

FantasyCraft™



CALL TO ARMS:
DEADEYE



CALL TO ARMS: DEADEYE

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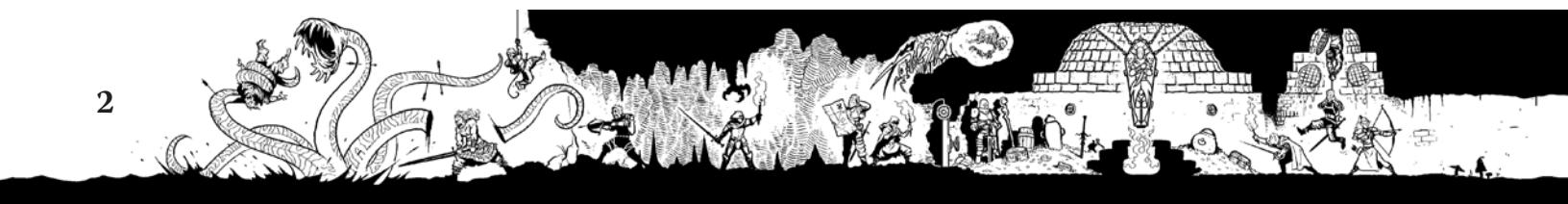
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INTRODUCTION

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 **Deadeye**, 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.

DEADEYE (EXPERT)

In a world populated by heavily armored soldiers, proud mounted warriors, unarmed pugilists, and countless savage monsters, the Deadeye stands apart — a *quarter-mile* apart. Unlike most of his peers, this savvy sniper relies on ambush tactics, keen eyesight, and unmatched mastery with bolt or bullet to take down enemies at range. Some may think him cowardly but a single arrow loosed from his bow can send an army into disarray, lay flat a scout before he can warn his comrades, or silence a distant mage before his magic can rend the world apart.

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

- A veteran hunter bringing down even the largest game with only a bow and arrow
- A talented sniper whose natural gift lets him pick off enemy leaders, throwing their troops into chaos
- An underhanded assassin whose calling card is a silver bolt projecting from his target's head
- An exiled noble robbing from the rich and giving to the poor
- A lowly longbowman whose incredible skills make him the terror of knights far above his station
- A wily gunslinger sharpening his aim in deadly pistol duels

Party Role: Combatant. The Deadeye is a patient, careful stalker, biding his time for the perfect moment... to shoot his targets to death.

CLASS FEATURES

Requirements: Base attack bonus 3+, Dex 15+, Quick Draw

Favored Attributes: Dexterity, Wisdom

Class Skills: Athletics, Blend, Crafting, Notice, Resolve, Ride, Search, Sneak, Survival, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Right between the Eyes: Your precision is truly deadly. Whenever you spend an action die to increase the damage of a black powder or bow attack, you may roll two dice and add both to the result.

CLASS ABILITIES

Farsight I: At Level 1, you gain an additional Ranged Combat feat and the range increment of bows and black powder weapons you fire increases by 25% (rounded up).

Farsight II: At Level 5, you gain an additional Ranged Combat feat and the range increment of bows and black powder weapons you fire increases by an additional 25% (total 50%).

Farsight III: At Level 9, you gain an additional Ranged Combat feat and the range increment of bows and black powder weapons you fire increases by an additional 50% (total 100%).

Surprise Shot: At Level 2, when you make a ranged attack with a bow or black powder weapon against a *flat-footed* character, your threat range increases by 1.

At Level 7, this bonus increases by 1 more (total 2).

Bonus Feat: At Levels 3 and 7, you gain an additional Covert or Terrain feat.

Ranged Sneak Attack: At Level 4, your ranged attacks with bows and black-powder weapons gain a die of sneak attack damage.

At Level 8, your ranged attacks with bows and black-powder weapons gain an additional die of sneak attack damage (total 2).

Sniper: At Levels 4, 6, and 8, you may choose 1 of the following abilities. Each may be chosen only once.

- *Chink in their Armor:* When you make an Aimed attack with a bow or black powder weapon, your attack gains *armor-piercing 4*.
- *Every Shot Counts:* When you make a ranged attack with a bow or black powder weapon and miss by 5 or less, you may instead cancel the attack (wasting no ammunition and triggering no reactions).
- *Master Weaponsmith (bows/black powder):* You're considered to have 5 additional ranks in Crafting when building, improving, or repairing bows and black powder weapons. This may cause you to exceed your maximum skill rank for these activities.
- *Most Deadly (bows/black powder):* It costs you 1 fewer action dice to activate critical hits with bow and black powder attacks (minimum 0).
- *Sprint:* In combat, your Speed increases by 10 ft.
- *Thousand-Yard Stare:* Your visual range increments are equal to your Wisdom score × 30 ft. You also ignore range penalties from the 2nd and 4th range increments while you're Aiming.

CALL TO ARMS



Dead to Rights: At Level 10, once per round when attacking a *flat-footed* character with a bow or black powder weapon, you may roll twice, keeping the result you prefer.

BUILDING THE DEADEYE

The Deadeye is a deadly mix of stealth and shooting, relying heavily on surprise and distance to accomplish his goals. Consequently, Origins granting bonuses to his high requisite Dexterity are the shortest path to success — Pech or Saurian, for example, particularly Saurian with the Jungle Clutch feat, is an excellent prospect. Elf is suitable as well, due to its enhanced vision, improved Wisdom, and favored Scout class.

On the Specialty front, any of the “shooty” options is a solid start, particularly the Musketeer if the campaign’s set in the Reason or Industrial Era. Other superior options offer bonuses to Dexterity or Wisdom, the *camouflage* feature, or proficiencies, tricks, or feats useful for a sneaky shooter.

While most characters with a strong Dexterity and a marginal combat focus won’t find this class difficult to enter, Scouts are perhaps the most naturally inclined toward it thanks to heaps of sneak attack dice, Ranged Combat bonus feats, and a healthy set of ambush abilities. Burglars and Soldiers come in a close second, the former for excellent stealth ability and the latter for high attack bonuses and raw talent with weapons.

Suggested Species: Elf, Human, Pech, Saurian

Suggested Human Talents: Adaptable, Nimble, Ruthless, Vigilant

Suggested Specialties: Archer, Dragoon, Musketeer, Ranger, Rogue

Suggested Entry Classes: Burglar, Scout, Soldier

PLAYING THE DEADEYE

As Fantasy Craft’s premier shooting class, the Deadeye isn’t a terribly difficult concept to grasp — he fills things and then fills them full of bullets, bolts, or arrows until they stop moving. Yet unlike a straightforward Soldier build, the Deadeye can’t simply walk up to his target and shoot him; instead he relies on distance, time, and stealth.

Table 1: The Deadeye

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+0	+1	+0	+1	+2	+1	+1	Farsight I, <i>right between the eyes</i>
2	+2	+0	+2	+0	+1	+3	+2	+1	Surprise shot +1
3	+3	+1	+2	+1	+2	+4	+2	+2	Bonus feat
4	+4	+1	+2	+1	+2	+5	+2	+2	Ranged sneak attack (1 die), sniper
5	+5	+1	+3	+1	+3	+5	+3	+3	Farsight II
6	+6	+2	+3	+2	+4	+6	+3	+3	Sniper
7	+7	+2	+4	+2	+4	+7	+4	+4	Bonus feat, surprise shot +2
8	+8	+2	+4	+2	+5	+8	+4	+4	Ranged sneak attack (2 dice), sniper
9	+9	+3	+4	+3	+5	+9	+4	+5	Farsight III
10	+10	+3	+5	+3	+6	+10	+5	+5	Dead to rights

The Deadeye’s greatest strength is delivering a decisive blow that can turn the tide of battle, often by plugging the Big Bad or nastiest fighters early on. Most of that ability hinges on having a *flat-footed* target lined up in his sights. Fortunately, much of his class ability supports this very thing — *farsight* lets the Deadeye attack from a great distance, while *surprise shot* enhances his weapon’s already-impressive threat range so he can (ideally) apply his *ranged sneak attack* dice and boosted *right between the eyes* damage directly to the target’s wounds. The sheer volume of damage a high-level Deadeye can dole out in a favorable situation makes the specific weapon he carries nearly irrelevant — even a lowly arrow can lay out most special characters when you factor in enough armor-piercing power, a *chink in their armor*, three or more sneak attack dice, and a double chance at a threat with *dead to rights*.

Because so much of the Deadeye’s battlefield influence relies on a single shot, it’s important not to underestimate the value of patience and reliability. The long load times of strong ranged weapons means its often best to wait for the perfect shot, taking frequent Aim actions, using the stances offered by Bow and Black Powder Basics (see page 5), and employing options like *every shot counts* and *master weaponsmith* to insure against a bad roll or poorly-timed error.

Feat choices are no great mystery either, depending mainly on the Deadeye’s favored weapon. Most fantasy archers will gravitate toward Bow Basics, Mastery, and Supremacy, Bullseye, and Blackened Sky; while relatively “modern” Deadeyes armed with handguns will probably want to fill their valuable feat slots with ways to make the most of their single shot, like Bullseye, Ambush Basics, and the Black Powder chain. The Bushwhack, Ghost, and Mispdirection chains are all available through the Deadeye’s *bonus feat* and make a perfect compliment as he levels, enhancing his ability to surprise and press that advantage.

Gear-wise, the Deadeye’s choices should reflect his chosen method of ranged death-dealing. A powerful crossbow or longarm are favored, thanks to their long range, high damage, excellent threat ranges, and/or powerful armor-piercing capabilities.





The long reload times on both make a case for a backup weapon, though — even a simple shortbow can be excellent insurance if the Deadeye time or space get limited between he and his foe.

The Deadeye can afford to keep his armor light and inexpensive, as range and concealment are his greatest protection. Ammunition, repair tools, and other stealth implements round out his critical gear, though handgunners shouldn't forget a bandolier, further reducing load times.

Suggested Feats: Ambush Basics, Bow Basics, Black Powder Basics (see below), Bullseye, Bushwhack Basics, Favored Gear, Ghost Basics, Misdirection Basics

Starting Adventuring Equipment (250s): Heavy crossbow + bayonet upgrade + 60 standard and 20 barbed bolts **or** long rifle + 30 shots + bandolier, axe, partial leather armor, carpenter's kit **or** smith's kit, body paint, 50 ft. hemp rope, 7 days' rations

RANGED COMBAT FEATS

For more about Ranged Combat feats, see Fantasy Craft, page 94.

BLACK POWDER BASICS

You've trained extensively with temperamental early firearms.

Prerequisites: Black powder forte

Benefit: When you attack with a black powder weapon, you ignore the *unreliable* quality. Also, you gain a stance.

Focused Aim (Stance): You retain your Aim bonus with ranged attacks even if your target moves more than 5 ft. in a round. Also, you may Aim at a target multiple times, gaining a cumulative +1 bonus until your next attack check or he leaves your sight (maximum bonus equal to your Ranged Combat feats + 1). You may not move while in this stance (though you may still take Bonus 5-ft. Steps as normal).

BLACK POWDER MASTERY

Your gunshots are uncannily accurate and hit *hard*.

Prerequisites: Black Powder Basics

Benefit: Once per round, you may Aim with a black powder weapon as a free action. Also, you gain a trick.

Concussive Shot (Black Powder Ranged Attack Trick): With a hit, the target must also make a Fortitude save (DC equal to the damage suffered) or become *sprawled*.

BLACK POWDER SUPREMACY

The last thing your target sees is a puff of smoke, hears is a distant crack, and feels is his brain exiting his head.

Prerequisites: Black Powder Mastery

Benefit: Your threat range with black powder weapons increases by 1. Also, you gain a trick.

Headshot! (Black Powder Ranged Attack Trick): If your attack result exceeds a standard target's Defense by 10 or more, he immediately fails his Damage save (no damage roll is required). You may use this trick once per round.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability

Chink in their armor

XP Value

1

Dead to rights

8

Every shot counts

2

Ranged sneak attack

1 per grade

Surprise shot

2 per grade

Thousand-yard stare

2





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