

FantasyCraft



CALL TO ARMS:
WITCH HUNTER



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CRAFTY GAMES PRODUCT CFG02027

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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 **Witch Hunter**, 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.

WITCH HUNTER (MASTER)

In many fantasy worlds magic is the greatest power in creation. A single man with sufficient arcane might can rout armies, topple castles, and undo the laws of nature. Faced with such terrible power, ordinary folk turn to those brave, skilled, or crazy enough to hunt down and eliminate sorcerers. These few are known as Witch Hunters.

Benefiting from extensive training, preternatural talent, or good old-fashioned willpower, Witch Hunters can both detect and defy magical power. These rare and deadly talents ensure these adventurers are in constant and high demand, and many among their ranks find employment as mercenaries and special agents of the crown. No matter who employs a Witch Hunter or what his or her methods, however, when it comes to persecuting sorcerers there is no judge, jury, or executioner better equipped for the job.

Depending on the campaign, a Witch Hunter could be...

- A puritanical warrior who cuts down casters with cutlass and flintlock
- A canny tribal hunter blessed and sent forth by his people to slay a fearsome enemy wizard
- A skeptical killer whose disbelief shields him against spells of all types
- A Church inquisitor tasked with scouring the blight of magic from the world

Party Role: Specialist. A Witch Hunter is a deadly hunter of prey both divine and arcane. Every one of them is purpose-built to endure magical assaults and not only survive but unleash just as much vengeance in return.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Base Attack Bonus 6+, Wis 13+, Notice 10+ ranks, Interest (witchcraft, the occult, or related topic), Mage Hunter (see page 6)

Favored Attributes: Wisdom, Constitution

Class Skills: Crafting, Intimidate, Investigate, Notice, Resolve, Search, Survival, Tactics

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Witch Hunter class skills for you.

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CLASS ABILITIES

Sense Magic: You're incredibly sensitive to magical energy. At Level 1, when a character casts a spell or uses a magic item within 50 ft. \times your Class Level, you may make a Notice check (DC 20) as a free action. With success, you identify the character casting the spell or using the item, as well as that character's location. This ability does *not* grant any information about the spell being cast or the item being used — only who is using the magic and where they are located.

Arcane Defiance I: When spellcasters try to enchant you, it merely stokes your fury. At Level 1, the Spell Defense granted by your Mage Hunter feat increases by 2. Also, when an adversary casts a spell that fails to overcome your Spell Defense, you gain 1 Edge.

Arcane Defiance II: At Level 4, the Spell Defense granted by your Mage Hunter feat increases by an additional 2 (for a total increase of 4). Also, when you successfully save against a spell cast by an adversary, you gain 1 Edge.

Witchbane: At Levels 2 and 4, you gain one of the following abilities. Each ability may only be chosen once.

- *Disrupting Strike (Attack Trick):* This attack ignores all the target's magic bonuses to Defense and saves.
- *Null Field:* You can extend your magical resistance to nearby friends. All adjacent allies benefit from your Spell Defense.
- *Reflect Magic:* When a spell fails to overcome your Spell Defense, you may spend 2 Edge to reflect that spell back against its caster, as if he was the original target.
- *Silencing Strike (Attack Trick):* With a hit, you may spend 2 Edge to prevent the target from speaking or casting spells for 1d6 rounds.

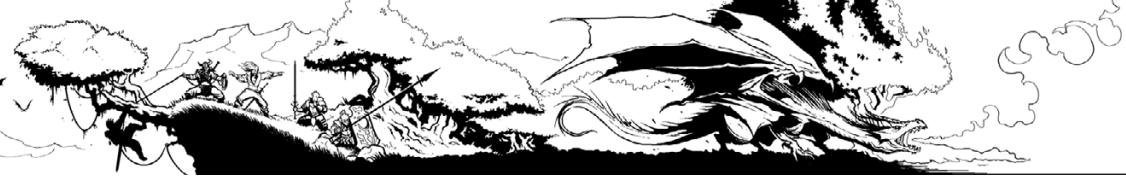
Smite Witches: At Level 3, when you spend and roll an action die to boost damage against an opponent with 1 or more Caster Levels, you may replace the action die's result with 1/2 your Career Level (rounded up). This may not cause the action die to explode.

Suffer Not the Witch to Live: You purge sorcerers from the world with sword and flame. At Level 5, when you hit an opponent who has 1 or more Caster Levels with an attack, you gain 1 Edge. Also, you gain a trick...

Witch's Pyre (Attack Trick): With a hit, you may spend 5 Edge to cause the target's magical reserves to literally ignite within him. If the target is an arcane caster, he also suffers 1 point of fire damage for each unspent spell point he has left



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(these points are lost in the process, leaving the caster with 0 spell points). If the target is a divine caster, he also suffers 2 points of fire damage per Step he's taken (all Steps from all Paths are counted).

BUILDING THE WITCH HUNTER

Fantasy Craft's Witch Hunters aren't simply blessed agents hunting down sorcerers — they also rely upon martial prowess and quick wit to dominate. Thus, favored Species offer high attribute bonuses, particularly to Constitution and Strength. Ogres are perhaps the closest fit, followed closely by Orcs; both Species are strong and tough, and suffer no penalties with attributes fueling saves (Dexterity, Constitution, and Wisdom). Unborn are a close second with the many resistances granted by the Construct type, and Dwarves are a reasonable third with their incredible durability and general comfort operating without magic.

Among Humans the best Talents are Crusading, Grizzled, Stern, Single-Minded, and Vigilant, though other, less obvious choices include Methodical (for calculating Witch Hunters and those who must be particularly careful choosing their targets) and Adaptable (for flexible Witch Hunters who rely heavily upon action dice).

Specialties that enhance a Witch Hunter's investigative or combat abilities serve him best. Ranger is perhaps the strongest choice, thanks to its dramatic boost when stalking and eliminating foes. Rogue is useful for ambushing unsuspecting opponents, and if the era allows the Dragoon can support the Witch Hunter archetype seen in Solomon Kane fiction. Adept may seem like an unusual choice but its free Spellcasting feat is a great way to grab the requisite Mage Hunter (see page 6), and its *Heroism* and *Turning* options can be vital in this line of work.

Witch Hunters have many fitting base class options. The Assassin is a natural fit if surgically eliminating special characters and melting into the background is in order. The Explorer can also work, offering a balance of book smarts and physical prowess. The Scout's gift for hunting, the Keeper's investigative abilities, and the Soldier's killing acumen are all strong alternatives, especially late in a Witch Hunter's career.

Only a limited number of expert classes mesh well with the Witch Hunter's focus. The Monster Slayer has some legs if the

character is hunting monstrous spellcasters, and the Deadeye is spectacular for a long-range Witch Hunter. Another good candidate is the Skirmisher, a new expert class released alongside this one, which focuses on ambushes and turning the battlefield against the opposition.

Suggested Species: Dwarf, Human, Ogre, Orc, Unborn

Suggested Human Talents: Crusading, Grizzled, Methodical, Single-Minded, Stern, Vigilant

Suggested Specialties: Adept, Dragoon, Ranger, Rogue, Warden

Suggested Base Classes: Assassin, Explorer, Keeper, Scout, Soldier

Suggested Expert Classes: Deadeye, Monster Slayer, Skirmisher

PLAYING THE WITCH HUNTER

The Witch Hunter is a fairly straightforward combatant with a particular focus on slaying spellcasters. His *sense magic* ability is less accurate than some Divination spells but effectively grants him a "sixth sense" to notice and locate casters in the area — the first step toward extermination. *Witchbane* offers a range of offensive and support abilities, including *silencing strike* to shut casters down and *disrupting strike* to outright ignore many of the defensive buffs generated by Priests, Paladins, and Preservers. So long as the Hunter is willing to burn a few action dice *smite witches* can make short work of any character with a Caster Level, including monsters *and* divine casters. The pinnacle of the Hunter's abilities, however, is *suffer not the witch to live*, which for a 5 Edge cost — not too high, considering how quickly the class can generate Edge — lets the character literally set a caster's spell points or Path steps alight within them, potentially immolating them from within.

The Witch Hunter also enjoys very few weaknesses for casters to exploit. He has strong saves, vitality, Defense, and also benefits from excellent Spell Defense via his Mage Hunter feat (see page 6). His *arcane defiance* ability boosts his Spell Defense even higher and makes casting against a Witch Hunter with Edge a dangerous proposition. Some Witch Hunters can even extend some of these benefits to their friends with the *null field* and *reflect magic* options on offer from *witchbane*.

TABLE 1: THE WITCH HUNTER

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+1	+1	+1	+1	+1	+0	+1	Arcane defiance I, sense magic
2	+2	+2	+2	+2	+1	+1	+0	+1	Witchbane
3	+3	+2	+2	+2	+2	+2	+1	+2	Smite witches
4	+4	+2	+2	+2	+2	+2	+1	+2	Arcane defiance II, witchbane
5	+5	+3	+3	+3	+3	+3	+1	+3	Suffer not the witch to live





Very few of a Hunter's abilities dictate any particular methods or weapons, so the character can tailor his own means of ending caster lives. Melee attacks can place casters at a disadvantage, while ranged combat can be useful against mages who rely on escape spells like *Expeditious Retreat* and *Fly*. Many Hunters prefer to stay as close to the action as possible so they can get the most out of their *sense magic* ability, and some wade directly into fights, relying on their excellent defensive statistics and abilities to carry them through.

The Witch Hunter must only possess one feat — Mage Hunter (see page 6) — and beyond this it comes down to personal preference. The character might consider Basic Combat feats that improve saves, such as *Lightning Reflexes* or *Iron Will*, to improve his chances against spells triggering those rolls. Combat feats that generate Edge can fuel many of the Hunter's class abilities, the Force of Will tree (see page 6) is a great call for those expecting to take a beating, and the Lionheart tree (see the Adventure Companion and *Call to Arms: Monster Slayer*) is a way to boost damage and party prowess with Edge.

Covert feats like the Misdirection tree offer vital benefits against special characters (a common trait for NPC casters). Terrain feats like the Stalking tree (see page 6) are fitting for Witch Hunters who must track their prey, and the Persecution tree (see *Call to Arms: Inquisitor*) is great for those seeking divine casters. Finally, the Witch Hunter can call upon magic of his own with Gear feats like Alchemy Basics and Scroll-Casting, and these options can be a big help in leveling the playing field against certain targets.

In terms of gear, a Witch Hunter is largely a reflection of his employer, his preferred methods, and the Era in which he lives. Often a standard adventurer's kit is all he really needs to prosecute his work but other iconic options include black powder weapons (the mundane hero's "Lightning Bolt"), melee weapons (with extras in case they get transmuted, Shattered, hit with *Rusting Touch*, and so on), some light armor (even mages can use knives), and maybe potions (for fighting fire with fire). Even really simple gear like rope and manacles can be game-changing (bound hands prevent most spellcasting, and gags prevent a lot more). Cruel and spiteful Hunters may also want to carry brands for marking the sanctioned, and oil for a good old-fashioned witch burning.

Suggested Feats: Alchemy Basics, Force of Will Basics (see page 5), *Iron Will*, *Lightning Reflexes*, *Lionheart Basics*, *Misdirection Basics*, *Scroll-Casting*, *Stalking Basics* (see page 6)

Suggested Adventuring Equipment (500s): Rapier, cutlass, 2 military pistols with 2 lanyards and 20 shots, blessed moderate leather armor with light fittings, bandolier, 2 pairs of manacles, anointed vial, 3 pints of oil, brand, 10 bandages, 2 batches of smelling salts, 5 torches, 7 days' rations

BASIC COMBAT FEATS

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

FORCE OF WILL BASICS

You're unflappable in the face of overwhelming odds.

Benefit: If you've already lost one or more wounds this round, you gain a +2 bonus with saves and Defense until your next Initiative Count. Also, you gain a stance.

Stand Your Ground (Stance): While in this stance, you may not be entangled, frightened, shaken, slowed, sprawled, or stunned. You may not move while in this stance.

FORCE OF WILL MASTERY

The closer you come to the brink, the harder you push back.

Prerequisites: Force of Will Basics

Benefit: Each time you lose one or more wounds, you gain 1 Edge. Also, you gain a trick.

Share the Pain (Attack Trick): The more you're hurt, the more hurt you dish out. If you hit with this attack, you may immediately spend 3 Edge to inflict additional damage equal to the number of wounds you've lost (e.g. if your attack hits and you are down a total of 8 wounds, you may spend 3 Edge to inflict +8 damage with this attack).

FORCE OF WILL SUPREMACY

When you go down, you're gonna take 'em all down with you.

Prerequisites: Force of Will Mastery

Benefit: Each time you lose 1 or more wounds from an attack by an adjacent opponent, you may immediately spend 1 Edge to inflict an equal amount of damage on your attacker. This damage is unaffected by Damage Reduction and resistances. Also, you gain a trick.

Pound of Flesh (Attack Trick): You'll get what's coming to you, and then some. If this attack hits a character who has inflicted 1 or more wounds on you during this combat, you gain 1 Edge.





SPELLCASTING FEATS

For more on Spellcasting feats, see *Fantasy Craft* page 105.

MAGE HUNTER

You shall be a brutal mage hunter... for all time.

Prerequisites: *Sorcery* campaign quality, Caster Level 0

Benefit: When you score a threat with an attack or skill check against a character with 1 or more Spellcasting ranks, it costs you 1 fewer action dice to activate it as a critical (minimum 0). You also gain Spell Defense equal to $10 + \text{your Career Level} + \text{your Charisma modifier}$.

Special: You may never gain levels in a class that grants Caster Levels after selecting this feat.

TERRAIN FEATS

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

STALKING BASICS

You're an expert at hunting down — and killing — certain prey.

Prerequisites: Survival 1+ ranks

Benefit: Taking 10 with Survival/Tracking checks doesn't take you twice as long, and taking 20 only takes you 10 times as long. Also, you gain the *favored foes* Origin benefit.

- **Favored Foes:** Choose 1 character Type from the following: Animal, Beast, Construct, Elemental, Fey, Folk, Horror, Ooze, Outsider, Plant, Spirit, or Undead. Your threat range increases by 2 when attacking and making Notice, Sense Motive, and Survival checks targeting standard characters of the chosen Type.

STALKING MASTERY

No trail is too cold for you.

Prerequisites: Stalking Basics

Benefit: The distance after which you make Survival/Track checks to stay on a character's trail are doubled (i.e. to 1 check every 2 miles outdoors, and to 1 check every 200 ft. indoors). Also, all *favored foes* benefits you have now apply to Investigate, Search, and Tactics checks as well.

STALKING SUPREMACY

No quarry can evade you.

Prerequisites: Stalking Mastery

Benefit: It costs you 1 fewer action dice to activate a threat with Survival/Track checks (minimum 0 dice), and all penalties you suffer with these checks are reduced to 1/2 normal,

rounded down (minimum -0). Also, all *favored foes* benefits you have now also apply to special characters of the chosen Type.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Disrupting strike	4
Null field	2
Sense magic	2
Smite witches	2



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