

# Fantasy Craft™



CALL TO ARMS:  
INFERNALIST





# CALL TO ARMS: INFERNALIST

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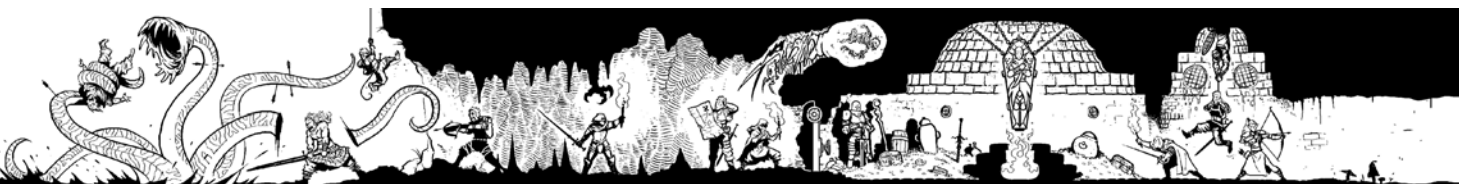
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## INTRODUCTION

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 **Infernalist**, 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.

## TAKE HEED!

The Infernalist is not for timid players, nor the faint of heart. By taking levels in this class you're bargaining with malevolent forces of incredible power and risking your character's long-term safety and security. Demonic blessings always come with a price — in this case permanent penalties with Will saves and Charisma checks, representing your character's gradual slide into oblivion. Along the way, however, he gains access to powers well beyond any other arcane spellcaster, including the Mage.

## INFERNALIST (EXPERT)

Tales abound of witches and warlocks who barter with evil forces for knowledge, love, and conquest. The Infernalist is one such individual, driven by dark desires to risk his greatest possession — his immortal soul — for ultimate arcane power.

Depending on your campaign, an Infernalist could be...

- A megalomaniacal wizard whose lust for power knows no moral (or mortal) bounds
- A sorcerer rescued from certain death at the price of eternal damnation
- An adept seduced by vile forces beyond his understanding
- A blood-mage tapping the power of death to fuel vile magic
- A witch consorting with the Devil to wreak terrible revenge on her enemies
- A tragic figure accepting a Pyrrhic bargain to save his true love

**Party Role:** Specialist. The Infernalist pays a heavy price for his magical might and must make the most of it before his demonic debt comes due.

## CLASS FEATURES

**Requirements:** *Sorcery* campaign quality, Intelligence 13+, Intimidate 4+ ranks, Spellcasting 6+ ranks, 5+ spells from the Calling and/or Shadow Disciplines

**Favored Attributes:** Wisdom, Intelligence

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

**Class Skills:** Bluff, Crafting, Disguise, Intimidate, Investigate, Notice, Resolve, Ride, Search, Sense Motive

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

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

## CORE ABILITY

**Fire & Brimstone:** You specialize in the magic of the nether realms. Each time you spend an action die to boost a Spellcasting check for a Fire spell, or a spell from the Calling or Shadow Discipline, the saving throw DC increases by an equal amount.

## CLASS ABILITIES

**Dark Pact I:** You've forged a devil's bargain with a supernatural power. At Level 1, once per scene, you may attempt to cast a spell you know up to 2 levels higher than you can normally cast (i.e. if you can normally cast Level 3 and lower spells, you may attempt to cast a Level 4 or 5 spell). You also permanently gain 1 *tainted* grade (see *Fantasy Craft*, page 325).

**Dark Pact II:** At Level 6, you may use your *dark pact I* ability 1 additional time per scene (total 2). Also, once per scene, you may attempt to cast any spell of any level you're able to cast, even if you don't know it. You also permanently gain 1 additional *tainted* grade (for a total of 2 grades from this class).

**Dark Pact III:** At Level 10, you may use your *dark pact I* ability 1 additional time per scene (total 3). Also, once per scene, you may automatically cast any spell you know, regardless of level, without making a Spellcasting check or spending any spell points (you must still spend spell points to modify the base spell, as normal). You also permanently gain 1 additional *tainted* grade (for a total of 3 grades from this class).

**Sympathy for the Devil I:** You've learned the art of persuasion from inhuman counsel. At Level 2, you may make Haggle checks using your Intimidate skill bonus.

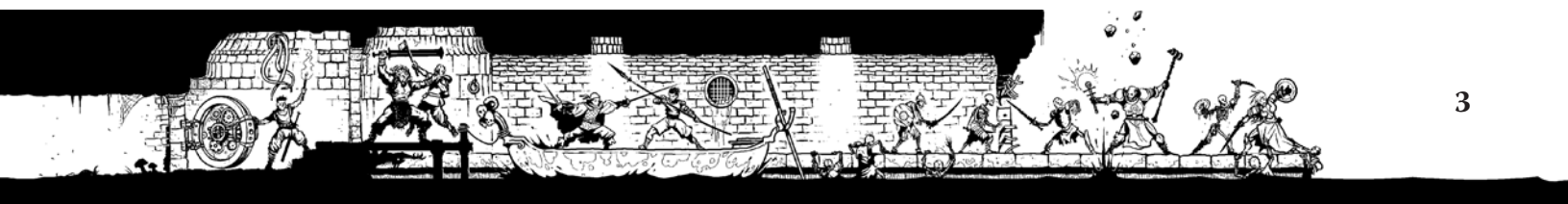
**Sympathy for the Devil II:** At Level 7, you may make Impress checks using your Intimidate skill bonus.

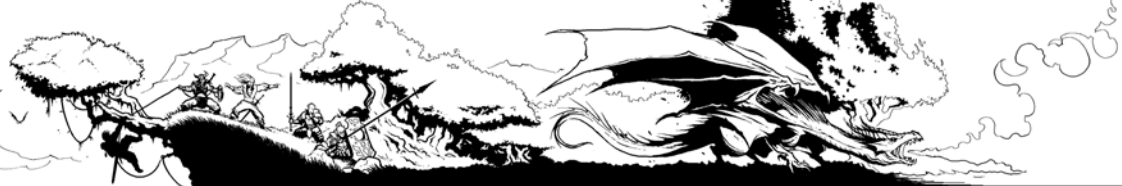
**Circle of Power I:** At Level 3, you may cast Level 1 and lower spells you know.

**Circle of Power II:** At Level 5, you may cast Level 2 and lower spells you know.

**Circle of Power III:** At Level 7, you may cast Level 3 and lower spells you know.

**Circle of Power IV:** At Level 9, you may cast Level 4 and lower spells you know.





**Devilish Heritage:** Your dalliance with infernal forces has left its marks. At Level 4, you gain the Devilish Heritage feat (see *Fantasy Craft*, page 100).

**Imp:** At Level 4, you gain control of an imp as an additional character (see *Fantasy Craft*, page 271). This imp is a special character with a Threat Level equal to your Career Level minus 4 (minimum 1). It gains no action dice, but you may spend your action dice on its behalf. If the imp dies or is dismissed, you lose Reputation equal to your Career Level and the imp is replaced with a new one at the start of the following adventure.

At Level 8, your imp's Threat Level increases to your Career level minus 3.

**From Hell:** Unholy forces watch over you and your friends. At Level 8, you and each teammate who can see or hear you gain Damage Reduction 2/divine.

## BUILDING THE INFERNALIST

The Infernalist wields incredible power — at a cost; his soul begins to wither with his first step into the primal world of ancient evil. He gains his first permanent grade of the *tainted* condition at Level 1 and it rises again at Levels 6 and 10. By taking each of these levels the character is consciously sacrificing his connection with the mortal coil for unmatched arcane prowess. His best safeguard against the debilitating effects of his bargain is to load up on character options that boost Wisdom, Charisma, and related checks and saves. Certain Species, like elves and rootwalkers, can better cope with the *tainted* condition, and any Talent or Specialty that offers a bonus to Wisdom, Charisma, or Will saves is a plus. Of course, the character could simply give in to the lure of the bargain, accepting a great vulnerability so he can focus the rest of his training elsewhere. Such are the choices facing the damned.

In preparation for this class, a character should also take levels in Mage or another spellcasting class, though the Priest with Path of Magic will work in a pinch.

**Suggested Species:** Elf, Human, Rootwalker

**Suggested Human Talents:** Intelligent, Ruthless, Savvy

**Suggested Specialties:** Aristocrat, Shaman, Sorcerer, Swindler, Wizard

**Suggested Entry Classes:** Channeler (*Spellbound*), Mage, Priest (with Path of Magic)

## PLAYING THE INFERNALIST

The Infernalist personifies absolute magical power, selling slices of his soul for access to progressively greater (and in every case unrivaled) spellcasting ability. *Dark pact* and an aggressive *circle of power* progression are the backbone of this trade-off, vastly amplifying the Infernalist's arcane prowess and flexibility by making him vulnerable to mind-altering affects and — in a game with the corrupting magic campaign quality (see *Fantasy Craft*, page 325) — running the risk of him succumbing entirely to the will of his malicious masters.

Fortunately, the Infernalist is also well-rounded: *sympathy for the devil* improves on his negotiation skills as he takes cues from the nastiest bargainers of all; *devilish heritage, from hell*, and his vitality progression make him much tougher than most magic users; and *fire & brimstone, imp*, his base attack bonus, and his Defense help him enormously in combat.

The Infernalist benefits most from feats that enhance his spellcasting efficiency or protect him from the ravages of demonic influence. Iron Will is a no-brainer, if he doesn't gain it from the Rootwalker Species or another character option, as are Spellcasting feats that boost his Casting Level and saving throw DCs. Spell Library is useful if he wants a wide range of spells, which can be particularly helpful late in his career as his *dark pact* grants access to his full repertoire, and Spell Conversion feats are a strong complement as well, offering great control over spell level and other facets of casting. Black Cat and Glint of Madness, from the Chance tree, are just as well themed, further disrupting opponents' actions (perhaps through the intervention of the Infernalist's sinister patrons?).

Table 1: The Infernalist

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+1	+0	+1	+1	+0	+2	+0	2	Dark pact I, <i>fire &amp; brimstone</i>
2	+1	+2	+0	+2	+1	+0	+3	+1	4	Sympathy for the devil I
3	+2	+2	+1	+2	+2	+1	+3	+1	6	Circle of power I
4	+3	+2	+1	+2	+2	+1	+4	+1	8	Devilish heritage, imp (Career Level minus 4)
5	+3	+3	+1	+3	+3	+1	+4	+1	10	Circle of power II
6	+4	+3	+2	+3	+4	+2	+5	+2	12	Dark pact II
7	+5	+4	+2	+4	+4	+2	+5	+2	14	Circle of power III, sympathy for the devil II
8	+6	+4	+2	+4	+5	+2	+6	+2	16	From hell, imp (Career Level minus 3)
9	+6	+4	+3	+4	+5	+3	+6	+2	18	Circle of power IV
10	+7	+5	+3	+5	+6	+3	+7	+3	20	Dark pact III





Beyond the requisite mage's pouch, the Infernalist should seek gear that lets him exploit his combat-oriented caster role, preferably from a distance. Melee weapons with Reach and powerful ranged weapons are common, and those that inflict stress damage can also be useful. Armor should be light so it doesn't impact his maneuverability, and poisons may come in handy when fighting dirty.

**Suggested Feats:** Black Cat, Casting Basics, Dark Ritual (*see below*), Glint of Madness, Iron Will, Spell Conversion: Duration, Spell Conversion: Effect, Spell Library, Spoils of Evil (*see right*)

**Suggested Adventuring Equipment (248s):** Bullwhip, 5 candles, partial leather armor with light fittings, light crossbow + 20 barbed bolts, mage's pouch, 7 days' rations, sheaf of paper and common ink, 3 vials (doses) of agonizing poison

## SPELLCASTING FEATS

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

### DARK RITUAL

The blood of your enemies fuels your spellcasting.

**Prerequisites:** Spellcasting 1+ ranks

**Benefits:** You gain a trick.

*Bloodletting (Coup de Grace Trick):* When you perform a Coup de Grace on a standard NPC, you gain 1 temporary spell point. When you do so against a special NPC, you gain a number of temporary spell points equal to the adventure's Menace. These temporary spell points are lost at the end of the scene.

### SPELL CONVERSION: ALIGNMENT

You've mastered the magic of conviction.

**Prerequisites:** Casting Level 1+, Alignment

**Benefits:** You gain 2 tricks.

*Align Spell (Spellcasting Trick):* When casting an unaligned spell, you may pay 1 additional spell point to add the Aligned term. The spell's variable effects increase by 50% (rounded up) if the target(s) possess an opposing Alignment.

*Confident Spell (Spellcasting Trick):* When casting an aligned spell, you may double the Casting Time and reduce each of the spell's variable effects to 1/2 standard (rounded down) to reduce the spell's level by 1 (minimum 1).

## SPOILS OF EVIL

Sometimes being bad feels so *good*.

**Prerequisites:** Spellcasting 1+ ranks, Wisdom 15+

**Benefits:** You may substitute your Wisdom bonus for your Charisma bonus when determining your Lifestyle. You also learn 1 spell from the Shadow School and the spell point cost for you to cast any Shadow spell decreases by 1 (minimum 1).

## NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Fire & brimstone	2
From hell	4
Sympathy for the devil	2 per grade



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