

Fantasy Craft



CALL TO ARMS:
MONSTER SLAYER



CALL TO ARMS: MONSTER SLAYER

WRITING

Alex Flagg, Scott Gearin

ILLUSTRATION

Ben McSweeney, Octographics

GRAPHIC DESIGN

Steve Hough

EDITING & LAYOUT

Patrick Kapera

PLAYTESTERS

Jon Andersen, Alex Andersson, Walter Christensen, Jacob Collins, Joshua Crisp, Loren Dean, Charles Etheridge-Nunn, Travis Herron, Tyler Johnson, Evan McLeod, Steve Mileham, Mark Newman, Andy Normansell, Lee Reeves, Kevin Ripka, Shaun Washington, Jimmy Taylor

Introduction	3
Monster Slayer (Expert Class).	3
Building the Monster Slayer.	4
Playing the Monster Slayer.	4
Melee Combat Feats.	5
Lionheart Basics.	5
Lionheart Mastery.	5
Lionheart Supremacy	5
New Class Ability NPC Qualities.	5
OGL/OGC	6



CRAFTY GAMES PRODUCT 20604

Fantasy Craft and all related marks are ™ and © 2009 Crafty Games LLC.

All rights reserved.

All characters, names, places, and text herein is copyrighted by Crafty Games.

Reproduction without Crafty Games' express permission is expressly forbidden, except for the purpose of reviews and when permission to photocopy is clearly stated.

The mention of or reference to any company or product in this release is not a challenge to the trademark or copyright concerned.

WWW.CRAFTY-GAMES.COM

FANTASY CRAFT CREATED BY SCOTT GEARIN,
ALEX FLAGG, AND PATRICK KAPERA



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 **Monster Slayer**, 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.

MONSTER SLAYER

(EXPERT)

Fantasy worlds are often plagued by terrifying creatures that subjugate the weak and defenseless. The Monster Slayer is among the brave and perhaps foolhardy few who take up arms against these creatures — for honor, sport, or defense of all they hold dear.

Depending on your campaign, a Monster Slayer could be...

- A blessed knight defending his realm against ancient draconic enemies
- A crazed vigilante, hungry for revenge after a titanic beast destroys his village
- A grizzled poacher stalking the most dangerous game of all (no, the *other* most dangerous game of all)
- An eager young brave hoping to claim a demon's hide so he can return home a man
- An enterprising weaponsmith collecting "exotic materials" for his wares — the hard way
- A boastful champion writing his legend in the blood of slain prey
- A gentleman hunter coping with the boredom of high society by launching exotic safaris

Party Role: Combatant. The Monster Slayer specializes in close combat with the deadliest creatures in the fantasy landscape. He triumphs through incredible durability and decisive offense.

CLASS FEATURES

Requirements: Base attack bonus 3+, Shield Basics, 2+ Studies (monster species)

Favored Attributes: Strength, Constitution

Class Skills: Athletics, Crafting, Investigate, Notice, Resolve, Ride, Search, Survival

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level



WHAT CONSTITUTES A "MONSTER"?

The Monster Slayer is a hunter of beasts large and small, and characters with this class may become vampire hunters, demon killers, dragon slayers, and more. Many of the class' abilities, including *getting the scent* and *the end is near II*, use the character's Studies to identify the monsters he's practiced at hunting. Being Interests, Studies are player-defined, though the GM approves them. This is another way the GM can customize the game world, working with the players to determine how monster Studies are divided. One obvious option is to use NPC Type (see *Fantasy Craft*, page 226), but we strongly recommend against this as it makes each Study far too widely useful and throws off the balance of Interests. Instead, we encourage you to define monster Studies by species, as they're presented in this class (e.g. "brain fiends" rather than "horrors" and "dragons" rather than "beasts").



CORE ABILITY

Cut Deep and True: Each time you spend an action die to boost an attack check with a bow, thrown, or melee attack, the attack also gains the *keen* quality equal to the action die result.

CLASS ABILITIES

Getting the Scent (city): At Level 1, you can use Downtime of at least 1 day to prepare for upcoming confrontations with a monster for which you have a Study (e.g. "dragons" or "owlbears"). Until you use this ability again, you gain a +2 bonus with Track checks targeting the monster and Spell Defense 20 against that monster's spells.

Alternately, you may select a single monster covered by one of your Studies and which you're aware of by name or reputation (e.g. "The dragon Bloodfang" or "Mother Wisdom Gristleclaw the owlbear"). Until you use this ability again, you gain a +5 bonus with Track checks targeting that specific monster and Spell Defense 30 against that specific monster's spells.

Face the Shadow: You excel in the shadow of death. At Level 2, you gain a bonus d12 action die at the start of each Dramatic scene and each time a scene becomes Dramatic. Unless used, this die is lost at the end of the scene.

At Level 7, you instead gain a d20 action die.

Clawbane I: Claws, fangs, deadly gazes, wasting touches — you know all the weapons in the monstrous arsenal. At Level 3, while armed with a shield, you gain Extraordinary Attack Resistance 2 and Natural Attack Resistance 2.



Clawbane II: At Level 5, your Extraordinary Attack and Natural Attack Resistances increase to 3.

Clawbane III: At Level 7, your Extraordinary Attack and Natural Attack Resistances increase to 4.

Clawbane IV: At Level 9, your Extraordinary Attack and Natural Attack Resistances increase to 5.

Ride the Avalanche: Now you use your enemy's massive arsenal against them, slipping between waves of fangs, claws, and spines. At Level 4, you gain a +5 bonus to Defense against flurry attacks (see *Fantasy Craft*, page 235).

At Level 8, this bonus to Defense also applies against Gaze and Trample attacks.

The End is Near I: Once the battle is joined it's "kill or be killed." At Level 4, you gain a trick.

Mortal Wound (Bow, Thrown, or Melee Attack Trick): If the attack hits by 5 or more, any effect that cures or restores the target's vitality or wounds is only 1/2 as effective (rounded up) until the end of the combat. A character may suffer only 1 Mortal Wound per combat.

The End is Near II: At Level 8, your threat range increases by 2 when you attack a monster for which you have a Study.

Evasion I: After dodging dragon breath, death rays, and acid clouds, getting out of the way is second nature. At Level 6, whenever you aren't *flat-footed* and make a successful Reflex save to reduce damage, you suffer no damage at all.

Scalebane: Your attacks can pierce even the thickest hide or armor. At Level 10, each of your bow, thrown, and melee attacks gains the *armor-piercing 10* quality.

BUILDING THE MONSTER SLAYER

Conceptually, Monster Slayers are pretty straightforward — they need strength and guts in equal measure to take down the *really* big game. They benefit from Origins that boost their combat effectiveness — through damage output, increased physical resilience, and/or great willpower. Dwarves and orcs are

good fits, given their exceptional mental and physical durability, as are humans and their broad range of Talents.

Any character with even a mild combat focus should be able to meet the Monster Slayer's requirements, but those granting bonus combat feats and a high base attack bonus are best suited to enter this class "out of the box."

Also, since *clawbane* and *ride the avalanche* focus on creatures with natural and extraordinary attacks, it's often advisable to choose appropriate Studies (generally, for non-Folk creatures).

Suggested Species: Dwarf, Human, Orc

Suggested Human Talents: Crusading, Single-Minded, Stern

Suggested Specialties: Archer, Cavalier, Guardian, Ranger, Shield Bearer

Suggested Entry Classes: Explorer, Lancer, Scout, Soldier

PLAYING THE MONSTER SLAYER

The Monster Slayer is all about finding the biggest critter in the region... *and killing it*, though he's quite good against nearly anything on four (or more) legs. *Getting the scent* and *the end is near* are perfect for hunting and bringing down the classic foes of high fantasy lore, and *cut deep and true*, *clawbane*, *scalebane*, and the Slayer's high base attack bonus give him a decided edge against a broad range of monstrous enemies.

Still, much of the Monster Slayer's "oomph" is based on his ability to survive long enough to take his opponent down — even when facing something much larger and tougher than he is! In particular, *clawbane* and *ride the avalanche* can quickly undercut a bestial foe by foiling its integral attacks, and *evasion* and the Slayer's high Reflex save bonus give him the edge against breath weapons and other lethal ranged attacks. Don't overlook the defensive value of *face the shadow*, either; while it's tempting to throw that huge action die at a key combat strike, it can save your character's bacon with a well-timed Defense or Reflex save boost.

Table 1: The Monster Slayer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+2	+0	+1	+0	+0	+1	<i>Cut deep and true</i> , getting the scent
2	+2	+2	+3	+0	+1	+0	+0	+2	Face the shadow (d12)
3	+3	+2	+3	+1	+2	+1	+1	+3	Clawbane I
4	+4	+2	+4	+1	+2	+1	+1	+3	Ride the avalanche (flurry), the end is near I
5	+5	+3	+4	+1	+3	+1	+1	+4	Clawbane II
6	+6	+3	+5	+2	+4	+2	+2	+5	Evasion I
7	+7	+4	+5	+2	+4	+2	+2	+6	Clawbane III, face the shadow (d20)
8	+8	+4	+6	+2	+5	+2	+2	+6	Ride the avalanche (gaze/trample), the end is near II
9	+9	+4	+6	+3	+5	+3	+3	+7	Clawbane IV
10	+10	+5	+7	+3	+6	+3	+3	+8	Scalebane



Not surprisingly, the Monster Slayer benefits most from feats that increase his durability or the lethality of his critter-killing weapon of choice. Armor Basics, Elusive, Surge of Speed, and the Shield feats in the Melee Combat tree can boost the Monster Slayer's so-so mobility and Defense, and pay off in spades early on, while hard-hitting combat feats like All-Out Attack and the Spear and Sword chains can produce exceptional damage against large creatures with low Defense. Other strong options include feats designed to even the odds when taking on a big bad, like Misdirection Basics and the Lionheart feats (*see below*).

On the gear front, the Monster Slayer benefits most from items that help him survive withering attacks and counteract superior Reach and Speed. Shields capitalize on his class abilities, and heavy, possibly fire-resistant armor is a boon when he suffers the brunt of a ferocious natural and extraordinary attack. The Slayer may also want to invest in a weapon with Reach, especially if he's hunting a creature that can only attack adjacent targets, and in food, potions, and other consumables that enhance saving throws and restore vitality — for those moments just before and right after the inevitable confrontation.

Suggested Feats: All-Out Attack, Armor Basics, Evasive, Lionheart Basics (*see below*), Misdirection Basics, Shield Mastery/Supremacy, Spear Basics, Surge of Speed, Sword Basics

Suggested Adventuring Equipment (250s): 10 bandages, moderate leather armor with heavy fittings, machete, 7 days' rations, throwing spear with the *grip* upgrade, 5 torches, tower shield, vitality potion

MELEE COMBAT FEATS

For more about Melee Combat feats, see Fantasy Craft, page 87.

LIONHEART BASICS

Your opponents know in their hearts that death has come for them.

Prerequisites: Special character only

Benefit: When a melee attack hits, you may spend 1 Edge to inflict 3 additional damage. This increases to 5 additional damage if you're in Stout of Heart stance. You also gain a trick.

Face of Death (Threaten Trick): You gain 1 Edge if at least 1 adjacent opponent fails his Resolve check.

LIONHEART MASTERY

Courage will see you through any struggle!

Prerequisites: Lionheart Basics

Benefit: Once per round you gain 1 Edge when you're attacked by a special adversary. You also gain a trick.

Roar of the Pride (Melee Attack Trick): Spend 4 Edge. Even if this attack misses, up to 3 allies adjacent to you may immediately make a free attack against the target.

LIONHEART SUPREMACY

Your victory cry leaves even the sternest foes trembling.

Prerequisites: Lionheart Mastery

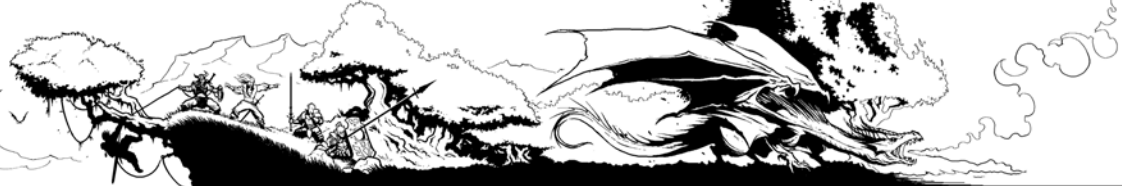
Benefit: When you kill an adversary, you may spend 5 Edge to unleash a terrifying war cry and leave each standard adversary within 20 ft. *shaken*. You also gain a stance.

Stout of Heart (Stance): You gain a bonus with Intimidate checks, Resolve checks, and Will saves equal to your current Edge, and suffer a -4 penalty to Defense. Also, your Speed is considered 20 ft. higher when you take a Movement action that will end with you adjacent to an adversary.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Cut deep and true	2
Getting the scent	4
Ride the avalanche	2 per grade
Scalebane	5
The end is near I–II	4 per grade



OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE: Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Fantasy Craft Rulebook, Copyright 2009, Crafty Games LLC; Authors Alexander Flagg, Scott Gearin, and Patrick Kapera.

OPEN GAME CONTENT

This release of Call to Arms: Monster Slayer is done under version 1.0a of the Open Game License and the draft version of the d20 System Trademark License, d20 System Trademark Logo Guide and System Reference Document by permission of Wizards of the Coast. Subsequent releases of this product will incorporate final versions of the license, guide and document.

Crafty Games' intention is to open up as much of this product as possible to be used as Open Game Content (OGC), while maintaining Product Identity (PI) to all aspects of the Fantasy Craft intellectual property. Publishers who wish to use the OGC materials from this product are encouraged to contact pat@crafty-games.com if they have any questions or concerns about reproducing material from this product in other OGL works. Crafty Games would appreciate anyone using OGC material from this product in other OGL works to kindly reference Fantasy Craft as the source of that material within the text of their work. Open Game Content may only be used under and in accordance with the terms of the OGL as fully set forth in the opposite column.

DESIGNATION OF PRODUCT IDENTITY: The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License, version 1.0a: Any and all Fantasy Craft logos and identifying marks and trade dress, including all Fantasy Craft product and product line names including but not limited to The Fantasy Craft Rulebook, The Fantasy Craft World Builder's Guide, The Fantasy Craft Primer, Call to Arms, Cloak and Dagger, Epoch, Godspawn, Sunchaser, The Darkest Hour, The Cleansing of Black Spur, the Toolkit series, website support materials (including, but not limited to, all free game support items such as adventures and the Errata Document), and all Fantasy Craft logos; any elements of any Fantasy Craft setting, including but not limited to capitalized names, monster names, magic item names, spell names, organization names, Faction names, project names, characters, monsters, magic items, spells, historic events, and organizations; any and all stories, storylines, plots, thematic elements, documents within the game world, quotes from characters or documents, and dialogue; and all artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and poses, except such elements that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

DESIGNATION OF OPEN CONTENT: Subject to the Product Identity designation above, all portions of Call to Arms: Monster Slayer are designated as Open Game Content.

USE OF MATERIAL AS OPEN GAME CONTENT: It is the clear and expressed intent of Crafty Games to add all classes, skills, feats, gear, and NPC statistics contained in this volume to the canon of Open Game Content for free use pursuant to the Open Game License by future Open Game publishers.

Some of the portions of this product which are delineated OGC originate from the System Reference Document and are © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE: "Fantasy Craft Copyright 2009, Crafty Games."

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com.

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, and are used with permission.

All contents of this release, regardless of designation, are copyrighted year 2009 by Crafty Games. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purposes of review of use consistent with the limited license above.

