

FantasyCraft™



CALL TO ARMS:
GALLANT



CALL TO ARMS: GALLANT

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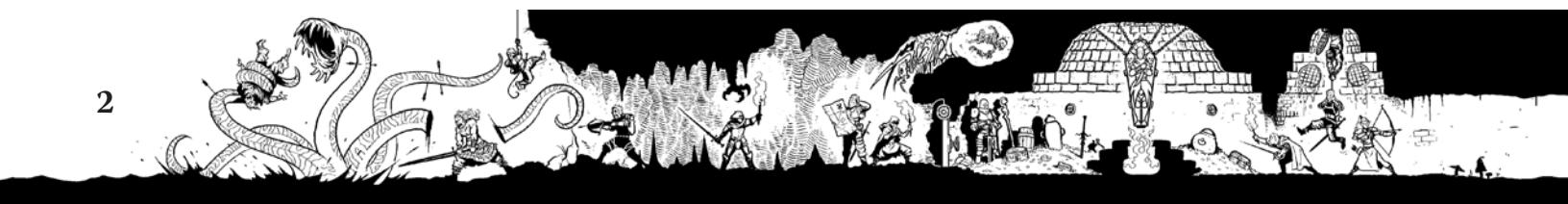
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FANTASY CRAFT CREATED BY SCOTT GEARIN,
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INTRODUCTION

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 **Gallant**, 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.

GALLANT (EXPERT)

The Gallant trades dank dungeon halls for resplendent castle corridors, and pragmatic survival skills for keen insight into the machinations of high society. Wealthy, handsome, and brave, he fights for honor, land, and title with a vast arsenal of weapons financial, social, and martial. His tools are a keen blade and an equally sharp mind, which he uses to strike down foes and lead less refined teammates to everlasting glory.

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

- A samurai warrior, as well versed in courtly intrigue as lethal swordplay
- An obsessed swordsman dedicated to slaying his father's killer
- A cynical chieftain on a mission of political and physical conquest
- An arrogant noble lashing enemies with a sharp tongue and sharper blade
- A sworn bodyguard navigating his ward through the dangerous world of "polite" society
- A righteous gentleman masquerading as a fop by day and a masked vigilante by night

Party Role: Combatant/Backer. The Gallant is an accomplished gentleman warrior, cunning in speech and battle. He relies on his honed political acumen and sophisticated swordsmanship to advance his status and that of his chosen companions.

CLASS FEATURES

Requirements: Dexterity 13+, Wisdom 13+, Impress 6+ ranks, any one Style feat

Favored Attributes: Wisdom, Dexterity

Class Skills: Acrobatics, Bluff, Haggle, Impress, Intimidate, Medicine, Notice, Ride, Sense Motive, Tactics

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Practical Nobility: You don't get to the top by letting people exploit you. At Level 1 and for each Class Level thereafter, you gain 1 additional skill point that must be spent on Haggle or Sense Motive. Also, your Noble Renown increases by 1.

CLASS ABILITIES

Famed Blade: You've made a name facing the best warriors your rivals have to offer. At Level 1, when you hit a special adversary, you may roll damage twice, keeping the result you prefer. You also gain a bonus to Defense against attacks by special characters equal to your Wisdom modifier (minimum +1).

Victory Flourish: At Level 2, once per scene when you kill or knock a special adversary unconscious, you may gain 1 temporary Basic Combat feat until the end of the scene.

At Level 7, when you use this ability, choose 1 teammate who can see and hear you. That teammate also gains the chosen feat until the end of the scene.

Worldly: You're rarely taken by surprise. At Levels 3, 5, 7, and 9, the lower of your Dexterity or Wisdom scores rises by 1 (your choice in the case of a tie).

No More Games: You've seen every twist and ploy, and know how to counter each in turn. At Level 4, opponents may not apply tricks to actions targeting you.

At Level 10, opponents may not apply tricks to actions targeting any teammate who can see and hear you.

Power Play: At Levels 4 and 8, you may choose 1 of the Courtier's *power play* abilities (see *Fantasy Craft*, page 37), with the same restrictions.

Gifts and Favors I (city): At Level 6, you gain an additional pool of money equal to your Lifestyle × your Class Level × 5 silver at the beginning of each adventure that may only be spent on Supplies and bribes. This represents the wide array of tools at your disposal, from desired trinkets to making and calling in favors to leveraging your position and influence.

War, by Other Means: At Level 8, your Style feats count as Melee Combat feats and your Melee Combat feats count as Style feats when fulfilling prerequisites and requirements or determining the effects of any ability.

BUILDING THE GALLANT

The Gallant blends style and sophistication, on and off the battlefield, guiding his party with insight and bold action. He favors Origins granting Dexterity and/or Wisdom bonuses, and team-oriented abilities like *encouragement* and *heroism*. Of all Species, elves are perhaps the most natural fit for this class, thanks to their massive Wisdom bonus and natural elegance, but pechs bring lots of useful Dexterity and Saurians have a bit of both. The Bard Specialty, with solid resources and social abilities, is a great compliment as well.

CALL TO ARMS



Talker and skill-oriented classes are natural entry paths: Assassin/Gallants make excellent duelists; Courtier/Gallants are subtle yet tough socialites; and Sage/Gallants can become fantastic leaders and strong supporters in the most diverse parties.

Suggested Species: Elf, Human, Pech, Saurian

Suggested Human Talents: Agile, Savvy, Vigilant

Suggested Specialties: Bard, Fencer, Musketeer, Swindler, Vanguard

Suggested Entry Classes: Assassin, Courtier, Sage

PLAYING THE GALLANT

The Gallant is a graceful warrior at his best when leading from the front, in court and in combat. *Practical nobility* kicks the class off by boosting skills benefiting the entire team, while *gifts and favors I, power play* and a high Lifestyle enhance the Gallant's role as a resource machine. When things inevitably go bad, the second halves of *no more games* and *victory flourish* foil underhanded maneuvers and offer combat feats to teammates when they're needed most.

Famed blade and *victory flourish* are the Gallant's secret weapons when the party faces key foes. Paired with a high base attack bonus and the significant benefits of *worldly*, these abilities turn the Gallant into a world-class one-on-one duelist. Yet he can just as easily become a tar pit, Anticipating and Taunting enemy leaders to focus their attacks on him while he whittles them down with a *finesse* weapon (and thus freeing up his allies to finish off the rest of the fodder).

Feat choices are often made to enhance the Gallant's command of the social situations, and the ebb and flow of battle. The Fencing and Polearm chains take advantage of his high Dexterity and Wisdom, especially at the Supremacy level, Lightning Reflexes and Misdirection Basics are must-haves if he's duel-focused, and Sword-Circle Basics (possibly paired with the Arrow Cutting and Parry advanced actions) can make him an even *more* effective blockader. Other considerations include Personal Lieutenant and Repartee Basics, two Style feats with obvious applications in and out of combat.

Table 1: The Gallant

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+0	+1	+1	+1	+0	+2	+1	<i>Famed blade, practical nobility</i>
2	+2	+0	+2	+2	+1	+0	+3	+1	<i>Victory flourish (self)</i>
3	+3	+1	+2	+2	+2	+1	+3	+2	<i>Worldly</i>
4	+4	+1	+2	+2	+2	+1	+4	+2	<i>No more games (self), power play</i>
5	+5	+1	+3	+3	+3	+1	+4	+3	<i>Worldly</i>
6	+6	+2	+3	+3	+4	+2	+5	+3	<i>Gifts and favors I</i>
7	+7	+2	+4	+4	+4	+2	+5	+4	<i>Victory flourish (teammate), worldly</i>
8	+8	+2	+4	+4	+5	+2	+6	+4	<i>Power play, war, by other means</i>
9	+9	+3	+4	+4	+5	+3	+6	+5	<i>Worldly</i>
10	+10	+3	+5	+5	+6	+3	+7	+5	<i>No more games (teammates)</i>

On the gear front, the Gallant's high Dexterity encourages light weapons like fencing blades, polearms, black powder sidearms, or anything with the *pech* or *finesse* upgrades. Likewise, light armor (preferably with very low Disguise, Defense, and Speed penalties) help the Gallant slip smoothly between adventuring and civilization. He might consider topping it off with flavorful "fancy" items like grooming kits, pocket watches, and fine food and drink so he never has to leave the comforts of society very far behind.

Suggested Feats: Fencing Basics, Lightning Reflexes, Misdirection Basics, Personal Lieutenant, Polearm Basics, Repartee Basics, Sword-Circle Basics (see below)

Starting Adventuring Equipment (250s): 3 uses of booze, cutlass with the *armor-piercing* and *guard* upgrades or a halberd with the *finesse* upgrade, doctor's bag, dueling pistol with 10 powder and shot, grooming case, 3 meals of hearty food, partial studded leather with the *reinforced* upgrade, 5 torches

MELEE COMBAT FEATS

For more about Melee Combat feats, see Fantasy Craft, page 87.

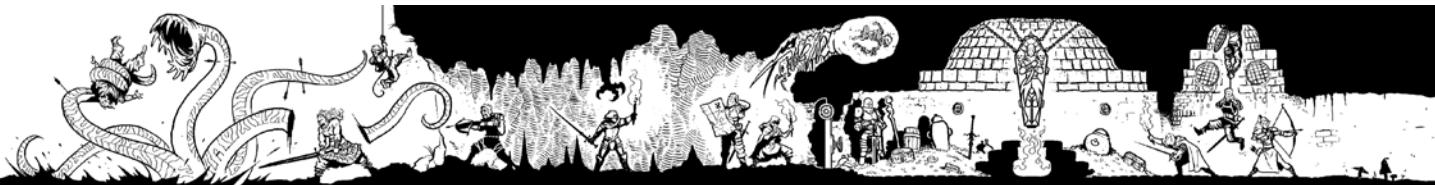
SWORD-CIRCLE BASICS

To master the first sword-circle a candidate must dodge a dozen arrows fired by master marksmen — without lifting his feet from the ground.

Prerequisites: Edged forte

Benefit: When holding a readied fencing blade you gain a +2 gear bonus with Reflex saves. You also gain a stance.

Fencer's Circle (Stance): Opponents may not spend action dice to boost melee attack checks or melee damage rolls targeting you. You may not move out of your current square.





SWORD-CIRCLE MASTERY

Only when a trainer discovers a fresh wound hours after the match is a candidate considered for the final sword-circle.

Prerequisites: Sword-Circle Basics

Benefit: Your fencing blade attacks inflict 1 die of sneak attack damage. You also gain a trick.

Slashing Riposte (Fencing Blade Parry Trick): The attacker also begins *bleeding*.

SWORD-CIRCLE SUPREMACY

Recognized masters of the sword-circle are rarely where they seem to be, using their opponents' momentum to turn them around.

Prerequisites: Sword-Circle Mastery

Benefit: When you wield a single fencing blade it gains *guard* +2. You also gain a trick.

Brushed Aside (Total Defense Trick): Each adjacent opponent who attacks you and misses becomes *flat-footed* at the end of his Initiative Count.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Famed blade	5
No more games	4 per grade
War, by other means	2





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