

# Fantasy Craft



CALL TO ARMS:  
AVATAR

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# CALL TO ARMS: AVATAR

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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 **Avatar**, 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](http://www.crafty-games.com), your home for all things Fantasy Craft.

## AVATAR (MASTER)

While the gods of fantasy worlds are often unseen and unapproachable, they do sometimes manifest their will through mortal vessels called Avatars. Each of these remarkable individuals is chosen as a living personification of faith in action, a direct representation of the god's interest in the affairs of its worshippers. An Avatar's works can be kind or terrible, loving or wrathful... Always, however, they're at the command of a higher power.

Depending on the campaign, an Avatar could be...

- A reincarnated master, tasked by the ancestors to bring balance to the elements
- A devout young girl, elevated by her fierce beliefs to lead the people against a great enemy
- The offspring of the gods, ordered by blessed parents to spread a message among the faithful
- A prophet driven to spread word of a new god's arrival
- The voice of a dark force, spreading ill words and sowing fear and awe in all who question its influence

**Party Role:** Backer/Wildcard. How the Avatar manifests his power depends upon his most deeply held beliefs, yet his allies are sure to always benefit greatly from his presence and counsel.

## CLASS FEATURES

**Requirements:** *Miracles* campaign quality, Alignment, 1+ Steps on at least 2 Paths, 6+ ranks in 2 Alignment skills, Devotion Mastery (see page 6)

**Favored Attributes:** Charisma, Wisdom

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

**Class Skills:** Impress, Intimidate, Resolve, Sense Motive, Alignment skills

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

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

## CLASS ABILITIES

**Alpha:** Your direct link to the divine imparts hope and awe to the faithful. At Level 1, each teammate who can see or hear you, and any other character who shares your Alignment and can see or hear you, becomes immune to negative morale penalties, as well as Morale effects (see *Fantasy Craft*, pages 379). Each of these characters also automatically succeeds with Knowledge checks made to recognize you (see *Fantasy Craft*, pages 187).

**So it was Written...:** You see the strands of destiny leading to a greater plan. At Level 1, you may reroll a failed save, attack check, or skill check a number of times per session equal to your Class Level. You may only reroll any single failed check once.

**Path of the Devoted:** At Levels 2 and 4, you take a Step along one of your Alignment's Paths.

**Sliver of Divinity:** You bestow upon your inner circle a small portion of your power. At Level 3, at the beginning of each adventure, you may select a Path along which you've taken at least 1 Step. Each teammate immediately takes a Step along this Path until the end of the adventure. Teammates who have already completed this Path, or who have an opposing Alignment, gain no benefit.

**...So it is Done:** Your prescience reveals the fates of your closest companions. At Level 4, you may use your *so it was written...* class ability to allow teammates to reroll failed saves, attack checks, and skill checks. The number of uses you gain doesn't change, and your uses are shared among all eligible characters.

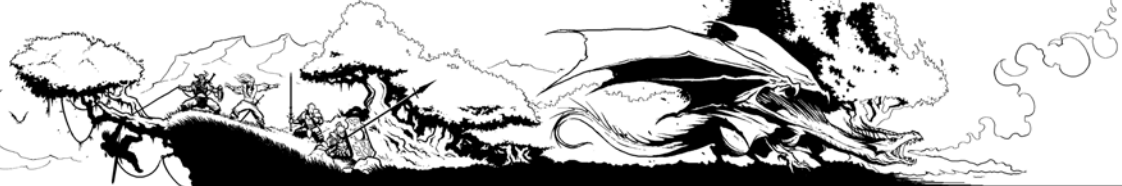
**Omega:** Just as you inspire the faithful, so do you terrorize unbelievers. At Level 5, once per session as a full action, you may reveal the glory of your Alignment to each character who can see or hear you. Those who do *not* share your Alignment must make a Will save (DC equal to 10 + your Charisma score). With failure, they're immediately *sprawled* and become *frightened* of you for 3d6 rounds.

This ability does not affect your teammates.

## BUILDING THE AVATAR

Choosing a species for your future Avatar is unlike most other class choices. The Avatar class functions equally well for true believers of any Species, but only those with some exposure to a divine caster class can actually qualify for it. Thus, the species with the strongest attributes supporting *other* divine classes, namely Wisdom and Charisma, tend to excel here. Speaking strictly to attributes, that means Humans, Elves, and Saurians. Thinking outside the traditional boundaries, imposing species like Drakes, Giants and Rootwalkers also make cool, thematic Avatars, pairing a hulking physical footprint with an equally impressive spiritual one.

Human Talents make that species the easiest option when building an Avatar, particularly for choices like Charismatic and Wise. Both these fit the Avatar archetype of "natural leader" and "wizened master" to a tee. Of course, less obvious, more



interesting choices abound: Gifted and Savvy, for example, which can grant a young Avatar prodigious talent and “luck” that mark him for greatness; Striking, for the celebrity Avatar known the world over; and Ruthless, for the Avatar interested in prosecuting the law of his god(s) with paranoid fervor.

On the Specialty front, many that work well for a Priest or Crusader are just as good for the Avatar. Cleric and Shaman are a good place to start but again, there are some interesting choices beyond the obvious. Adept is particularly strong thanks to its bonus Spellcasting feat and Turning ability, as is Cultist (*Adventure Companion*, page 102), both for its theme and its application. Outside strictly divine Specialties, Lord and Vanguard help the group-oriented Avatar while also reflecting his penchant for leadership across different styles. Even further afield, Aristocrat and Swindler can work thanks to their strong social skills and ability to excel away from or in addition to the divine mandate.

Other class choices are instrumental in realizing an Avatar, as entry requires significant achievement as a divine caster. Priest and Paladin are the easiest trajectories, thanks to their rapid progression through Alignment Paths, but the high level requirement means expert classes can support the effort as well. Late-blooming religious leaders can easily become Avatars with sufficient levels in Sage (thanks to *cross-training*), Avatars with a strong elemental Alignment greatly benefit from Force of Nature levels, and those whose gods are stern or judgmental might seek out levels in Inquisitor. On the other hand, Crusaders and Monks are so single-minded — requiring a complete Path before moving to another — that neither is a good route to Avatar without multi-classing.

**Suggested Species:** Drake, Elf, Giant, Human, Rootwalker, Saurian

**Suggested Human Talents:** Charismatic, Gifted, Ruthless, Savvy, Striking, Wise

**Suggested Specialties:** Adept, Aristocrat, Cleric, Cultist, Shaman, Swindler

**Suggested Base Classes:** Crusader, Priest, Sage

**Suggested Expert Classes:** Force of Nature, Inquisitor, Monk, Paladin

## PLAYING THE AVATAR

The Avatar eschews direct confrontation to focus strongly on party support; beyond his low base attack bonus and initiative, he has no abilities specifically devoted to force. That’s not to say

he’s unable to impact the battlefield directly and profoundly, merely that he’s not a traditional fighter.

What the Avatar *is*, beyond all else, is a master of Paths. With Devotion Basics and Mastery already in place (*see page 6*), he has access to 2 more Path spells per scene and has boosted potency with all his Path spellcasting. Thanks to *sliver of divinity* he can even share those Paths with his teammates, and if he focuses on Paths with lots of spells this can easily make the whole party a powerful source of divine magic. To top it off, the Avatar also gets *path of the devoted* at the same progression as the Priest base class, further cementing his Path dominance.

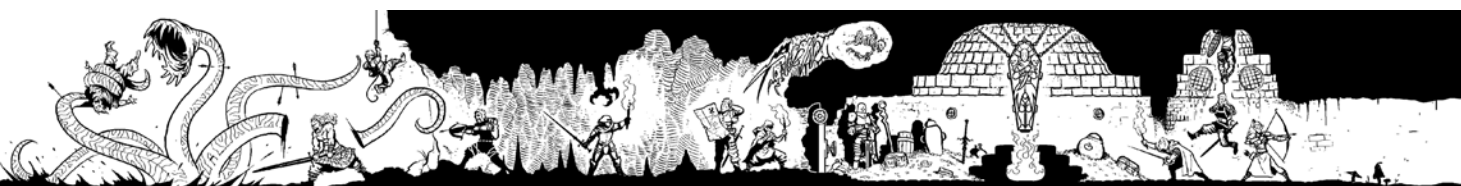
The Avatar’s other battlefield influence is his array of powerful support abilities. It kicks off with *alpha*, which establishes him as a bastion of faith and confidence, keeping his friends in the fight much longer than they might normally stand. *As it was written...* keeps him on the field, and *...so it is done* keeps his teammates there too, by letting them reroll critical skill checks, attacks, and saves. *Omega* is tide-turning, forcing enemies who can see or hear the Avatar to make a difficult Will save or literally fall on their knees or flee before his righteousness — and used in the right situation with a little bit of luck, it can easily snatch victory from the jaws of defeat.

Because the Avatar is so loaded with strong support abilities and Path usage, he often works best behind the front line where he can hold the adventurers together and provide them with spell and morale benefits. Avatars with a martial or less-traditional background like the Crusader, Force of Nature, or Paladin can manage a little bit closer to the front, but should do so only with strong armor or a bodyguard, and if they fall it can be a deathblow to their allies as well.

Considering the Avatar’s advanced position in his career, he can afford to focus feat selection on maximizing strengths as much as possible. The most obvious choice is Devotion Supremacy, if only to further improve Path spellcasting. The Inspiration tree is another good investment (*see page 6*), providing a tempting alternative for those whose gods are benevolent: free Blessing Favors are an adventure-long benefit to the whole party, spreading and amplifying enhancement spells for everyone. This is an especially attractive option for Avatars with access to the Path of Good, Heroism, Life, or Protection. For any Avatar who’s maxed out what his Alignment has to offer there’s also Mysterious Ways (*see Call to Arms: Crusader*), which is equally good for a character seeking to explore other Paths to or from the heavens.

Table 1: The Avatar

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+1	+1	+2	+2	+0	+0	+1	Alpha, so it was written...
2	+1	+2	+2	+3	+3	+0	+0	+2	Path of the devoted
3	+1	+2	+2	+3	+3	+1	+1	+3	Sliver of divinity
4	+2	+2	+2	+4	+4	+1	+1	+3	Path of the devoted, ...so it is done
5	+2	+3	+3	+4	+5	+1	+1	+4	Omega



Avatars can also benefit from choices that enhance leadership and authority. Followers (and to a lesser degree, Animal Partner or Personal Lieutenant) can generate a faithful flock devoted to the Avatar's cause. Terrain feats like Bushwhack Basics and Coordinated Attack offer chances to lead and assist allies without getting personally mired in combat. Don't forget the value of Style feats like Comely, Hero of the Court, or Hero of the People (the latter two from the *Adventure Companion*), which not only provide valuable Charisma bonuses but also perfectly represent the Avatar's escalating fame (or infamy) as the face of his god(s).

The Avatar isn't strictly dependent upon gear — his faith is his sword — but that doesn't mean he has to walk around defenseless! Strongly consider investing in a light but effective suit of armor (partial chainmail, perhaps with elven craftsmanship or the *fitted* upgrade). Likewise consider a melee weapon with the *guard* quality to reduce the chance of an incoming hit, or the *reach* quality to stay out of the thick of things. Reliable bows and hurled weapons can also be quite useful, and any of your weapons can benefit from orc or ogre craftsmanship to keep enemies at arms' length as often as possible. Beyond arms, Avatars may want to look at medical supplies and elixirs as a way to further support the party.

**Suggested Feats:** Comely, Coordinated Attack, Devotion Supremacy, Followers, Hero of the Court, Hero of the People, Inspiration Basics, Mysterious Ways

**Suggested Adventuring Equipment (500s):** Boar spear with Ogre craftsmanship; boomerang with orc craftsmanship, superior materials, and the *bleed* customization; partial chainmail with elf craftsmanship; anointed vial; healing potion; vitality potion; waterskin; 10 bandages; 5 torches

## SPELLCASTING FEATS

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

### DEVOTION BASICS

Your deep commitment has won the attention and blessing of your gods.

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

**Benefit:** At the start of each adventure, select one spell granted to you by a Step you've taken. Until the end of the adventure you may cast that spell an additional time (e.g. once per scene becomes twice per scene). You also 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 any. This trick may not be applied to a Level 0 spell.

### 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, select a second spell granted to you by a Step you've taken. Until the end of the adventure you may cast that spell an additional time (e.g. once per scene becomes twice per scene). You also 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 this spell's save DC by an amount equal to the number of Steps you've taken along all Paths (e.g. if you have walked Fire 4 and Secrets 3, this spell's save DC increases by 7). This trick may not be applied to a Level 0 spell.

### DEVOTION SUPREMACY

Through you, the gods speak justice and wreak vengeance.

**Prerequisites:** Devotion Mastery

**Benefit:** At the start of each adventure, select a third spell granted to you by a Step you've taken. Until the end of the adventure you may cast that spell an additional time (e.g. once per scene becomes twice per scene). You also 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, as if you rolled a natural 20 with your Spellcasting check. You may spend action dice to convert this threat to a critical as normal. This trick may not be applied to a Level 0 spell.

### INSPIRATION BASICS

Your connection to the roots of faith shows in all you do.

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

**Benefit:** At the beginning of each adventure, you gain the Luck Blessing at no cost (see *Fantasy Craft*, page 188). Also, you gain a trick.

*Bounty 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 increase the effect of a Path spell on an ally by 50% (rounded down). This trick may not be applied to a Level 0 spell.

### INSPIRATION MASTERY

The gods smile upon you and your allies.

**Prerequisites:** Inspiration Basics

**Benefit:** When applying the benefit of your Inspiration Basics feat, you may choose from the Luck, Protection, or Rage Blessings (see *Fantasy Craft*, page 188). Also, you gain a trick.

*Favor 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 spell to remove one condition or 2 points of attribute impairment from the target, in addition to its standard effect. This trick may not be applied to a Level 0 spell.

## INSPIRATION SUPREMACY

Your very presence fills all who behold you with the light of your belief.

**Prerequisites:** Inspiration Mastery

**Benefit:** When applying the benefit of your Inspiration Basics feat, you may choose from the Luck, Protection, Rage, or Victory Blessings (see *Fantasy Craft*, page 188). Also, you gain a trick.

*Grace of the Gods (Path Spellcasting Trick):* If this spell has a range of Personal or Touch, you may spend 1 use of a Path spell from a Step equal to or higher than this one to have the spell affect all teammates who can see or hear you. This trick may not be applied to a Level 0 spell.

## NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Alpha	4
Omega	10
Sliver of divinity	5

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