittings and the *fitted* upgrade, climber's gear, grappling hook, 50 ft. hemp rope, 7 days' rations, 5 torches

UNARMED COMBAT FEATS

For more about Unarmed Combat feats, see *Fantasy Craft*, page 95.

BLOCKING BASICS

The open hand is the perfect defense.

Prerequisites: Parry trick

Benefit: When you successfully Parry an attack while unarmed, you gain 1 Edge. Also, you gain a stance.

Fending Stance (Stance): While you have at least two hands free, the threat ranges of all melee and unarmed attacks targeting you decrease by 2 (minimum 20). You may not Jump, Run, or Tumble while in this stance.

BLOCKING MASTERY

When your hands are free, you fear no blade.

Prerequisites: Blocking Basics

Benefit: You may Parry a number of times per combat equal to the number of Unarmed or Melee Combat feats you have (whichever is higher). Also, you gain a trick.

Sword-Trap (Unarmed Parry Trick): If you successfully Parry a melee attack, you may attempt to Disarm the weapon used as a free action.

BLOCKING SUPREMACY

You're untouchable in close quarters. Pity your enemies can't say the same.

Prerequisites: Blocking Mastery

Benefit: While you have at least two hands free, you gain a +2 bonus to Defense. Also, you gain a trick.

Sweeping Block (Unarmed Parry Trick): With success, you may spend 2 Edge to cause the parried attack to hit another character adjacent to you instead of reducing its damage to 0.

COMBO BASICS

Your fighting style is unpredictable.

Prerequisites: Mix Up trick

Benefit: You gain the Mix-Up trick again. Also, you gain a stance.

Ready Stance (Stance): When you hit an opponent with a melee or unarmed attack while in this stance, he suffers a -2 morale penalty with attack checks until your next Initiative Count.

COMBO MASTERY

Your opponents never see it coming...

Prerequisites: Combo Basics

Benefit: Once per round, you may spend 4 Edge to perform an action designated by one of your Mix-Up tricks as a free action. Also, you gain a trick.

Clobber (Grapple Trick): If you have a melee weapon armed when you apply this trick, you suffer a -4 penalty with your Athletics check. With success, the target suffers your standard unarmed damage + one armed melee weapon's damage, and then he becomes *sprawled* and the grapple ends. The damage from your unarmed and weapon attacks are resolved separately.

COMBO SUPREMACY

...there's just a blur, a flash of pain, and then the ground.

Prerequisites: Combo Mastery

Benefit: When you succeed with two different Attack actions in a single round, you gain 1 Edge. Also, you gain a trick.

Finisher (Melee or Unarmed Attack Trick): You may spend up to 5 Edge and add that many points to the attack check, skill check, damage roll, or threat range of this attack.

FLUID STYLE

In battle, your every action flows naturally to the next...

Prerequisites: 2+ Unarmed and/or Melee Combat "Basics" feats

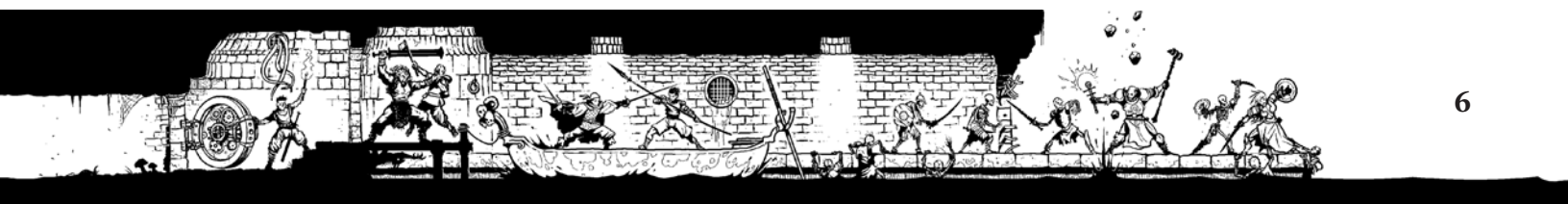
Benefit: Once per round when you hit with an unarmed or melee attack, you may immediately change, gain, or lose a stance as a free action.

SWORD AND FIST

You blend melee and unarmed combat in a punishing dance.

Prerequisites: Blunt or Edged forte, Unarmed forte

Benefit: At the start of your Initiative Count when you have at least 1 open hand and you're armed with a 1-handed weapon with which you have a forte, you may accept a -2 penalty with your attack and skill checks until the start of your next Initiative



Count. Once during your current Initiative Count you may take a half action to make 1 Standard Attack with that melee weapon and 1 Standard Unarmed Attack.

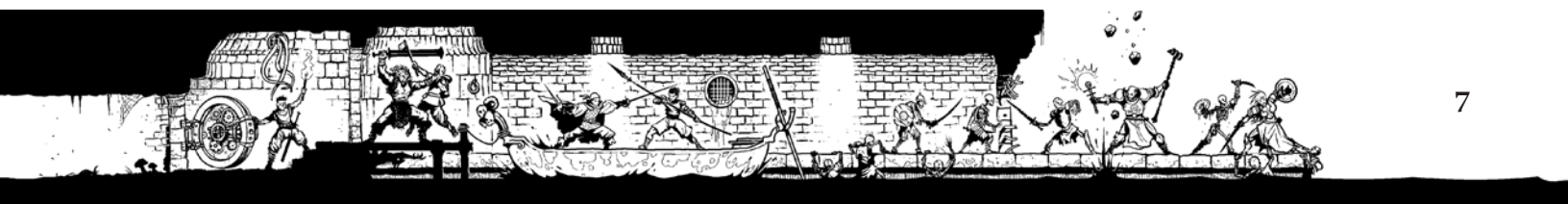
NEW SAGE CROSS-TRAINING OPTIONS

The following Martial Artist abilities are available to Sages through their cross-training class ability: *martial arts; life of discipline; way of the warrior; improved reach +1*

NEW CLASS ABILITY NPC QUALITIES

The following Martial Artist abilities are available to NPCs using the *class ability* NPC quality (see *Fantasy Craft*, page 231).

Class Ability	XP Value
Backhand	1
Beat down	1
Finishing move	8
Great sweep	1
Life of discipline	2 per grade
Master's touch I-II	5 per grade
Provoke	1
Quake strike	2
Stare down	1
Wuxia I-II	2 per grade





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