

NIGHT CLOAK (EXPERT)

There are those for whom subterfuge and shadows are not only a way of life, but preferred. Not all such men are of low morals, however. No, some are quite noble and desire justice that is at odds with their habits of skulking in alleys. No matter their disposition, many choose a most unassuming weapon; the weapon cloak (and therefore practice subterfuge of the highest caliber).

Such men practice with their cloaks, learning the subtle nuances and uses of these versatile, difficult to master weapons. But those that master them are quite dangerous, and they can exude an aura of menace with a flip of cloth that would be envied by the most powerful in land. Such is the way of the Night Cloak.

Depending on your campaign, a Night Cloak could be...

- A dark avenger of the night, protecting those less capable
- An able enforcer, silent in bearing, but speaking volumes with a glare
- A man of mystery, swooping in with fluttering cloak, dealing with miscreants, and just as quickly disappearing into the darkness again
- A spy, able to get to intelligence others thought safe in the heart of a castle
- An assassin, seemingly unarmed, until it's too late

Party Role: Combatant. Sneaky and deadly, the Night Cloak is a capable combatant at low levels, and a bag of tricks at higher levels.

CLASS FEATURES

Requirements: Dexterity 13+, Intimidate 4+ ranks, Sneak 4+ ranks, Weapon Cloak Basics

Favored Attributes: Dexterity, Intelligence, Wisdom

Class Skills: Acrobatics, Blend, Bluff, Intimidate, Notice, Prestidigitation, Resolve, Sense Motive, Sneak, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Grim And Skilled: Your silhouette strikes fear into the hearts of others as you travel the rooftops and alleys in the night. When wearing a cloak, you gain a gear bonus to Intimidate equal to your Class Level. Also, at Level 1 and for each Class Level thereafter, you gain 1 additional skill point that must be spent on Acrobatics or Sneak.

CLASS ABILITIES

Nimble In Foot And Hand: At Level 1, your maximum Acrobatic ranks increases to your Career Level + 5. Only the highest bonus to maximum rank, including any enlightened skill bonuses from Origin or elsewhere, may apply to each skill. Also, you gain a trick.

All Concealing Cloak (Weapon Cloak Attack Trick): This attack inflicts a number of sneak attack dice equal to your Melee Combat feats. You may use this trick as many times per combat as you have Melee Combat feats, but only once per opponent.

At Level 6, your maximum Acrobatic ranks increases to your Career Level + 8 and you may perform the *All Concealing Cloak* trick up to twice per opponent.

Cut From A Different Cloth I: At Level 2, you gain the Weapon Cloak Mastery feat and may choose one of the following weapon types: hammer, shield, or whip. You may perform weapon tricks for the chosen type with weapon cloaks you use.

Cut From A Different Cloth II: At Level 7, you gain the Weapon Cloak Supremacy feat and may choose another weapon type from the list to perform tricks with.

Bonus Feat: You're focused and cunning, engaging in larceny and assault with equal ease. At Levels 3, 5, 7, and 9, you gain 1 additional Melee Combat or Covert feat.

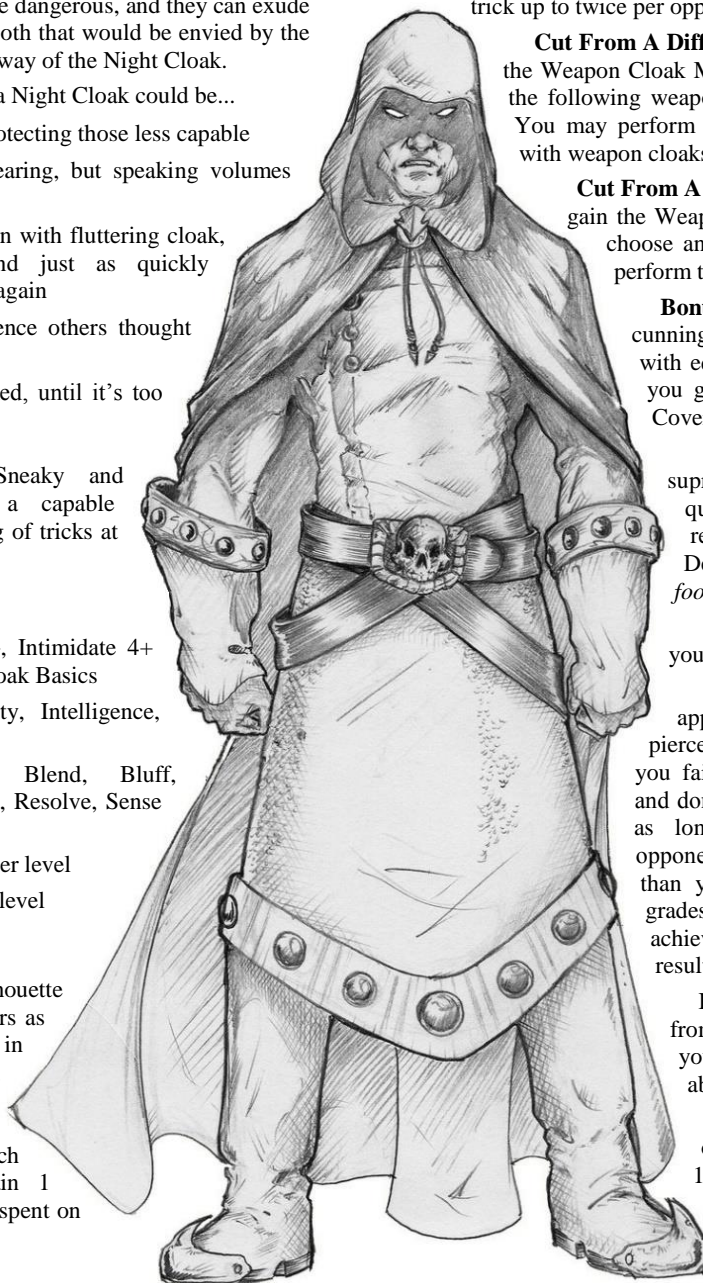
Uncanny Dodge I: Your senses are supremely sharp, letting you react quickly to danger. At Level 4, you retain your Dexterity bonus to Defense (if any) even when *flat-footed*.

Uncanny Dodge II: At Level 8, you never become flanked.

Urban Legend: To your foes you appear out of nowhere and your gaze pierce their souls. At Level 4, each time you fail a Sneak or Sense Motive check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

Cloak Practice: At Level 8, once per adventure, you may spend 1 hour practicing to gain 1 temporary Melee Combat or Covert feat of your choice until the end of the current adventure.



NIGHT CLOAK (LTI) (EXPERT CLASS)



Table X.X: Night Cloak

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+0	+2	+1	+1	+1	+0	+1	<i>Grim and skilled</i> , nimble in foot and hand (+5, trick once)
2	+2	+0	+3	+2	+1	+1	+0	+1	Cut from a different cloth I
3	+3	+1	+3	+2	+2	+2	+1	+2	Bonus feat
4	+4	+1	+4	+2	+2	+2	+1	+2	Uncanny dodge I, urban legend
5	+5	+1	+4	+3	+3	+3	+1	+3	Bonus feat
6	+6	+2	+5	+3	+4	+4	+2	+3	Blade practice
7	+7	+2	+5	+4	+4	+4	+2	+4	Bonus feat, cut from a different cloth II
8	+8	+2	+6	+4	+5	+5	+2	+4	Nimble in foot and hand (+8, trick twice), uncanny dodge II
9	+9	+3	+6	+4	+5	+5	+3	+5	Bonus feat
10	+10	+3	+7	+5	+6	+6	+3	+5	Versatility exemplified

Versatility Exemplified: Your cloak is flexible... and versatile. At level 10, if you can perform tricks with your weapon cloak of a different weapon type than the cloak, then your cloak now also counts as that type of weapon for the purposes of feats and abilities only (it's type does not actually change).

Example: If you chose shield and whip for the Cut From A Different Cloth I and II abilities and have Flail Mastery (which grants use of club and garrote tricks to your flail), then your readied Weighted-Cloak (a flail-type weapon) now counts as a readied 1 handed club, flail, garrote, shield, and/or whip for benefits from your feats and abilities. Therefore, if you have the Whip B/M/S feat chain, your cloak now allows you to Handle Items and Tire characters within your Reach, your cloak's Reach increases by 1, and your cloak attacks may inflict your choice of lethal, stress, or subdual damage instead of the weapon's normal damage (no penalty or damage decrease occurs) – all as if it was a whip.

NPC CLASS ABILITIES

The following new class abilities from the Night Cloak expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
All concealing cloak trick	2
Cut from a different cloth (weapon pick only) I-II	1 per grade
More than just cloth	5
Uncanny dodge I-II	2 per grade
Urban legend	2
Versatility exemplified	8

Table X.XX: Weapon Cloaks

Name	Dmg	Threat	Qualities	SZ/Hand	Const	Comp	Weight	Era	Cost
Blunt Weapons (Flails)									
Weighted-Cloak*	1d6 subdual	20	Grip, lightweight, pummel	M/1h	Soft 2	10D	10 lbs.	Ancient	50s
Edged Weapons (Knives)									
Blade-Cloak*	1d6 lethal	20	Double, grip, lightweight	M/2h	Soft 2	15W	5 lbs.	Feudal	100s
Combination Weapons									
Master Cloak**	Damage, Threat, Qualities and Hand are determined by the weapon's use as a Weighted-Cloak or a Blade-Cloak for each individual attack, as appropriate.			M/See Left	Soft 2	20W	10 lbs.	Feudal	150s

* You must have the appropriate forte (Blunt or Edged) to be proficient with this exotic weapon.

** You must have both the Blunt and Edged forte to be proficient with this exotic weapon.

COVERT FEATS

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

WEAPON CLOAK BASICS

You have learned the use of a most unusual weapon – one that most would never recognize as one...

Prerequisites: Edged or Blunt forte

Benefit: While wearing a cloak you gain a +2 gear bonus to feint, hide, and stash checks. While wearing a weapon cloak you also gain *thick hide* 2.

WEAPON CLOAK MASTERY

Your practice with a weapon cloak has revealed its more elegant tricks.

Prerequisites: Weapon Cloak Basics

Benefit: Your gear bonuses and *thick hide* from Weapon Cloak Basics rise to 3 each. While wearing a cloak, once per round as a free action you may attempt to disarm an adjacent opponent after they have missed you with an attack.

WEAPON CLOAK SUPREMACY

Let others have their toys. The only weapon you need is draped across your shoulders.

Prerequisites: Weapon Cloak Mastery

Benefit: Your gear bonuses and *thick hide* from Weapon Cloak Basics rise to 4 each. You also gain a trick.

Swirling Shadows (Cloak Anticipate Trick): Until your initiative count next round, if the target attacks you they must roll an additional die for each attack check and discard the highest result.





WEAPON CLOAKS

Weapon cloaks are specialized garments that contain modifications that allow their use as effective weapons in properly trained hands. Their use is fairly showy, with broad flaring sweeps and dramatic maneuvers that maximize the cloak's concealing nature.

Blade-Cloak: This cloak has sharpened blades of some hard material sewn into the hem. This allows those skilled in its use to slash at their opponents with whipping, whirling attacks. Its weapon category is 'Edged (Knife)' for proficiency, use, feats and effects.

Weighted-Cloak: This cloak had relatively heavy weights concealed inside its corners, which facilitates its use as a surprisingly effective striking weapon. Its weapon category is 'Blunt (Flail)' for proficiency, use, feats and effects.

Master Cloak: This is the trademark garment of a true cloak-fighter. It is, in effect, a Weighted-Blade-Cloak. It counts as both a Blade-Cloak and a Weighted-Cloak for effects that require such distinction (feats, abilities, etc.) and when making an attack with it, it operates as whichever of the two you desires for that attack (*See the cloak descriptions, above*).

Class and Weapon Cloaks design by Big Jim,
with help of the Crafty Forum-ites.

Weapon Cloak Feat chain by Morgenstern with assistance from
several Crafty Forum-ites, further modified by Big Jim.
Art by ~itSMEneon of deviantART, modified by Big Jim



COMBINATION WEAPONS

Combination weapons are a new category of weapon that typically allows a more detailed expansion of fully integrated weapons, such as a holy water sprinkler. Sure, you say it's a blunderbuss with the bludgeon quality, but to be closer to the truth - it's a mace that shoots, and should be able to use the club feat chain. So that's what combination weapons do; allow you to mix weapons together to create new weapons. This can be quite unbalancing if allowed to run rampant, so may sure to keep a tight rein on it.

Combination weapons always require a character to have all the appropriate proficiencies and fortes for all weapons that make up the combination weapon, or use of the combination weapon is untrained.

