

Fantasy Craft



CALL TO ARMS:
SKIRMISHER

CALL TO ARMS: SKIRMISHER

WRITING

Alex Flagg

ILLUSTRATION

Christopher Wilhelm

ART DIRECTION

Patrick Kapera

EDITING

Patrick Kapera

GRAPHIC DESIGN

Steve Hough

LAYOUT

Michal E. Cross

PLAYTESTERS

The usual suspects behind the curtain at Crafty Games HQ

Introduction	3
Skirmisher (Expert Class)	3
Building the Shinobi	4
Playing the Shinobi	4
Terrain Feats	5
Master of the Battlefield	5
Predatory Basics	5
Predatory Mastery	6
Predatory Supremacy	6
New Class Ability NPC Qualities	6
OGL/OGC	7



CRAFTY GAMES PRODUCT CFG02026

Fantasy Craft and all related marks are ™ and © 2014 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 ALEX FLAGG,
SCOTT GEARIN, 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 **Skirmisher**, 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.

SKIRMISHER (EXPERT)

On the fields of fantasy battle it's the greatest warriors — the knights in shining armor astride massive destriers, the hulking barbarians who've claimed a hundred heads, and the mighty wizards who've devastating whole columns with earth-shattering spells — that own the glory. Yet it's the cagiest warriors — the ones who ambush columns of soldiers, harry and disrupt supply lines, and use terrain itself as a weapon — who win battles before the first arrow is loosed. The Skirmisher is one such cagey warrior, a master of maneuver and ambush whose foresight and sharp wits let him undermine enemies in ways they can never anticipate.

Depending on the campaign, a Skirmisher could be...

- A veteran tactician who's always one step ahead of the enemy
- A wily hunter who uses intimate knowledge of his homeland to outfox invaders
- A nimble scout whose hit-and-run tactics keep foes constantly on their heels
- An aboriginal brave, bound to the spirit-totems of nature, who turns to them for protection and vengeance
- A terrifying warlord whose devastating ambushes strike fear in the hearts of all who encounter him
- An underhanded guerilla willing to use every dirty trick in the book to save the day

Party Role: Specialist/Backer. You turn the battlefield against your enemies and give your party an advantage in nearly every fight.

CLASS FEATURES

Requirements: Tactics 4+, Battlefield Trickery, Mobility Basics

Favored Attributes: Wisdom, Dexterity

Class Skills: Acrobatics, Athletics, Blend, Notice, Ride, Search, Sense Motive, Sneak, Survival, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Ambusher: You're at your best when fighting dirty. Your base attack bonus is considered equal to your Career Level when attacking a *flanked*, *flat-footed*, or *helpless* character. Also, your attacks against *flanked*, *flat-footed*, and *helpless* characters gain the *keen 4* weapon quality (see *Fantasy Craft*, page 176).

CLASS ABILITIES

On Deadly Ground: You use every part of the battlefield to your advantage, effortlessly leading enemy troops into traps, chokepoints, and ambushes. At Level 1, select a terrain: aquatic, arctic, caverns/mountains, desert, forest/jungle, indoors/settled, plains, or swamp. Once per combat as a free action while in this terrain, you may choose a single special character or standard mob to fall victim to one of your ploys (e.g. traps prepared before the battle, piles of loose stones you've spied, or another similar preparation). The targeted characters must immediately make a Reflex save (DC 10 + your Class Level) or suffer one of the following effects of your choice (based on the preparation you describe to the GM).

- 2d6 falling or subdual damage
- Begin *bleeding*
- Become *entangled* for 1d6 rounds
- Become *sickened* for 1d6 rounds
- Become *sprawled*

At Levels 3, 5, 7, and 9, select a new terrain in which you may use this ability. Also, you may use this ability an additional time per combat.

Harrier I: You quickly and cleanly exploit an enemy's weakness, then fade into the landscape. At Level 2, you gain the Mobility Mastery feat and your maximum rank in Tactics increases to your Career Level + 5.

Harrier II: At Level 7, you gain the Mobility Supremacy feat and your maximum rank in Tactics increases to your Career Level + 7.

Bonus Feat: At Levels 4 and 8, you gain an additional Covert or Terrain feat.

"It's a Trap!": Your hard-won experience in guerilla warfare keeps your teammates out of danger. At Level 4, as long as you are not *flanked*, *flat-footed*, or *helpless*, all teammates who can see or hear you may not become *flanked*.

"They're All Around Us!": You're quick to seize the initiative, throwing enemies off-guard early in combat. At Level 6, you and your teammates are always considered to have a 2-to-1 advantage during the surprise round and the first 3 rounds of combat (even if you don't actually outnumber the enemy). If both sides of the conflict have this ability, they cancel one another out.

"Run for Your Lives!": Your lightning strikes drive a lance of terror into the hearts of your foes. At Level 8, when you or a



teammate scores a critical hit during the surprise round or in the first 3 rounds of combat, every standard character mob with line of sight to the target must make an immediate Morale check with a -10 penalty (see *Fantasy Craft*, page 379).

Kill Zone: You turn battlefields into death traps for unsuspecting foes. At Level 10, once per session as a full action, you may designate one contiguous 100-square area, identifying it as the “kill zone.” The kill zone may be any shape you wish (e.g. a 10 × 10 square area, a 4 × 25 square rectangular or L-shaped area, or another area of equal space), so long as every square is connected to at least 2 others without interruption.

All adversaries in the kill zone are considered *flanked*. Also, all attacks targeting adversaries in the kill zone inflict 2 additional dice of sneak attack damage, and the action die cost to activate critical hits against them is reduced by 1 (minimum 0).

The kill zone lasts until the end of the current combat, until you dismiss it, or until you fall unconscious or die. Adversaries may only be affected by one kill zone at a time.

BUILDING THE SKIRMISHER

The most effective Skirmishers rely on alpha strikes, sneak attacks, and ambushes to win most fights, and this is often reflected in their choice of character options. For example, one of the best Species for an aspiring Skirmisher is the Goblin, thanks to the free Ambush Basics feat, Strength and Defense bonuses, Small size (enhancing Sneak ability), and bonus vitality. Other strong candidates include Elves (whose great sensory abilities make them excellent ranged Skirmishers), Orcs (for their excellent attribute bonuses and combat abilities), Giants (for their incredible Speed, which is further enhanced by the class), and of course Humans (for their flexibility).

Human Talents should match the Skirmisher’s focus and plans for the field of battle. Ranged combat is always a strong choice, highlighting Origins that prioritize Dexterity, combat Tricks, and extra vitality or skill points. Cunning hits all three of these, making it a strong contender for best in book. Unpredictable’s free Lightning Reflexes feat can help the Skirmisher win

initiative rolls (a must), and its handy ability to double Ready actions is an excellent choice for defensive fighters. Wily’s improved ranks in Tactics, bonus skill points from Intelligence, improved Defense, and combat tricks make it a very good fit for ambushers, scouts, and saboteurs.

The Skirmisher’s main fighting style relies on maneuverability and ambushes, and so Specialties that support both are preferable. Ranger is one of the nastier choices, as *avored foes* helps the Skirmisher quickly finish off standard foes, *camouflage* makes him even more effective at ambushes in preferred terrain, and the Battlefield Trickery feat combines nicely with bonus Terrain feats. Archer offers a useful bow focus and *camouflage*, which are tremendously useful for a ranged Skirmisher, and mounted Skirmishers can benefit quite a bit from the Cavalier. Urban Skirmishers may want to consider the Highwayman (found in the *Adventure Companion*), which offers a nice little package of gang-fighting tactics (Wolf Pack Basics, *pick on the little guy*, and an increased DC with saves vs. subdual damage).

The Scout class is the most natural point of entry for a Skirmisher thanks to its heavy use of ranged combat, canny exploitation of terrain, and piles of sneak attack damage. Captain is a close second, as *battle planning* combined with *on deadly ground* lets the Skirmisher control *both* sides of any fight. Urban Skirmishers may also find the Assassin and Burglar classes interesting thanks to their exceptional stealth and misdirection capacities.

Suggested Species: Elf, Giant, Goblin, Human, Orc

Suggested Human Talents: Cunning, Nimble, Ruthless, Unpredictable, Wily

Suggested Specialties: Archer, Cavalier, Highwayman, Ranger

Suggested Entry Classes: Assassin, Burglar, Captain, Scout

PLAYING THE SKIRMISHER

Like his namesake, the Skirmisher is a mobility-based fighter, executing ambushes, hit-and-run attacks, and carefully laid traps to keep enemies on their collective toes. The foundation of these

TABLE 1: THE SKIRMISHER

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+1	+2	+0	+1	+2	+1	+0	Ambusher, on deadly ground 1/combat
2	+1	+2	+3	+0	+1	+3	+2	+1	Harrier I
3	+2	+2	+3	+1	+2	+4	+2	+1	On deadly ground 2/combat
4	+3	+2	+4	+1	+2	+5	+2	+1	Bonus feat, “it’s a trap!”
5	+3	+3	+4	+1	+3	+5	+3	+1	On deadly ground 3/combat
6	+4	+3	+5	+2	+4	+6	+3	+2	“They’re all around us!”
7	+5	+4	+5	+2	+4	+7	+4	+2	Harrier II, on deadly ground 4/combat
8	+6	+4	+6	+2	+5	+8	+4	+2	Bonus feat, “run for your lives!”
9	+6	+4	+6	+3	+5	+9	+4	+2	On deadly ground 5/combat
10	+7	+5	+7	+3	+6	+10	+5	+3	Kill zone



abilities is the class skills, particularly Acrobatics, Athletics, Sneak, Tactics, and Survival. Acrobatics and Athletics are essential for retaining the mobility the Skirmisher needs to “stick and move” while staying out of battles he doesn’t want to fight. Sneak and Tactics are vital for preparing ambushes and traps, and Survival is equally vital for tracking opponents, learning the terrain, and staying alive until the moment to strike. These skills together afford the Skirmisher valuable tactical advantages over his targets, leaving them *flanked* or *flat-footed* and thus vulnerable to many of his key abilities (like *ambusher* and sneak attack damage gained from successful Ambush checks and Covert feats).

One of the Skirmisher’s most unique abilities lets him turn the battlefield into a weapon. This is explained in the narrative as carefully placed traps, use of disadvantageous terrain, masterful feints, and the like, and in some cases — as with *kill zone*, for example — the story behind it can be introduced retroactively. The defining ability in the Skirmisher’s toolbox is *on deadly ground*, which damages, slows, knocks down, or otherwise impairs opponents in preferred terrain. None of these effects are overly powerful (or directly lethal) on their own, but their real power is revealed as they affect and sometimes direct the flow of the battle. For instance, they can knock out a flanking mob of standard characters who might otherwise prevent the party’s escape, or they could entangle a mounted warrior who’s tearing his way through the battle line toward the party’s casters. They can simply leave an enemy *sprawled*, opening the target up to sneak attack damage. Combine one or more of these effects with *kill zone* and the result can be devastating.

The Skirmisher’s other class abilities focus on outmaneuvering and outfoxing his foes. *Harrier* is the most fundamental expression of this, granting Mobility Mastery and Supremacy (and thus increasing the Skirmisher’s Defense on the move, plus his base Speed). It also grants him increased Tactics ranks, which translates to greater success with Ambush and Outmaneuver checks. “*They’re all around us!*” and “*run for your lives!*” radically improve the Skirmisher’s surprise attacks by extending the benefit of numerical advantage (critical for triggering many tactical Terrain feats, particularly the Bushwhack and Horde trees). They also inflict instant Morale checks early in a fight. Finally, “*it’s a trap!*” helps to prevent the Skirmisher’s party from getting boxed in by a numerically superior force.

As a tactical class, some of the Skirmisher’s best feat choices are found in the Covert and Terrain trees. Ambush Basics is practically a must-have as it provides both a die of sneak attack damage and speeds up his Ambush checks (which inflict even *more* sneak attack damage). Right behind this are Bushwhack feats, which extend the effects of Ambush checks and further dictate enemy movement, along with the Misdirection feats which provide valuable benefits against special characters caught in the Skirmisher’s traps. Pathfinder Basics aligns well with *on deadly ground* and can be combined with the new Predatory feats (*see*

page 6) to make the Skirmisher more dominant in a chosen terrain than any other character in the game.

Beyond these core feats, the Skirmisher should look for anything that grants bonus sneak attack damage or further augments his ability to dictate and direct the pace and flow of combat. One example is Master of the Battlefield (*see page 5*).

The Skirmisher benefits most from light weapons that keep him out of long melee combats. Bows are a good fit, as are hurled weapons and melee arms with the *reach* and/or *hurl* qualities (e.g. spears). Armor should likewise be light and avoid Speed, Defense, and Armor Check Penalties at all costs.

The balance of the Skirmisher’s gear should accommodate his rough-living lifestyle, or complement his ambushing abilities. Traps are particularly useful in that they can inflict damage and restrict enemy movement around the battlefield, but so are supplies that make stealth more effective, like body paint.

Suggested Feats: Ambush Basics, Bushwhack Basics, Master of the Battlefield (*see page 5*), *Misdirection Basics*, *Pathfinder Basics*, *Predatory Basics* (*see page 6*), Wolf Pack Basics

Suggested Adventuring Equipment (250s): Longbow + 60 standard arrows and 20 barbed arrows, throwing spear, buckler, moderate leather armor, jaw trap, 2 snare traps, 2 net traps, body paint, 50 ft. hemp rope, 7 days’ rations

TERRAIN FEATS

For more on Terrain feats, see *Fantasy Craft page 108*.

MASTER OF THE BATTLEFIELD

You shall not pass. Nor shall your friends.

Benefit: The action die cost to activate errors with attacks made by adjacent opponents, or to Tumble through your square or any adjacent squares, is reduced by 1 (minimum 0). Also, you also gain a stance.

You Shall Not Pass! (Stance): All squares within 10 ft. count as adjacent to you if they are also within your Reach. You may not take any Movement Action other than a 5 ft. step while in this stance.

PREDATORY BASICS

You know your home terrain like the back of your hand.

Requirements: Pathfinder Basics (any)

Benefit: While in a terrain covered by any of your Pathfinder Basics feats, you and your teammates’ cover improves by 1 grade (e.g. from 1/4 to 1/2), to a maximum of full. Also, while in a terrain covered by any of your Pathfinder Basics feats, your targets’ cover and the cover of your teammates’ targets worsens by 1 grade (e.g. from 1/2 to 1/4), to a minimum of none.



PREDATORY MASTERY

Your foes are like sheep to the slaughter...

Requirements: Predatory Basics

Benefit: You and your teammates gain a +2 insight bonus to damage against targets in a terrain covered by any of your Pathfinder Basics feats. Also, you gain a trick.

Babe in the Woods (Anticipate Trick): You exploit the weaknesses of those wandering into your territory. If this action is successful, the opponent loses all cover, morale, and circumstance bonuses to Defense until your next Initiative Count. You may use this trick once per round.

PREDATORY SUPREMACY

You're the apex predator of your chosen home.

Requirements: Predatory Mastery

Benefit: Each time you kill an opponent in a terrain covered by any of your Pathfinder Basics feats, you gain 1 Edge. Also, each time you hit a target in a terrain covered by any of your Pathfinder Basics feats, you may spend 1 Edge to cause them to become *slowed* for 1 round.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
"It's a trap!"	4
Kill zone	10
"Run for your lives!"	2
"They're all around us!"	5



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 Kaperka.

OPEN GAME CONTENT

This release of Call to Arms: Skirmisher 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, Spellbound, Sunchaser, The Darkest Hour, The Cleansing of Black Spur, The Vault, Time of High Adventure, 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: Skirmisher 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 2014, 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 Reference Document and are already OGC 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 2013 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.