

Fantasy Craft



CALL TO ARMS:
MIST DANCER



CALL TO ARMS: MIST DANCER

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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 **Mist Dancer**, 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.

MIST DANCER (EXPERT)

From superstitious gossips to the stoutest city guardsmen, rumors spread of rogues emerging from the night fog blanketing the streets – invisible, untouchable wraiths prowling rooftops and alleys in search of treasure and glory. The truth, as it happens, is nearly as audacious — through an uncanny combination of illusion, stealth, and deception, the Mist Dancer excels at the larcenous arts. No shackle can hold him, no door can stop him, and no riches are beyond his reach. His methods are as elusive as they are effective, and for this he commands the highest rates in the land — rates his clients are all too happy to pay.

Depending on the campaign, the Mist Dancer could be...

- A street urchin, trained by a sorcerous rogue in the arts of spell-slinging and stealth
- A cutthroat assassin whose limitless guile exiles, or perhaps liberates him to the night
- A thieves' guild master exploiting stolen magic to evade traps and captivity
- A mysterious scholar documenting the passage of history under cover of darkness
- A devious sorcerer with a penchant of mischief that drives him to larceny... and the law to their wits' end

Party Role: Specialist. As a competent spellcaster and an accomplished infiltrator, the Mist Dancer grants expertise with subtlety and misdirection. He's an exceptionally talented scout, entering (and escaping) nearly any trap or situation with none the wiser.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Prestidigitation 6+ ranks, Spellcasting 4+ ranks, 5+ spells from the Illusion or Shadow Disciplines, any 1 Covert feat

Favored Attributes: Dexterity, Intelligence, Charisma

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Acrobatics, Blend, Bluff, Crafting, Haggle, Notice, Prestidigitation, Resolve, Ride, Search, Sneak, Tactics

Skill Points: 8 + Int modifier per level

Vitality: 6 + Con modifier per level

CORE ABILITY

Spellshroud: You weave the arts magic and stealth into a seamless tapestry. Whenever you make a successful Spellcasting check, you may spend an action die to make a Hide check as a free action.

CLASS ABILITIES

Dark's Beloved: Night yields her secrets to you like an old lover. At Level 1 and at each level thereafter, you learn 1 additional spell from the Illusion or Shadow Disciplines.

Shadow's Hand: You twist darkness and fog into a shadowy hand — the perfect tool for mischief. At Level 2, you may spend 1 spell point to make a Conceal Action or Stash check anywhere within Close Quarters and line of sight, as if you were adjacent to your target.

At Level 7, you may also take Feint actions and make Disable checks with this ability.

Bonus Feat: At Levels 3, 5, 7 and 9, you gain an additional Covert or Spellcasting feat.

Circle of Power I: At Level 4, you may cast Level 1 and lower spells you know.

Circle of Power II: At Level 8, you may cast Level 2 and lower spells you know.

Fog's Cloak: The mists protect you from prying eyes. At Level 4, when in dim, faint, or no light, your threat range with Blend and Sneak checks increases by 2.

Shade's Step: You deftly leap from shadow to shadow, unseen and unfelt. At Level 6, once per round as a half action, you may spend 2 spell points to teleport from your current square to any unoccupied square within Close Quarters and line of sight. You may only use this ability when in dim, faint, or no light.

Night's Embrace: Fear of the dark is one of your greatest sources of power. At Level 8, when in dim, faint, or no light, the spell point cost to use your *shadow's hand* class ability, or to cast Illusion or Shadow spells, decreases by 1 (minimum 0).

Mist-Borne: You may become one with the mists, your body becoming a wisp of smoke. At Level 10, you may become *incorporeal* as a full action. You may remain *incorporeal* for a total number of rounds per session equal to your Intelligence score, or until you spend a full action to consciously become corporeal. You instantly become corporeal if you fall unconscious or die.

BUILDING THE MIST DANCER

The Mist Dancer relies on stealth, skills, and spells to overcome obstacles, making Dexterity and Intelligence his most critical attributes. Saurians are perhaps the most naturally gifted Mist Dancers, but Humans (naturally) also fit the bill. Even with



a hit to Charisma, Goblins are an excellent choice for their small Size, free Ambush Basics feat, and Low-Light Vision — all perfect tools for a character who spends most of his time slinking about in the dark.

As a multi-themed character, the Mist Dancer should focus on Specialties that shore up strengths in his secondary focus, either as a spellcaster or a sneak-thief. Any Specialty with a bonus to casting, benefits to Dex-based skills, or bonus Covert or Spellcasting feats is a great place to start. Rogue, with its Ambush Basics bonus feat, trap sense, and practiced sneak abilities is especially useful.

Since four ranks in Spellcasting and six ranks in Prestidigitation are required to become a Mist Dancer, Mage is the most natural class for entry. However, cagey players can do equally well with a Priest with access to the Path of Magic, a Sage (using *cross-training* to snag the Mage's *subtle and quick to anger*), or even a Burglar with access to Blessed (Path of Magic).

Suggested Species: Goblin, Human, Saurian

Suggested Human Talents: Adaptable, Nimble, Intelligent, Unpredictable

Suggested Specialties: Acrobat, Adept, Adventurer, Rogue, Wizard

Suggested Entry Classes: Burglar (with Blessed), Mage, Priest (with Path of Magic), Sage

PLAYING THE MIST DANCER

When you absolutely, positively have to steal something from a seemingly impregnable fortress, there's no better ally than a Mist Dancer. He's a master of magical misdirection with great skill at larceny and the arcane enhancements to overcome nearly any obstacle between him and his mark. *Shadow's hand* and *fog's cloak* are perhaps the foremost tools toward this end... The ability to pick pockets, flip switches, and open locks at a distance while safely enshrouded in darkness? Most rogues would kill for that edge. *Spellshroud* literally binds the Mist Dancer's magic and sneaky nature, concealing his escape with flash and fury. Later in

the character's career, not even barred doors and iron gates can stop him, thanks to *shade's step* and *mist-borne*, and his strong complement of Covert and Spellcasting feats improve all his core capacities considerably.

Though the Mist Dancer doesn't stand up to a dedicated Mage in raw Spellcasting power, he's got a healthy dose of tricks up his sleeve. Most magic at his disposal focuses on enhancing his already-formidable abilities, including the strong collection of Illusion and Shadow spells granted by *dark's beloved*, spells that can include Blur, Darkness, Illusionary Image, and Teleport, all of which are vastly improved by *night's embrace*.

As with most of his other choices, the Mist Dancer's feat selections should capitalize on his innate stealth. Ambush Basics, Ghost Basics, and Hidden Spells all preserve and exploit his ability to surprise enemies, while combat feats like Knife Basics and Garrote Basics make that ability one of his deadliest assets. Because the Mist Dancer is so reliant on darkness, his best secondary choices improve or expand his options in little to no light: Night Fighting, for example, or Blessed (Path of Darkness), or Abide in Darkness. Finally, the new Spell Theft feat chain is useful for Mist Dancers who thrill at hunting and harassing fellow mages, quickly evening the odds by improving his knowledge and spell points.

The Mist Dancer is likely to have a high Dexterity score, so easily concealed *finesse* weapons like fencing swords and knives, plus light armor without a Defense penalty, should probably form the core of his gear. Many of his core skills require kits, and a mage's pouch and thieves' tools are virtually required. Other equipment that promotes misdirection or concealment, like flash bombs, body paint, and loot sacks, round out his gear nicely.

Suggested Feats: Abide in Darkness, Ambush Basics, Blessed (Path of Darkness), Garrote Basics, Ghost Basics, Hidden Spells, Knife Basics, Night Fighting, Spell Theft Basics (see page 5)

Starting Adventuring Equipment (250s): Partial studded leather with *fitted* upgrade, cutlass, main-gauche, sap, 3 flash bombs, garrote, mage's pouch, thieves' tools, 50 ft. of silk rope, backpack, 2 small sacks

Table 1: The Mist Dancer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+2	+0	+2	+1	+0	+1	1	Dark's beloved, spellshroud
2	+1	+0	+3	+0	+3	+1	+0	+1	2	Shadow's hand (Conceal Action/Stash)
3	+2	+1	+3	+1	+3	+2	+1	+2	3	Bonus feat
4	+3	+1	+4	+1	+4	+2	+1	+2	4	Circle of power I, fog's cloak
5	+3	+1	+4	+1	+5	+3	+1	+3	5	Bonus feat
6	+4	+2	+5	+2	+6	+4	+2	+3	6	Shade's step
7	+5	+2	+5	+2	+6	+4	+2	+4	7	Bonus feat, shadow's hand (Feint/Disable)
8	+6	+2	+6	+2	+7	+5	+2	+4	8	Circle of power II, night's embrace
9	+6	+3	+6	+3	+8	+5	+3	+5	9	Bonus feat
10	+7	+3	+7	+3	+9	+6	+3	+5	10	Mist-borne



SPELLCASTING FEATS

For more about Spellcasting feats, see *Fantasy Craft*, page 105.

SPELL THEFT BASICS

You regularly “borrow” bits of magical power from other mages.

Prerequisites: Spellcasting 1+ ranks

Benefit: You gain a +1 insight bonus with saves vs. spells. Also, you gain a stance:

Spell Catcher (Stance): When an adversary spends 1 or more spell points to cast a spell within Close Quarters, you immediately gain 1 spell point. Spell points gained in this way are lost if not spent by the end of the combat. You may not move while in this stance (though you may take Bonus 5-ft. Steps, as normal).

SPELL THEFT MASTERY

Other wizards view you as a mosquito, though twice as annoying and ten times as dangerous.

Prerequisites: Spell Theft Basics

Benefit: The DCs of Spellcasting checks made by adversaries within your Reach increase by 4. Also, you gain a trick:

Mana Drain (Tire Trick): You also gain 1 spell point, and your target’s spell points decrease by 1. Spell points gained in this way are lost if not spent by the end of the combat. This trick has no effect if the target has no spell points.

SPELL THEFT SUPREMACY

Your very presence robs sorcerers of their most prized possession — knowledge.

Prerequisites: Spell Theft Mastery

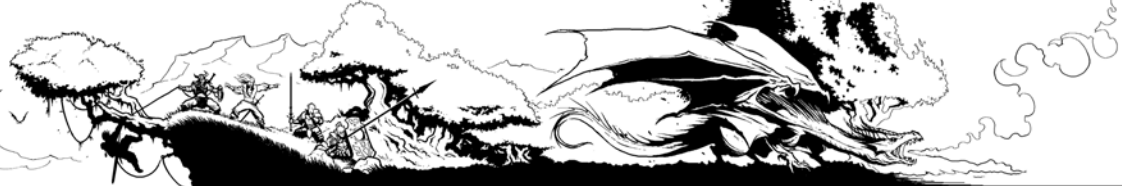
Benefit: Once per scene when you successfully save against a spell, you may choose to copy that spell. You may attempt to cast this copied spell once during that scene as if you know it. Also, you gain a trick:

Arcane Lobotomy (Feint Trick): The target’s known spells decrease by 1 until the end of the scene (see *Fantasy Craft*, page 110). This trick has no effect if the target doesn’t know any spells. You may use this trick a number of times per session equal to the number of Spellcasting feats you have.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Fog’s cloak	2
Mist-bourne	5
Night’s embrace	2
Shade’s step	5
Shadow’s hand	2 per grade
Spellshroud	4



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