

# Fantasy Craft™



CALL TO ARMS:  
MIST DANCER





# CALL TO ARMS: MIST DANCER

## CREDITS

### 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

## TABLE OF CONTENTS

Introduction . . . . .	3
Mist Dancer (Expert Class) . . . . .	3
Building the Mist Dancer . . . . .	3
Playing the Mist Dancer . . . . .	4
Spellcasting Feats . . . . .	5
Spell Theft Basics . . . . .	5
Spell Theft Mastery . . . . .	5
Spell Theft Supremacy . . . . .	5
New Class Ability NPC Qualities . . . . .	5
OGL/OGC . . . . .	6



CRAFTY GAMES PRODUCT CFG02018

Fantasy Craft and all related marks are ™ and © 2009 Crafty Games LLC.

All rights reserved.

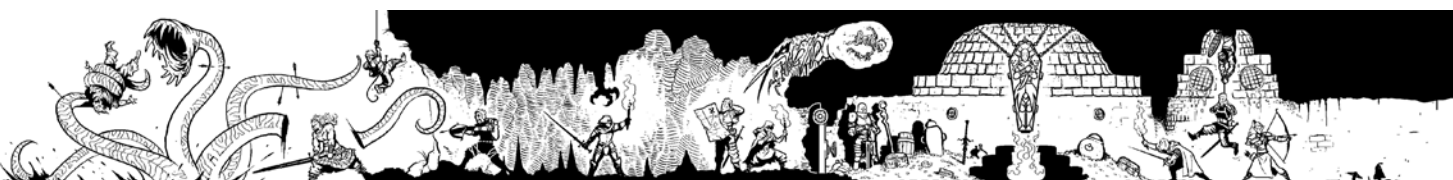
All characters, names, places, and text herein is copyrighted by Crafty Games.

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](http://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 **Mist Dancer**, 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.

## MIST DANCER (EXPERT)

From superstitious gossips to the stoutest city guardsmen, rumors spread of rogues emerging from the night fog blanketing the streets – invisible, untouchable wraiths prowling rooftops and alleys in search of treasure and glory. The truth, as it happens, is nearly as audacious — through an uncanny combination of illusion, stealth, and deception, the Mist Dancer excels at the larcenous arts. No shackle can hold him, no door can stop him, and no riches are beyond his reach. His methods are as elusive as they are effective, and for this he commands the highest rates in the land — rates his clients are all too happy to pay.

Depending on the campaign, the Mist Dancer could be...

- A street urchin, trained by a sorcerous rogue in the arts of spell-slinging and stealth
- A cutthroat assassin whose limitless guile exiles, or perhaps liberates him to the night
- A thieves' guild master exploiting stolen magic to evade traps and captivity
- A mysterious scholar documenting the passage of history under cover of darkness
- A devious sorcerer with a penchant of mischief that drives him to larceny... and the law to their wits' end

**Party Role:** Specialist. As a competent spellcaster and an accomplished infiltrator, the Mist Dancer grants expertise with subtlety and misdirection. He's an exceptionally talented scout, entering (and escaping) nearly any trap or situation with none the wiser.

## CLASS FEATURES

**Requirements:** *Sorcery* campaign quality, Prestidigitation 6+ ranks, Spellcasting 4+ ranks, 5+ spells from the Illusion or Shadow Disciplines, any 1 Covert feat

**Favored Attributes:** Dexterity, Intelligence, Charisma

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

**Class Skills:** Acrobatics, Blend, Bluff, Crafting, Haggle, Notice, Prestidigitation, Resolve, Ride, Search, Sneak, Tactics

**Skill Points:** 8 + Int modifier per level

**Vitality:** 6 + Con modifier per level

## CORE ABILITY

**Spellshroud:** You weave the arts magic and stealth into a seamless tapestry. Whenever you make a successful Spellcasting check, you may spend an action die to make a Hide check as a free action.

## CLASS ABILITIES

**Dark's Beloved:** Night yields her secrets to you like an old lover. At Level 1 and at each level thereafter, you learn 1 additional spell from the Illusion or Shadow Disciplines.

**Shadow's Hand:** You twist darkness and fog into a shadowy hand — the perfect tool for mischief. At Level 2, you may spend 1 spell point to make a Conceal Action or Stash check anywhere within Close Quarters and line of sight, as if you were adjacent to your target.

At Level 7, you may also take Feint actions and make Disable checks with this ability.

**Bonus Feat:** At Levels 3, 5, 7 and 9, you gain an additional Covert or Spellcasting feat.

**Circle of Power I:** At Level 4, you may cast Level 1 and lower spells you know.

**Circle of Power II:** At Level 8, you may cast Level 2 and lower spells you know.

**Fog's Cloak:** The mists protect you from prying eyes. At Level 4, when in dim, faint, or no light, your threat range with Blend and Sneak checks increases by 2.

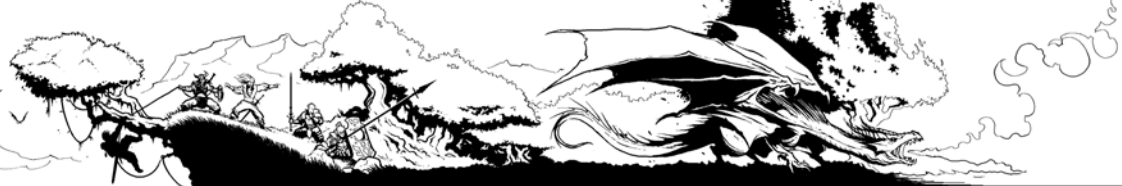
**Shade's Step:** You deftly leap from shadow to shadow, unseen and unfelt. At Level 6, once per round as a half action, you may spend 2 spell points to teleport from your current square to any unoccupied square within Close Quarters and line of sight. You may only use this ability when in dim, faint, or no light.

**Night's Embrace:** Fear of the dark is one of your greatest sources of power. At Level 8, when in dim, faint, or no light, the spell point cost to use your *shadow's hand* class ability, or to cast Illusion or Shadow spells, decreases by 1 (minimum 0).

**Mist-Borne:** You may become one with the mists, your body becoming a wisp of smoke. At Level 10, you may become *incorporeal* as a full action. You may remain *incorporeal* for a total number of rounds per session equal to your Intelligence score, or until you spend a full action to consciously become corporeal. You instantly become corporeal if you fall unconscious or die.

## BUILDING THE MIST DANCER

The Mist Dancer relies on stealth, skills, and spells to overcome obstacles, making Dexterity and Intelligence his most critical attributes. Saurians are perhaps the most naturally gifted Mist Dancers, but Humans (naturally) also fit the bill. Even with



a hit to Charisma, Goblins are an excellent choice for their small Size, free Ambush Basics feat, and Low-Light Vision — all perfect tools for a character who spends most of his time slinking about in the dark.

As a multi-themed character, the Mist Dancer should focus on Specialties that shore up strengths in his secondary focus, either as a spellcaster or a sneak-thief. Any Specialty with a bonus to casting, benefits to Dex-based skills, or bonus Covert or Spellcasting feats is a great place to start. Rogue, with its Ambush Basics bonus feat, trap sense, and practiced sneak abilities is especially useful.

Since four ranks in Spellcasting and six ranks in Prestidigitation are required to become a Mist Dancer, Mage is the most natural class for entry. However, cagey players can do equally well with a Priest with access to the Path of Magic, a Sage (using *cross-training* to snag the Mage's *subtle and quick to anger*), or even a Burglar with access to Blessed (Path of Magic).

**Suggested Species:** Goblin, Human, Saurian

**Suggested Human Talents:** Adaptable, Nimble, Intelligent, Unpredictable

**Suggested Specialties:** Acrobat, Adept, Adventurer, Rogue, Wizard

**Suggested Entry Classes:** Burglar (with Blessed), Mage, Priest (with Path of Magic), Sage

## PLAYING THE MIST DANCER

When you absolutely, positively have to steal something from a seemingly impregnable fortress, there's no better ally than a Mist Dancer. He's a master of magical misdirection with great skill at larceny and the arcane enhancements to overcome nearly any obstacle between him and his mark. *Shadow's hand* and *fog's cloak* are perhaps the foremost tools toward this end... The ability to pick pockets, flip switches, and open locks at a distance while safely enshrouded in darkness? Most rogues would kill for that edge. *Spellshroud* literally binds the Mist Dancer's magic and sneaky nature, concealing his escape with flash and fury. Later in

the character's career, not even barred doors and iron gates can stop him, thanks to *shade's step* and *mist-borne*, and his strong complement of Covert and Spellcasting feats improve all his core capacities considerably.

Though the Mist Dancer doesn't stand up to a dedicated Mage in raw Spellcasting power, he's got a healthy dose of tricks up his sleeve. Most magic at his disposal focuses on enhancing his already-formidable abilities, including the strong collection of Illusion and Shadow spells granted by *dark's beloved*, spells that can include Blur, Darkness, Illusionary Image, and Teleport, all of which are vastly improved by *night's embrace*.

As with most of his other choices, the Mist Dancer's feat selections should capitalize on his innate stealth. Ambush Basics, Ghost Basics, and Hidden Spells all preserve and exploit his ability to surprise enemies, while combat feats like Knife Basics and Garrote Basics make that ability one of his deadliest assets. Because the Mist Dancer is so reliant on darkness, his best secondary choices improve or expand his options in little to no light: Night Fighting, for example, or Blessed (Path of Darkness), or Abide in Darkness. Finally, the new Spell Theft feat chain is useful for Mist Dancers who thrill at hunting and harassing fellow mages, quickly evening the odds by improving his knowledge and spell points.

The Mist Dancer is likely to have a high Dexterity score, so easily concealed *finesse* weapons like fencing swords and knives, plus light armor without a Defense penalty, should probably form the core of his gear. Many of his core skills require kits, and a mage's pouch and thieves' tools are virtually required. Other equipment that promotes misdirection or concealment, like flash bombs, body paint, and loot sacks, round out his gear nicely.

**Suggested Feats:** Abide in Darkness, Ambush Basics, Blessed (Path of Darkness), Garrote Basics, Ghost Basics, Hidden Spells, Knife Basics, Night Fighting, Spell Theft Basics (see page 5)

**Starting Adventuring Equipment (250s):** Partial studded leather with *fitted* upgrade, cutlass, main-gauche, sap, 3 flash bombs, garrote, mage's pouch, thieves' tools, 50 ft. of silk rope, backpack, 2 small sacks

Table 1: The Mist Dancer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+2	+0	+2	+1	+0	+1	1	Dark's beloved, spellshroud
2	+1	+0	+3	+0	+3	+1	+0	+1	2	Shadow's hand (Conceal Action/Stash)
3	+2	+1	+3	+1	+3	+2	+1	+2	3	Bonus feat
4	+3	+1	+4	+1	+4	+2	+1	+2	4	Circle of power I, fog's cloak
5	+3	+1	+4	+1	+5	+3	+1	+3	5	Bonus feat
6	+4	+2	+5	+2	+6	+4	+2	+3	6	Shade's step
7	+5	+2	+5	+2	+6	+4	+2	+4	7	Bonus feat, shadow's hand (Feint/Disable)
8	+6	+2	+6	+2	+7	+5	+2	+4	8	Circle of power II, night's embrace
9	+6	+3	+6	+3	+8	+5	+3	+5	9	Bonus feat
10	+7	+3	+7	+3	+9	+6	+3	+5	10	Mist-borne





## SPELLCASTING FEATS

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

### SPELL THEFT BASICS

You regularly “borrow” bits of magical power from other mages.

**Prerequisites:** Spellcasting 1+ ranks

**Benefit:** You gain a +1 insight bonus with saves vs. spells. Also, you gain a stance:

*Spell Catcher (Stance):* When an adversary spends 1 or more spell points to cast a spell within Close Quarters, you immediately gain 1 spell point. Spell points gained in this way are lost if not spent by the end of the combat. You may not move while in this stance (though you may take Bonus 5-ft. Steps, as normal).

### SPELL THEFT MASTERY

Other wizards view you as a mosquito, though twice as annoying and ten times as dangerous.

**Prerequisites:** Spell Theft Basics

**Benefit:** The DCs of Spellcasting checks made by adversaries within your Reach increase by 4. Also, you gain a trick:

*Mana Drain (Tire Trick):* You also gain 1 spell point, and your target’s spell points decrease by 1. Spell points gained in this way are lost if not spent by the end of the combat. This trick has no effect if the target has no spell points.

### SPELL THEFT SUPREMACY

Your very presence robs sorcerers of their most prized possession — knowledge.

**Prerequisites:** Spell Theft Mastery

**Benefit:** Once per scene when you successfully save against a spell, you may choose to copy that spell. You may attempt to cast this copied spell once during that scene as if you know it. Also, you gain a trick:

*Arcane Lobotomy (Feint Trick):* The target’s known spells decrease by 1 until the end of the scene (see *Fantasy Craft*, page 110). This trick has no effect if the target doesn’t know any spells. You may use this trick a number of times per session equal to the number of Spellcasting feats you have.

## NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Fog’s cloak	2
Mist-bourne	5
Night’s embrace	2
Shade’s step	5
Shadow’s hand	2 per grade
Spellshroud	4



## 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), potation, 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: Mist Dancer 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, Spellbound, Sunchaser, The Darkest Hour, The Cleansing of Black Spur, The Vault, Time of High Adventure, 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: Mist Dancer 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](http://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.

