

FantasyCraft



CALL TO ARMS:
DEADEYE



CALL TO ARMS: DEADEYE

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, Travis Herron, Tyler Johnson, Evan McLeod, Steve Mileham, Mark Newman, Andy Normansell, Lee Reeves, Kevin Ripka, Shaun Washington, Jimmy Taylor

Introduction 3

Deadeye (Expert Class) 3

Building the Deadeye 4
Playing the Deadeye 4

Ranged Combat Feats 5

Black Powder Basics 5
Black Powder Mastery 5
Black Powder Supremacy 5

New Class Ability NPC Qualities 5

OGL/OGC 6



CRAFTY GAMES PRODUCT 20606

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.

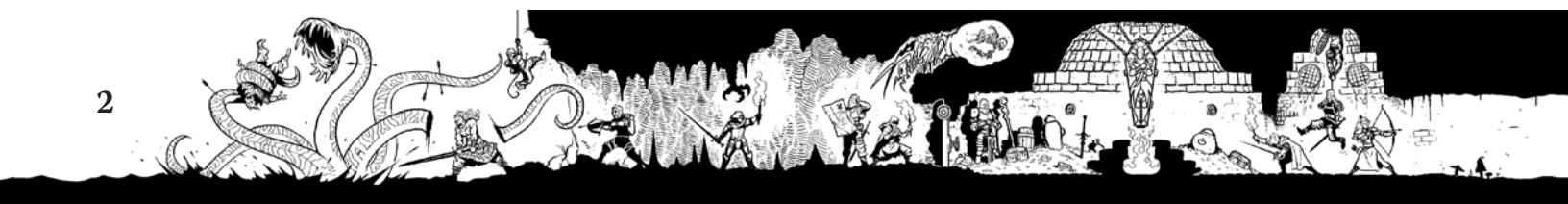
Reproduction without Crafty Games' express permission is expressly forbidden, except for the purpose of reviews and when permission to photocopy is clearly stated.

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 **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 it’s 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 Misdirection 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





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), portation, 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: Deadeye 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, Sunchaser, The Darkest Hour, The Cleansing of Black Spur, 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: Deadeye 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.

