

FantasyCraft



CALL TO ARMS:
SHINOBI



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CRAFTY GAMES PRODUCT CFG02025

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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 **Shinobi**, 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.

SHINOBI (EXPERT)

Legends speak of assassins whose lethal skill and fierce dedication to their clans and causes are exceeded only by their mystical prowess. The few witnesses who have survived encounters with these killers describe terrifying abilities no mortal being could possess: men who soar through the air on the faintest breeze or weightlessly dash across the surface of a lake; women with senses so sharp they can fire an arrow through a target on the other side of a wall; and bands of warriors appearing as if from nowhere, striking in an instant and vanishing into the night. There are so many variations on the legend that no clear idea of the assassins' true abilities can be verified, but in every accounting they are known by only one name: Shinobi.

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

- A legendary shadow warrior whose secret training lets him fire ranged weapons with extreme speed and effortlessly glide through the air
- A high-flying ninja who can turn a handful of shuriken into a deadly hailstorm
- A master of poisons so exposed to his own toxins that his blood has become a lethal cocktail
- An expert assassin who can take out a target and melt into the night before anyone notices the kill
- A sword mistress so deadly that a single stroke of her blade can fell even the mightiest warrior
- A mystic spy employing both magic and stealth to befuddle and bypass his foes

Party Role: Wildcard/Combatant. Each Shinobi is a product of special clan training but all are dangerous warriors relying upon mobility and misdirection to overcome their enemies.

CLASS FEATURES

Requirements: Wis 13+, Acrobatics 6+ ranks, Sneak 6+ ranks

Favored Attributes: Dexterity, Wisdom

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

Class Skills: Acrobatics, Blend, Disguise, Notice, Prestidigitation, Search, Sense Motive, Sneak, Survival, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Backstab: When you spend an action die to boost an attack check against a *flanked*, *flat-footed*, or *helpless* opponent, you also inflict additional sneak attack damage equal to the action die result.

CLASS ABILITIES

Secrets of the Clan: You come from an ancient line of shadow warriors who blend mysticism and stealth into a lethal art form. At Level 1, choose one of the following Paths as the emblem of your shinobi clan (see page 6 for full page descriptions). You take one Step along your chosen Path, which is hereafter called your "Clan Path."

- *Cherry Blossom:* Cherry Blossom shinobi soar through the air, raining death down upon their foes.
- *Chrysanthemum:* Chrysanthemum shinobi rely on deception, hiding in plain sight until they strike.
- *Lotus:* Illusion and misdirection are the weapons of choice for Lotus shinobi.
- *Nightshade:* Nightshade shinobi ingest poison until it literally flows through their veins.
- *Poppy:* The blades of Poppy shinobi fall with the speed of lighting and the force of thunder.
- *Willow:* Masters of the night, Willow shinobi turn darkness itself into a weapon.

If your campaign does not feature the *miracles* campaign quality, you gain the Burglar's *very, very sneaky* class ability instead (see *Fantasy Craft*, page 32).

Surprise Strike: At Level 2, when you make an unarmed, melee, or hurled attack against a *flanked*, *flat-footed*, or *helpless* character, your threat range increases by 1.

At Level 7, this bonus to threat range increases by an additional 1 (for a total increase of 2).

Shadow Arts: At Levels 3, 5, 7, and 9, you gain an additional Covert feat or take a Step along your Clan Path. If you've completed your Clan Path or your campaign does not feature the *miracles* campaign quality, you may only take an additional Covert feat.

Ninja Training: At Levels 4 and 8, your Dexterity and Wisdom scores each rise by 1.

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Qi Sense: You sense the flow of energy through all living things. At Level 4, you may always attempt Notice and Search checks to detect living characters within Close Quarters, even if you would not normally be able to detect them (e.g. through a solid surface, when the characters are *hidden* and/or totally silent, when you're *blinded* and/or *deafened*, etc.). This ability does not allow special detection of elementals, constructs, or undead unless you're already able to detect them through other means.

Wuxia I: At Level 6, your Jump results are no longer limited by your height and the distance you Jump increases by 50% (rounded up).

Qi Swiftness: You transform your inner power into blinding speed. At Level 8, your Ground Speed increases by 10 ft. and you gain a trick...

Qi Stride (Run Trick): You may move across fluids or up vertical surfaces as if they were solid ground. If at the end of your movement you are not on a solid surface you fall (or submerge). You may use this trick a number of times per scene equal to your Wisdom modifier (min 1).

Shadow Master: You can vanish without a trace. At Level 10, once per session as a full action, you may remove yourself from the game entirely (optionally accompanied by a puff of smoke or flash of light, by stepping into a shadow, or with another effect). You may then appear at any time of your choosing later in the same scene (but not in the same combat if you left during a fight). Should you reappear during a later combat, you gain an automatic surprise round at the beginning of the round after you appear, and then roll for initiative and act normally thereafter.

All spell effects, conditions, and other modifiers that apply to you when you use this ability are suspended while you're gone and resume when you reappear. For example, if you're poisoned when you disappear, you stop making saves until you return and then pick up with the very next save you would normally make when you return.

TABLE 1: THE SHINOBI

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+0	+2	+0	+2	+2	+0	+1	Backstab, secrets of the clan
2	+1	+0	+3	+0	+3	+3	+0	+1	Surprise strike I
3	+2	+1	+3	+1	+3	+4	+1	+2	Shadow arts
4	+3	+1	+4	+1	+4	+5	+1	+2	Ninja training, qi sense
5	+3	+1	+4	+1	+5	+5	+1	+3	Shadow arts
6	+4	+2	+5	+2	+6	+6	+2	+3	Wuxia I
7	+5	+2	+5	+2	+6	+7	+2	+4	Shadow arts, surprise strike II
8	+6	+2	+6	+2	+7	+8	+2	+4	Ninja training, qi swiftness
9	+6	+3	+6	+3	+8	+9	+3	+5	Shadow arts
10	+7	+3	+7	+3	+9	+10	+3	+5	Shadow master

BUILDING THE SHINOBI

As a ninja, the Shinobi naturally benefits from high Speed and Dexterity — fundamentals for swift and effective killing — but he also needs a decent Wisdom score to meet the entry requirements and get the most out of the class's key skills and abilities. Thus, the most effective Shinobi are built with Species that grant Dexterity, Wisdom, and/or Speed bonuses. Saurians are a great fit, since they gain a bonus to Dexterity *and* an additional +2 bonus to any other attribute, plus a very useful Defense bonus, *darkvision I*, and 2 effective natural attacks.

Small races like Goblins and Pech also make good Shinobi since their Size grants them a +1 bonus to Defense and a +4 bonus with Blend, Sneak, and Conceal Action checks. Pech also benefit from +3 Dexterity and Goblins receive an additional Defense bonus, *darkvision*, and the Ambush Basics feat for free — all highly useful tools in any shadow warrior's arsenal.

Elves are another decent option, with their high Speed, massive Wisdom bonus, and extraordinary senses. These are all fantastic benefits for any Shinobi but especially for those employed as spies or assassins.

Human Talents best suited to Shinobi include Agile and Nimble, which boost important character options like Dexterity, Speed, and vital skills such as Acrobatics. Other solid contenders grant the *Always Ready* ability or the Lightning Reflexes feat (Ruthless, Unpredictable, and Vigilant fit the bill here).

The best Specialties for Shinobi build upon or enhance their stealth and speed, as well as their gift for deception and ambushes. The Rogue is a perfect candidate, granting the Ambush Basics feat at no cost along with an improved Sneak skill, bonus skill points, and greater Defense against traps. In a similar vein, the Criminal is an excellent choice for Shinobi who favor a more thuggish approach, while the Swindler is good for Shinobi spies (and members of the Chrysanthemum clan) who like to operate in plain sight.

Shinobi built to avoid danger should consider the Acrobat or, oddly enough, the Guardian (thanks to its free Elusive feat, *Practiced Notice*, and bonus vitality). Combat-oriented Shinobi might start with the Fencer (if they use a *ninja-to*), the Fighter (for





all-round combat prowess), or the Fist (if they want to mix it up between armed and unarmed combat).

Finally, the choice of a Shinobi's base class(es) depends on style of play. The Assassin and Burglar are closest to the ninja archetype and support a classic approach, thanks to their powerful affinities for misdirection and stealth. The *Adventure Companion*'s Emissary class is close to the shinobi of history, who were masterful spies and manipulators. For a more cinematic Shinobi and a whirlwind of hand-to-hand destruction, pick the Martial Artist (from *Call to Arms: Martial Artist* and the *Adventure Companion*), or if a lurking killer is more interesting then consider the Scout.

Suggested Species: Elf, Goblin, Halfling, Human, Saurian

Suggested Human Talents: Agile, Nimble, Ruthless, Unpredictable, Vigilant

Suggested Specialties: Acrobat, Criminal, Fencer, Fighter, Fist, Guardian, Rogue, Swindler

Suggested Entry Classes: Assassin, Burglar, Emissary, Martial Artist, Scout

PLAYING THE SHINOBI

The Shinobi is the archetypical “mystical ninja” popularized in dozens of martial arts films — a warrior whose training *actually* lives up to the (bloated) reputation of real-life ninja in our own world. In game terms the Shinobi combines a strong skill foundation, high Reflex, Defense, and Initiative bonuses, and a bit of Path-based casting to create a character that’s deadly in nearly any situation. Yet despite the class’s obvious power, it’s still not a straightforward combatant like the Soldier or Martial Artist; instead, the Shinobi excels at leaving targets vulnerable and striking when they’re at their weakest.

Much like the Priest, the Shinobi’s class abilities focus on commonly held beliefs and so they rely primarily on Paths — in this case a Path chosen via the *secrets of the clan* class ability. This choice defines the Shinobi’s party role and play style. Unlike the Priest, however, the Shinobi can’t deviate from his Clan Path, so this choice must be made carefully. Cherry Blossom is best for players who favor ranged combat, while Chrysanthemum and Willow support a stealthy approach. Lotus offers strong magical power, while Poppy and Nightshade are great for combat-oriented characters. If none of these choices appeal, *shadow arts* grants Covert feats instead of Steps along the Clan Path, letting each player customize his or her own personal style. Even without the *miracles* campaign quality in play, these two abilities make the Shinobi a ninja of mythical, if not a clan-based or mystical proportions.

Outside the benefits granted by their clans, Shinobi share a core set of class abilities that characterize all ninja: *ninja training*, *backstab*, and *surprise strike* sharpen their reflexes and senses, and let them quickly dispatch oblivious foes. Later abilities venture beyond this core theme, and experienced Shinobi

can even defy the laws of nature: *qi sense* lets them detect living creatures that are invisible to the naked eye; *wuxia I* lets them leap and soar through the air with uncanny agility (aided by their Acrobatics bonus, of course); and *qi swiftness* literally lets them walk (or rather, Run) across water. Perhaps the most amazing of all the abilities shared by Shinobi, however, is *shadow master*, which literally winks them out of existence for a time. Used tactically, *shadow master* is the perfect escape from a losing fight, and can also be used to waylay opponents out of nowhere or delay (though not counter) the effects of a deadly poison or spell.

As a Shinobi levels and chooses new feats, players might consider a mixture of Combat and Covert options, along with a few flavorful choices emphasizing the class’s mystical nature. The Ghost tree, with its focus on improving Speed and reducing Sneak check penalties, is a splendid choice, as are feats for quickly dispatching enemies with sneak attacks (the Ambush tree) or Coup de Grace actions (Ferocity Basics).

The Mobility tree is also worthwhile, combining nicely with the Shinobi’s talent for acrobatic combat and abilities like *wuxia I* and *qi swiftness*. The Speed increases boost Jump distance and the ability to turn during a Run action hugely enhances the utility of the *qi stride* trick.

There are a host of optimal Combat feats to choose from, especially in the Melee family. Common ninja weapons include the katana, ninja-to, daggers, throwing knives, and shuriken, and can help to define the Shinobi’s particular training and clan background. For example, Chrysanthemum and Poppy warriors lean toward the Sword and the Sword-Circle feat trees (found in *Call to Arms: Gallant* and the *Adventure Companion*, respectively), which grant a range of benefits with fencing blades like the ninja-to. Meanwhile, Cherry Blossom and Willow warriors favor sneak attacks and ranged combat, and get lots of mileage out of the Hurling feat tree. Nightshade Shinobi may favor Unarmed Combat feats, particularly the new Dim Mak tree (see page 7).

More magically inclined Shinobi, like those in the Lotus clan, naturally gravitate toward Spellcasting and Species feats. Blessed offers an early jump on a Clan Path, or a second Path from Alignment (look to Darkness, Death, Heroism, Protection, or Secrets for particularly useful benefits). Elemental Heritage is another fun way to highlight a Shinobi’s mystique, and among its options Darkness, Dust/Sand, Metal, Mist/Smoke, and Wind are all flavorful and powerful tools for a growing ninja.

Shinobi gear should make the most of the character’s increased speed, versatility, and stealth. Choice weapons are easily-concealed, with edged and hurled weapons being particularly useful — especially if they have the *poisonous* quality. Poison is a valuable and flavorful compliment to the Shinobi’s arsenal, and many characters built with this class prefer paralyzing and knockout options to quickly incapacitate targets.



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Armor should ideally lack penalties to Speed, Defense, Acrobatics, and Disguise checks. Padded and leather with the *lightened* or *fitted* upgrades are among the best choices, if armor is worn at all.

Other useful gear helps the Shinobi avoid detection and infiltrate guarded areas. Thieves' tools, body paint, and grappling hooks are all excellent choices, as are flash bombs and caltrops in case the Shinobi is spotted and must escape quickly and (with luck) cleanly.

Suggested Feats: Dim Mak Basics, Elemental Heritage, Ferocity Basics, Ghost Basics, Hurler Basics, Mobility Basics, Sword Basics, Sword-Circle Basics

Suggested Adventuring Equipment (250s): Ninja-to, 10 shuriken, 3 flash bombs, moderate padded armor with *reinforced* upgrade, climber's gear, thieves' tools, grappling hook and 50 ft. hemp rope, 3 doses knockout poison, 5 torches

PATHS

These paths represent the mystic training offered by the major Shinobi clans. In settings where these groups are prevalent, these options may also be useful for Priests, Paladins, and other divinely inspired characters (see "What Do People Believe?" on *Fantasy Craft*, page 307).

PATH OF THE CHERRY BLOSSOM

Cherry Blossom I: You may cast Feather Fall at will and gain a bonus with Reflex saves equal to your Cherry Blossom Step.

Cherry Blossom II: You gain the Angry Hornet feat (see *Fantasy Craft*, page 92).

Cherry Blossom III: You may cast Air Walk and Haste once per scene.

Cherry Blossom IV: You gain the Blackened Sky feat (see *Fantasy Craft*, page 92).

Cherry Blossom V: You may cast Wind Walk once per scene (see page 9). Also, you gain a trick.

Rain of Death (Hurled Attack Trick): If you hit by 4 or more, you inflict your weapon's damage an additional time. If you hit by 10 or more, you inflict your weapon's damage two additional times. In both cases, roll separately each time you inflict damage. Applying this trick uses 3 shots.

PATH OF THE CHRYSANTHEMUM

Chrysanthemum I: You gain a +5 bonus with Blend checks.

Chrysanthemum II: You may cast Disguise Self and Weapon Pocket once per scene (see page 9).

Chrysanthemum III: You gain the Assassin's *quick on your feet* class ability (see *Fantasy Craft*, page 30).

Chrysanthemum IV: Your melee attacks inflict 2 dice of sneak attack damage.

Chrysanthemum V: You may cast Mind Blank once per scene, and your Charisma score rises by 2.

PATH OF THE LOTUS

Lotus I: You may cast Flare at will. Also, you gain a bonus with Feint actions equal to your Lotus Step.

Lotus II: You may cast Mirror Images and Trick of the Light once per scene (see page 8).

Lotus III: You may cast Confounding Images and Invisibility once per scene (see page 7).

Lotus IV: You may cast Displacement and Illusionary Image V once per scene.

Lotus V: You may cast Hijack Spell and Scintillating Pattern once per scene (see page 8).

PATH OF THE NIGHTSHADE

Nightshade I: You gain the Venom Master trick (see *Fantasy Craft* page 222). Also, the DCs of saving throws made against poisons you apply increase by your Nightshade Step.

Nightshade II: Choose a basic poison (see *Fantasy Craft*, page 165). You gain a Grapple benefit.

Deadly Embrace (Grapple Benefit): Your target is exposed to the chosen poison, as if you had inflicted 1 point of damage to them after Damage Reduction.

Nightshade III: You may cast Neutralize Poison and Poison once per scene (see page 8).

Nightshade IV: You may cast Cloudkill once per scene. Also, your unarmed attacks gain the *venomous* quality with the same poison chosen for your Nightshade II Step.

Nightshade V: You become immune to poison and disease. Also, you may cast Mass Poison once per scene (see page 8).

PATH OF THE POPPY

Poppy I: You gain the Lightning Reflexes feat (see *Fantasy Craft*, page 86).

Poppy II: You may cast Keen Edge and True Strike I once per scene.

Poppy III: You gain the Snake Strike feat (see *Fantasy Craft*, page 86).

Poppy IV: You may cast Disrupting Weapon once per scene (see page 8). Also, all your melee attacks gain the *armor piercing* 4 quality.

Poppy V: You may cast Mark of Uncanny Accuracy once per scene (see page 8). Also, you gain a trick.

Lightning Strike (Sword Melee Attack Trick): You inflict additional damage with this attack equal to the difference between your initiative score and that of your target. You may use this trick a number of times per combat equal to your Wisdom modifier (minimum 1).





PATH OF THE WILLOW

Willow I: You gain the Night Fighting feat (see *Fantasy Craft*, page 109).

Willow II: You may cast Darkness I and Silence once per scene.

Willow III: You may cast Phantasmal Killer and Shadow Weapon I once per scene.

Willow IV: You gain a trick:

Tenebrous Strike (Melee Attack Trick): If you hit, the target must also make a Fort save (DC equal to the damage inflicted after Damage Reduction, resistances, and other effects are applied). If the target fails this save, he is *blinded* for 1 round.

Willow V: You may cast Finger of Death and Shadow Walk once per scene.

UNARMED COMBAT FEATS

For more on Unarmed Combat feats, see *Fantasy Craft* page 93.

DIM MAK BASICS

You're a student of *dim mak*, the art of focusing and manipulating negative *qi* energy.

Requirements: Special character only

Benefit: Each time an opponent within Close Quarters scores an error, you gain 1 Edge. You also gain a trick.

Block Qi (Unarmed Attack Trick): You disrupt a foe's life energy. This foe may not be a construct, elemental, or undead. If this attack hits, you may spend 2 Edge to prevent that target from spending Edge, using action dice, or Cheating Death for 1d6 rounds. Each character may only be impaired with this ability once per scene, even if multiple opponents have this trick.

DIM MAK MASTERY

You may now channel negative *qi* into great personal power.

Requirements: Dim Mak Basics

Benefit: Once per round, you may sacrifice 2 wounds to gain 1 Edge. You also gain a stance.

Qi Shroud (Stance): By drawing negative *qi* into yourself, you're briefly concealed from living beings. While in this stance, you may spend 1 Edge at the start of your Initiative Count during each round to immediately become *hidden* to all opponents within Close Quarters who are not constructs, elementals, or undead. This effect lasts until the start of your next Initiative Count.

DIM MAK SUPREMACY

Your command of negative *qi* grants you unparalleled power over living things.

Requirements: Dim Mak Mastery

Benefit: Once per round when you score a threat with an attack against an opponent who is not a construct, elemental or undead, you gain 1 Edge. You also gain a trick.

Quivering Palm (Unarmed Attack Trick): Your blows concentrate the target's negative *qi* as a potentially lethal vibration. With a hit, you may spend up to 5 Edge to force the target to make a Damage save (if a standard character or object) or a Fortitude save (if a special character). With success, the target becomes *sickened* for 1d6 rounds per Edge spent. With failure, a standard character or object fails 1 Damage Save per Edge spent, and a special character loses 4 wounds per Edge spent. Each opponent may only be affected by this trick once per combat. This trick does not affect constructs, elementals, or undead.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Backstab	2
Qi sense	2
Qi swiftness	4
Shadow master	15
Surprise strike I-II	2 per grade

SPELLS

For more about spells and spell use, see *Fantasy Craft*, page 110.

CONFOUNDING IMAGES

Level: 3 Illusion

Casting Time: 1 half action

Distance: Close

Duration: 1 round per Casting Level

Saving Throw: Will negates

Effect: One character may not make free attacks targeting you. He also suffers a -2 penalty with attack checks targeting you and suffers a -2 penalty to his Defense against your attacks.





DEATH WARD

Level: 4 Warding

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: One living character becomes immune to killing spell effects and soul drain (but *not* death as a result of spell-inflicted damage, impairment, or other effects).

DISPLACEMENT

Level: 5 Illusion

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 round per Casting Level (dismissible)

Saving Throw: Will negates (harmless)

Effect: One character isn't where he appears to be, gaining a +6 magic bonus to Defense. This bonus is ignored by blind attackers and those with the *blindsight* ability or quality, and by attacks that inflict explosive damage.

DISRUPTING WEAPON

Level: 6 Conversion

Casting Time: 1 half action

Distance: Touch

Duration: 1 round per Casting Level

Saving Throw: Will negates (terminal)

Effect: You imbue a melee weapon with positive energy. Each time an undead character with a Threat Level up to your Casting Level is hit with this weapon, he must make a Will save or be destroyed (instantly reduced to -25 wounds).

HIJACK SPELL

Level: 7 Artifice

Casting Time: 1 free action

Distance: Local

Duration: Instant

Preparation Cost: 1 × target spell's Level (minimum 1)

Effect: You steal control of one spell effect whose Casting Level + Spell Level is up to your Casting Level + 7. You are considered the caster of the hijacked spell, make all decisions regarding it, and gain all benefits from it. If the hijacked spell's Range is Personal, it affects you rather than the original caster. All other aspects of the hijacked spell, including its Duration, Casting Level, original targets, and so on remain unchanged.

Spell effects with a Duration of Instant or Permanent, and those that may not be countered, may not be hijacked.

MARK OF UNCANNY ACCURACY

Level: 7 Seals

Casting Time: 10 minutes

Distance: Touch

Duration: 1 day per Casting Level (dismissible, enduring)

Effect: You draw a mark of prowess on a character, making his strikes unerringly efficient. This character's attacks ignore DR or Resistances provided by armor, including natural armors like *thick hide*.

POISON

Level: 3 Affliction (Curse)

Casting Time: 1 half action

Distance: Touch

Duration: Instant

Saving Throw: As poison (dismissible, terminal)

Effect: One character is exposed to any 1 base poison (see *Fantasy Craft*, page 165). This poison may not feature upgrades.

POISON, MASS

Level: 7 Affliction (Curse)

Distance: Personal

Area: 30 ft. penetrating cone

Effect: As Poison, except affecting a number of characters in the Area up to your Casting Level. All targets are exposed to the same poison.

SHADOW WEAPON I

Level: 2 Shadow (Darkness)

Casting Time: 1 half action

Distance: Personal

Duration: 1 round per Casting Level (dismissible)

Effect: A weapon composed entirely of shadow appears in your hand. The weapon has the appearance and statistics of any melee weapon with which you're proficient and each hit inflicts lethal damage equal to the weapon's normal damage + 1 per 2 Casting Levels (maximum +6), ignoring Damage Reduction. With a critical hit, the target also suffers 1 temporary Constitution impairment.

This spell cannot be countered.

TRICK OF THE LIGHT

Level: 2 Illusion (Light)

Casting Time: 1 half action

Distance: Close

Duration: Instant

Effect: A distracting glimmer appears in one character's peripheral vision, targeting him with a Distract action using your Spellcasting result (see *Fantasy Craft*, page 219). This spell has no effect on *blinded* characters and cannot leave you *flat-footed*.





WEAPON POCKET

Level: 2 Compass

Casting Time: 1 half action

Distance: Touch

Duration: 1 hour per Casting Level (dismissible)

Effect: With a half action, you may place a single 1-handed weapon (chosen when the spell is cast) into an intangible, invisible pocket. While in the pocket, the weapon cannot be noticed or found, though Detect Magic and similar spells reveal the pocket's existence. You may draw the weapon from the pocket as a Handle Item action, or by ending the spell as a free action.

WIND WALK

Level: 7 Compass (Air)

Casting Time: 1 half action

Distance: Personal or Touch

Duration: 1 hour per Casting Level (dismissible)

Saving Throw: Will negates

Effect: You and a number of allies up to your Casting Level become misty, translucent vapors carried by the wind. You may only be attacked by those capable of targeting incorporeal targets and naturally travel 50 MPH in a random direction, per the Deviation Rules (*see Fantasy Craft, page 214*). You may concentrate to control your direction but your Speed then drops to 10 MPH. If you remain vaporous during the last minute of the Duration, you drift gently to the ground over that period.





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