

Fantasy Craft



CALL TO ARMS:
FORCE OF NATURE



CALL TO ARMS: FORCE OF NATURE

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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 **Force of Nature**, 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.

FORCE OF NATURE

(EXPERT)

The power of nature is unquestioned: wild beasts stalk the dark woods, druids bend primal forces with devastating effect, and the forces of the world can even take physical form as elementals charged with restoring the Great Balance. The Force of Nature is a product of the most basic forces of life itself, a champion whose intimate connection with the physical world can be channeled to unleash primeval powers with devastating effect.

Depending on the campaign, a Force of Nature could be...

- A son of titans discovering the true power of his birthright
- A tribal champion elected by druids to avenge the wilds
- A cursed warrior fighting to contain an ancient hex on his bloodline
- An avatar destined to bring balance to the primal forces of the world
- A mystical swordsman harnessing an element as part of an unearthly fighting style
- A rampaging berserker whose rage embodies the pain of his land

Party Role: Combatant/Wildcard. The Force of Nature captures the fury of raw elements boiling in his blood, performing spectacular maneuvers and sending his foes flying to the cheers of his teammates. Like the physical world, the Force of Nature is a diverse character, unlike most others of his ilk.

CLASS FEATURES

Requirements: *Miracles* campaign quality, Constitution 13+, Athletics 6+ ranks, Elemental Heritage

Favored Attributes: Constitution, Strength

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

Class Skills: Athletics, Acrobatics, Intimidate, Notice, Resolve, Search, Sneak, Survival

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

CORE ABILITY

Inheritor: You're a child of the Wild, and heir to its great and untamed power. At Level 1 and for each Class Level thereafter, you gain 1 additional skill point that must be spent on Athletics or Survival. Also, your Constitution score rises by 1.

CLASS ABILITIES

Path of the Elements: Your elemental ancestry grants you fantastical powers. At Level 1, you take 1 Step along a Path corresponding to your Elemental Heritage feat (see *Fantasy Craft*, page 310).

- *Crystal:* Path of Light
- *Darkness:* Path of Darkness
- *Dust/Sand:* Path of Earth
- *Earth:* Path of Earth
- *Fire:* Path of Fire
- *Ice:* Path of Water
- *Lava:* Path of Fire
- *Light:* Path of Light
- *Lightning:* Path of Air
- *Metal:* Path of Metal
- *Mist/Smoke:* Path of Darkness
- *Water:* Path of Water
- *Wind:* Path of Air
- *Wood:* Path of Nature

At Levels 3, 5, 7, and 9, you take an additional Step along this Path. If you've already completed this Path, you gain a Basic Combat feat instead.

Primal Rage I: You're a gateway to the vital forces of creation... forces you barely control. At Level 2, you gain the Rage Basics feat and your maximum rank in Athletics increases to your Career Level + 5.

Primal Rage II: At Level 7, you gain the Rage Mastery feat and your maximum rank in Athletics increases to your Career Level + 7.

Elemental Blast I: You may focus the elements flowing through you into a powerful attack.

At Level 4, you may make a special elemental attack as a half action. You may only make this attack if you have not used this ability in this or the preceding 3 rounds. The attack's Area and damage are determined by your Elemental Heritage.

- *Crystal:* 20 ft. cone inflicting 2d8 force damage
- *Darkness:* 15 ft. radius inflicting 2d8 stress damage
- *Dust/Sand:* 20 ft. cone inflicting 2d8 subdual damage
- *Earth:* 15 ft. radius inflicting 2d8 lethal damage
- *Fire:* 15 ft. radius inflicting 2d8 fire damage
- *Ice:* 15 ft. radius inflicting 2d8 cold damage
- *Lava:* 20 ft. cone inflicting 2d8 heat damage



- *Light*: 15 ft. radius inflicting 2d8 divine damage
- *Lightning*: 15 ft. radius inflicting 2d8 electricity damage
- *Metal*: 15 ft. radius inflicting 2d8 explosive damage
- *Mist/Smoke*: 20 ft. cone inflicting 2d8 stress damage
- *Water*: 20 ft. cone inflicting 2d8 subdual damage
- *Wind*: 20 ft. cone inflicting 2d8 sonic damage
- *Wood*: 15 ft. radius inflicting 2d8 subdual damage

Every character caught in the Elemental Blast's area may make a Reflex save (DC 10 + your Class Level + your Con modifier) to reduce the damage to 1/2 (rounded down).

Elemental Blast II: At Level 8, characters who fail their Reflex save against your Elemental Blast *also* suffer a condition, depending on your Elemental Heritage.

- *Crystal*: *Fixated* 1d6 rounds
- *Darkness*: *Frightened* 1 round
- *Dust/Sand*: *Slowed* 1d6 rounds
- *Earth*: *Sprawled*
- *Fire*: *Baffled* 1d6 rounds
- *Ice*: *Slowed* 1d6 rounds
- *Lava*: *Fatigued*
- *Light*: *Stunned* 1 round
- *Lightning*: *Paralyzed* 1 round
- *Metal*: *Bleeding*
- *Mist/Smoke*: *Blinded* 1 round
- *Water*: *Sickened* 1d6 rounds
- *Wind*: *Sprawled*
- *Wood*: *Entangled* 1d6 rounds

Elemental Legacy: At Level 4, you gain the Elemental Legacy feat (see *Fantasy Craft*, page 101).

Turn Elementals: Creatures of the elements recognize you as one of their own and often respect your wishes. At Level 6, you may Turn elementals a number of times per combat equal to your Constitution modifier, minimum once per combat (see *Fantasy Craft*, page 223).

Shelter from the Storm: You may direct your mastery of elemental forces to shield your party members from harm. At Level 8, each teammate who can see or hear you gains Damage Resistance 10 against the damage type inflicted by your Elemental Blast (e.g. a Force of Nature with the lightning *elemental blast* ability grants Electrical Resistance 10).

Wrath of Nature: At Level 10, you may unleash the unbridled wrath of nature. While in the Berserk stance during combat, you also gain the Elemental Type and the *knockback* and *natural defense* NPC qualities (see *Fantasy Craft*, pages 226 and 234), and your unarmed and melee attacks inflict the same damage type as your Elemental Blast (rather than their normal damage).

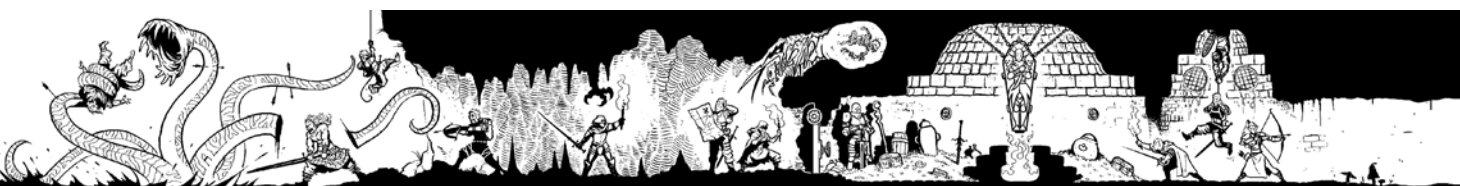
BUILDING THE FORCE OF NATURE

The Force of Nature is just that — a being of raw, overwhelming power tearing through all who oppose him. Thus, Species with strong physical stats, particularly Constitution and Strength, best fit members of this class. Orcs and Ogres, with an aggregate +6 bonus to Strength and Constitution, are shoe-ins, as are Humans with the Grizzled, Single-Minded, or Savage Talents. Giants are also a good fit, thanks to their birthright as children of primal elemental powers and beings.

In his role as a blunt instrument, the Force of Nature should look to Specialties providing melee or basic combat feats, or bonuses to Speed, vitality, or Constitution. Barbarian and Fist are good choices, with a suite of features aiding hand-to-hand combat, where the Force of Nature is most deadly. Ranger and Tribesman, both with outdoorsy themes, are excellent thematic matches, and Sorcerer grants easy access to the required Elemental Heritage feat and also boosts the effectiveness of Threaten checks.

Table 1: The Force of Nature

| Level | BAB | Fort | Ref | Will | Def | Init | Lifestyle | Legend | Special |
|-------|-----|------|-----|------|-----|------|-----------|--------|--|
| 1 | +1 | +2 | +1 | +1 | +1 | +0 | +0 | +1 | <i>Inheritor</i> , path of the elements |
| 2 | +2 | +3 | +2 | +2 | +1 | +0 | +0 | +1 | Primal rage I |
| 3 | +3 | +3 | +2 | +2 | +2 | +1 | +1 | +2 | Path of the elements |
| 4 | +4 | +4 | +2 | +2 | +2 | +1 | +1 | +2 | Elemental blast I, elemental legacy |
| 5 | +5 | +4 | +3 | +3 | +3 | +1 | +1 | +3 | Path of the elements |
| 6 | +6 | +5 | +3 | +3 | +4 | +2 | +2 | +3 | Turn elementals |
| 7 | +7 | +5 | +4 | +4 | +4 | +2 | +2 | +4 | Path of the elements, primal rage II |
| 8 | +8 | +6 | +4 | +4 | +5 | +2 | +2 | +4 | Elemental blast II, shelter from the storm |
| 9 | +9 | +6 | +4 | +4 | +5 | +3 | +3 | +5 | Path of the elements |
| 10 | +10 | +7 | +5 | +5 | +6 | +3 | +3 | +5 | Wrath of nature |



The most “natural” of the core classes, Scout, is a strong lead-in to this class — *stalker*, *rough living* and *hunter* are all excellent tools for fueling the Force of Nature’s particular brand of havoc. Explorer, with its focus on Athletics via *tomb raider*, bonus Basic Combat feats, *uncanny dodge*, and Constitution boosts from *rugged* is also well-suited. The Martial Artist lends itself nicely to a more combat-oriented Force of Nature, with many abilities fitting with his supernatural theme.

Suggested Species: Giant, Human, Ogre, Orc

Suggested Human Talents: Grizzled, Hardy, Savage, Single-Minded, Strong

Suggested Specialties: Barbarian, Fist, Ranger, Sorcerer, Tribesman

Suggested Entry Classes: Explorer, Martial Artist, Scout

PLAYING THE FORCE OF NATURE

The Force of Nature is a unique character in Fantasy Craft because almost everything about his operation in play depends on a single choice: his Elemental Heritage. This choice is both his greatest strength and his curse, as by necessity it dictates the boundaries of his abilities. Players may find this makes the Force of Nature far more challenging, and also far more rewarding than your average “walk up and hit ‘em” fighter-type.

The free Elemental Legacy feat is just the tip of this iceberg. The set Path the Force of Nature treads thanks to *path of the elements* is even more influential in shaping his in-game role — Fire might allow him to hurl fireballs, Earth could let him walk through walls and burst from the ground, Darkness may make him a nightmare springing from inky blackness, and Air could conjure storms and sweep foes from the field with blasts of wind. Even the way the Force of Nature protects his teammates from harm — with *shelter from the storm* and *turn elementals* — is dictated by his blood.

Still, the Force of Nature’s shortcomings are quickly overcome when he takes the fight to the enemy. Huge Athletics scores from *inheritor*, access to Rage Basics and Mastery via *primal rage*, devastating short-range area attacks with *elemental blast*, and the ability to manifest the very power of life itself through *wrath of nature* make the Force of Nature a true juggernaut when he’s “stuck in.” The icing on the cake? Though most of these Path powers are spells, no checks are involved to invoke them and so they’re easily used while in the Berserk stance!

Given that the Force of Nature is all about raw power, his feats should follow suit and play well to his strengths. All-Out Attack and Charging Basics, for example, are strong compliments to Rage Basics and Supremacy, which the Force of Nature gains from *primal rage*. The Force of Nature is likely to be strongly keyed to Constitution, and Martial Arts can be as well. The little-used Combat Focus (which lets a character double an attribute bonus for a single check or save) and the Hammer feat tree (with

its Splatter trick that exploits high Con to insta-kill most standard characters) are both exceptionally useful. Glint of Madness and the Devotion feats (*see below*) are both helpful in Berserk Stance — a common combat state for the Force of Nature — and they let him impact the battle even when he isn’t immediately toe-to-toe with the bad guys.

The Force of Nature is fairly gear-agnostic; give him a large weapon for pounding enemies, a decent suit of armor (often with Damage Resistance against damage types he’s vulnerable against), and a few healing items and he’s pretty happy.

Suggested Feats: All-Out Attack, Axe Basics, Charging Basics, Combat Focus, Combat Vigor, Devotion Basics, Glint of Madness, Guts, Hammer Basics, Martial Arts (Constitution)

Suggested Adventuring Equipment (250s): Warhammer with *massive* and *superior materials* upgrades OR battle-axe with *grip* and *lure* qualities, 3 javelins with the *massive* quality, partial chainmail with light fittings, average map, 50 ft. hemp rope, 2 vitality potions, 7 days’ rations, 5 torches

SPELLCASTING FEATS

For more about Spellcasting feats, see *Fantasy Craft*, page 95.

DEVOTION BASICS

Your deep commitment has won the attention of your gods.

Prerequisites: *Miracles* quality, 1+ Steps along a Path

Benefit: At the start of each adventure, choose 1 spell granted to you by a Step you’ve taken. You may cast that spell an additional time (i.e. once per scene becomes twice per scene) until the end of the adventure. Also, you gain a trick:

Focus of the Gods (Path Spellcasting Trick): You may spend 1 use of a Path spell from a Step equal to or higher than this one to also overcome the target’s Spell Defense and Spell Reflection, if applicable. This trick may not be applied to Level 0 spells.

DEVOTION MASTERY

Your belief grants you the power to punish infidels and dispense blessings to the faithful.

Prerequisites: Devotion Basics

Benefit: At the start of each adventure, choose a second spell granted to you by a Step you’ve taken. You may cast that spell an additional time (i.e. once per scene becomes twice per scene) until the end of the adventure. Also, you gain a trick:

Might of the Gods (Path Spellcasting Attack Trick): You may spend 1 use of a Path spell from a Step equal to or higher than this one to increase the save DC of this spell by an amount equal to the number of Steps you have taken along all Paths (i.e. if you have Fire 4 and Secrets 3, you increase this spell’s save DC by +7). This trick may not be applied to Level 0 spells.



DEVOTION SUPREMACY

Through you, the gods speak justice and wreak vengeance.

Prerequisites: Devotion Mastery

Benefit: At the start of each adventure, choose a third spell granted to you by a Step you've taken. You may cast that spell an additional time (i.e. once per scene becomes twice per scene) until the end of the adventure. Also, you gain a trick:

Wrath of the Gods (Path Spellcasting Trick): You may spend 1 use of a Path spell from a Step equal to or higher than this one to cause this casting to become a threat, just as if you rolled a natural 20 with a Spellcasting check. You may spend action dice to convert this threat to a critical hit as normal.

This trick may not be applied to Level 0 spells.





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