

FantasyCraft



CALL TO ARMS:
BLOODSWORN



CALL TO ARMS: BLOODSWORN

WRITING

Alex Flagg

ILLUSTRATION

Ben McSweeney, Octographics

GRAPHIC DESIGN

Steve Hough

EDITING & LAYOUT

Alex Flagg, Patrick Kapera

PLAYTESTERS

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

Introduction 3

Bloodsworn (Expert Class) 3

Building the Bloodsworn 4
Playing the Bloodsworn 4

Basic Combat Feats 5

Aggro Basics 5
Aggro Mastery 5
Aggro Supremacy 5

New Class Ability NPC Qualities 5

OGL/OGC 6



CRAFTY GAMES PRODUCT CFG02016

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.

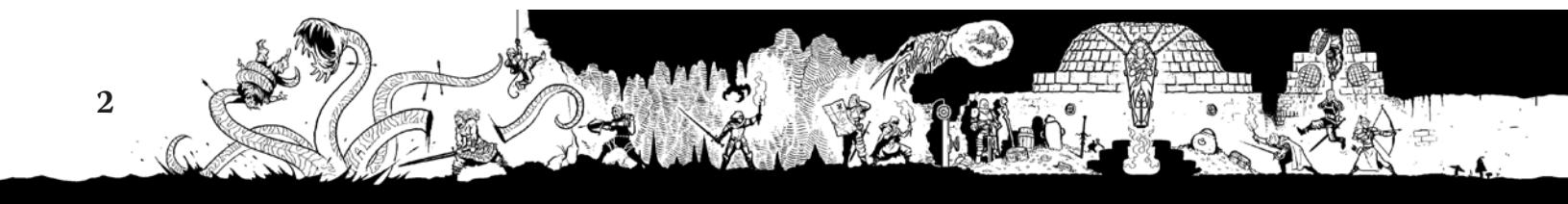
Reproduction without Crafty Games' express permission is expressly forbidden, except for the purpose of reviews and when permission to photocopy is clearly stated.

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 **Bloodsworn**, 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.

BLOODSWORN (EXPERT)

Death can lurk anywhere: around the next dungeon corner, in the shadows of a dark alley, or even in the cellars and gardens of noble homes. The Bloodsworn is blessed with preternatural awareness and uncanny toughness, and stands at eternal vigil to defend the weak and helpless. With a select few he shares a supernatural bond, a union that binds them in body and soul.

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

- A mystical guardian, obliged by ancestral oath to guard the lives of his masters
- A devoted father who will go to any length to protect his child
- A blood-brother of mages who's absorbed some of their arcane power
- A sacred warrior sent by the gods to protect the innocent from the scourge of evil
- A royal guardian whose duty is fueled by sublime zeal
- A grizzled sellsword whose love of gold drives him to ever greater (and perhaps reckless) action

Party Role: Backer/Combatant. The Bloodsworn is steward to the party's most vulnerable members, shielding them from the slings and arrows (and blades, bullets, and ballistae) of common foes. He also pretty consistently kicks the crap out of the bad guys.

CLASS FEATURES

Requirements: Notice 4+ ranks, Lighting Reflexes, The Extra Mile

Favored Attributes: Wisdom, Constitution, Dexterity

Class Skills: Athletics, Intimidate, Medicine, Notice, Resolve, Ride, Sense Motive, Tactics

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CORE ABILITY

Devoted Defender: Your toughness is legendary. Your Heroic Renown increases by 1. Also, at Level 1 and for each Class Level thereafter, you gain 1 additional wound point.

CLASS ABILITIES

Harm's Way I: You guard your friends with your life. At Level 1, at the beginning of each session, you may select 1 ally who can see and hear you as your ward. Each time your ward is adjacent to you and is struck by an attack, you may make a Reflex save (DC equal to 1/2 the attack check result, rounded up). With success, you suffer the hit as if you were the target instead. You gain DR 1 against this attack.

Harm's Way II: At Level 5, you may select your ward at the beginning of each scene, and your DR against this attack increases by an additional 1 (total DR 2).

Harm's Way III: At Level 9, you may select your ward at the beginning of each combat, and your DR against this attack increases by an additional 1 (total DR 3).

Ever-Vigilant I: You're always on the lookout for trouble. At Level 2, you gain an additional Basic Combat feat and your maximum Notice rank increases to your Career Level + 5.

Ever-Vigilant II: At Level 7, you gain an additional Basic Combat feat and your maximum Notice rank increases to your Career Level + 7.

Watch Out!: At Level 3, while your ward can see and hear you and his Initiative Count is lower than yours, it becomes equal to yours.

At Level 7, while your ward can see and hear you and his Defense is lower than yours, it becomes equal to yours.

Armor Use I: At Level 4, you gain a +1 bonus to Defense while wearing armor and receive a 20% discount when purchasing armor.

Armor Use II: At Level 8, this Defense bonus increases to +2 and this discount increases to 25%.

Blood-Bound I: Your devotion to your ward goes beyond mere protection — it binds you together in spirit. At Level 4, once per scene as a full action, you may select 1 condition your ward currently suffers. Your ward loses that condition and you gain it instead. If the condition persists beyond the end of the scene, your ward regains the condition at the end of the scene.

Blood-Bound II: At Level 6, as a full action, you may transfer up to 1/2 your remaining vitality to your ward (rounded down). This may not increase your ward's vitality points beyond their normal maximum. Also, you may use your *blood-bound I* ability an additional time per scene (total 2).

Blood-Bound III: At Level 8, when your ward is the target of a spell with the range of Self or a saving throw of Harmless, the caster may target you with an identical copy of that spell as well. Also, you may use your *blood-bound I* ability an additional time per scene (total 3).

CALL TO ARMS



Ultimate Sacrifice: You always keep your ward alive — even if it *kills* you. At Level 10, once per session when your ward is killed within Close Quarters, you may choose to die as well (by leaping after them when they plunge off a cliff, stepping before a *coup de grace* attack that impales you both, etc.). In this case, you and your ward both Cheat Death with the same Petty Fate and return to play at the beginning of the next scene (see *Fantasy Craft*, page 384).

BUILDING THE BLOODSWORN

The Bloodsworn must both soak up damage and keep an eye out for trouble (so he doesn't have to *keep* soaking damage), and so Species with good Constitution bonuses like Dwarves, Orcs, and Ogres are great fits for the class. Likewise, Humans with Talents that increase Constitution, Wisdom, wounds, and combat reaction time are all welcome options.

Specialties most beneficial to the Bloodsworn boost his Defense, Initiative, and critical skills like Medicine and Resolve. Also keep an eye out for Specialties with support abilities like the Vanguard (*stand together*) and Guardian (*step in*). One surprisingly good choice is the Druid — the Animal Partner feat gives the Bloodsworn a buddy to protect his ward and fill gaps in his own skill base, Attribute Training bumps up his two core attributes, Practiced Medicine and Survival better his party's chances of long-term survival, and Trackless Step helps him avoid enemies he doesn't feel like fighting.

It's an obvious choice to enter this Expert Class from a fightin' base class like the Soldier, but as a team player the Bloodsworn may be better off with the Captain or even the Sage to further enhance his ward's odds of survival, plus the effectiveness of party members. Lancer is another strong option for its high durability and strong combat skills, not to mention the social acumen to guard bodies in less hostile surroundings.

Suggested Species: Dwarf, Ogre, Orc, Human

Suggested Human Talents: Grizzled, Ruthless, Unpredictable, Vigilant

Suggested Specialties: Druid, Fencer, Guardian, Shield-Bearer, Vanguard

Suggested Entry Classes: Captain, Lancer, Sage, Soldier

PLAYING THE BLOODSWORN

The Bloodsworn is an excellent team player and can become a force multiplier for any party that relies on coordinated tactics. When close at hand, he spots and reacts to trouble quickly thanks to *ever-vigilant* and a high Initiative bonus, and he protects vulnerable teammates with *harm's way* and *watch out!* He soaks up hits with the best of them thanks to *devoted defender* and *armor use*, and can bring friends back from the brink with *blood-bound* and *ultimate sacrifice*. Yet the Bloodsworn's ultimate value is even greater in parties *without* a combat focus, particularly if they include Burglars, Keepers, and Mages, who can lean on the character when the going gets hostile.

Though the Bloodsworn may seem like a fairly straightforward "tank" at first glance, he also has a tremendous capacity to control the flow of battle through misdirection and interference. Taunts and Diversions are a Bloodsworn's stock in trade, but devious use of his class abilities — in combination with carefully selected tricks and feats — can quickly upset enemy plans. For example, a well-armored Bloodsworn might use *harm's way* to draw an attack that can't penetrate his armor (or one that he can deflect with Arrow-Cutting, Parry, or Shield Block). Likewise, when the Bloodsworn and his ward are mobbed by mooks, he could use the Elusive feat in combination with *watch out!* to keep his ward's Defense high, even when *flanked* or *flat-footed*. Should his ward suffer debilitating conditions like *fatigued* or *shaken*, a clever Bloodsworn can use *blood-bound* to yank the condition and follow up with the Iron Will feat or No Pain Origin feature to cancel them entirely. Just a little ingenuity when choosing character options and using tactics, and the Bloodsworn can quickly become a thorn in nearly *every* enemy's side.

Feat-wise, the Bloodsworn stands to benefit most from increased toughness, teamwork, and crowd-control capacities.

Table 1: The Bloodsworn

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+2	+2	+1	+0	+2	+0	+0	<i>Devoted defender</i> , <i>harm's way</i> I
2	+1	+3	+3	+2	+1	+3	+0	+1	Ever-vigilant I
3	+2	+3	+3	+2	+1	+4	+1	+1	Watch out! (initiative count)
4	+3	+4	+4	+2	+2	+5	+1	+1	Armor use I, <i>blood-bound</i> I
5	+3	+4	+4	+3	+2	+5	+1	+1	<i>Harm's way</i> II
6	+4	+5	+5	+3	+2	+6	+2	+2	<i>Blood-bound</i> II
7	+5	+5	+5	+4	+3	+7	+2	+2	Ever-vigilant II, "watch out!" (Defense)
8	+6	+6	+6	+4	+3	+8	+2	+2	Armor use II, <i>blood-bound</i> III
9	+6	+6	+6	+4	+4	+9	+3	+2	<i>Harm's way</i> III
10	+7	+7	+7	+5	+4	+10	+3	+3	<i>Ultimate sacrifice</i>





Choices that grant extra attacks, like Contempt and Cleave Basics, can help thin out a veritable flood of mooks, while Shield Basics and Combat Instincts can improve the Bloodsworn's ability to react to incoming attacks. Also of particular use are feats that dictate the flow of battle — Coordinated Attack and its kin, for instance, which let you choose the best part of your team to act, and Aggro Basics (see below), which commands enemy attention and preserves vital teammates, letting them do the work of winning the day. Finally, Quick Healer, Iron Will, and Great Fortitude are invaluable for ensuring the Bloodsworn remains standing until the battle's over.

Bloodsworn gear is pretty basic, his most important investment being a good set of armor. Since he's likely to stick close to his ward in most cases, weaponry should be fit for close-range fights and should ideally improve his ability to nullify foes or keep them at bay long enough for his ward to get to safety.

Suggested Feats: Aggro Basics, Armor Basics, Cleave Basics, Combat Instincts, Coordinated Attack, Iron Will, Quick Healer, Shield Basics, Surge of Speed

Suggested Adventuring Equipment (250s): Axe with the *hook* upgrade OR bar-whip with the *bleed* and *hook* upgrades, 3 javelins, metal shield, moderate studded leather armor with heavy fittings, doctor's bag

BASIC COMBAT FEATS

For more about Basic Combat feats, see *Fantasy Craft*, page 85.

AGGRO BASICS

You're skilled at drawing enemy attention... by any means necessary.

Benefit: You may Taunt up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately. Also, you gain a stance:

Easy Prey (Stance): You gain a +4 bonus with Taunt checks, and suffer a -2 penalty to Defense.

AGGRO MASTERY

Your barbed insults sting worse than arrows — and have saved your friends far more often.

Prerequisites: Aggro Basics

Benefit: Once per round, after a teammate is attacked within Close Quarters, you may spend 1 Edge to Taunt his attacker as a free action.

Your Father Smelt of Elderberries! (Taunt Trick): If this check is successful, you gain 1 Edge. You may use this trick once per round.

AGGRO SUPREMACY

To say you know how to get your enemy's goat is a *bit* of an understatement.

Prerequisites: Aggro Mastery

Benefit: When you hit an opponent with a melee or unarmed attack, you may Taunt him as a free action. Also, you gain a trick:

Mortal Insult (Taunt Trick): You may spend up to 5 Edge to make your target *enraged* for a number of rounds equal to the Edge spent. Opponents *enraged* in this way do not fall unconscious when the condition ends.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Blood-bound I-III	4 per grade
Harm's way I-III	2 per grade
Watch out!	2 per grade



CALL TO ARMS



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), notation, 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: Bloodsworn 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: Bloodsworn 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.

