

Fantasy Craft™



CALL TO ARMS:
MONSTER SLAYER



CALL TO ARMS: MONSTER SLAYER

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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 **Monster Slayer**, 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.

MONSTER SLAYER

(EXPERT)

Fantasy worlds are often plagued by terrifying creatures that subjugate the weak and defenseless. The Monster Slayer is among the brave and perhaps foolhardy few who take up arms against these creatures — for honor, sport, or defense of all they hold dear.

Depending on your campaign, a Monster Slayer could be...

- A blessed knight defending his realm against ancient draconic enemies
- A crazed vigilante, hungry for revenge after a titanic beast destroys his village
- A grizzled poacher stalking the most dangerous game of all (no, the *other* most dangerous game of all)
- An eager young brave hoping to claim a demon's hide so he can return home a man
- An enterprising weaponsmith collecting "exotic materials" for his wares — the hard way
- A boastful champion writing his legend in the blood of slain prey
- A gentleman hunter coping with the boredom of high society by launching exotic safaris

Party Role: Combatant. The Monster Slayer specializes in close combat with the deadliest creatures in the fantasy landscape. He triumphs through incredible durability and decisive offense.

CLASS FEATURES

Requirements: Base attack bonus 3+, Shield Basics, 2+ Studies (monster species)

Favored Attributes: Strength, Constitution

Class Skills: Athletics, Crafting, Investigate, Notice, Resolve, Ride, Search, Survival

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level



WHAT CONSTITUTES A "MONSTER"?

The Monster Slayer is a hunter of beasts large and small, and characters with this class may become vampire hunters, demon killers, dragon slayers, and more. Many of the class' abilities, including *getting the scent* and *the end is near II*, use the character's Studies to identify the monsters he's practiced at hunting. Being Interests, Studies are player-defined, though the GM approves them. This is another way the GM can customize the game world, working with the players to determine how monster Studies are divided. One obvious option is to use NPC Type (see *Fantasy Craft*, page 226), but we strongly recommend against this as it makes each Study far too widely useful and throws off the balance of Interests. Instead, we encourage you to define monster Studies by species, as they're presented in this class (e.g. "brain fiends" rather than "horrors" and "dragons" rather than "beasts").



CORE ABILITY

Cut Deep and True: Each time you spend an action die to boost an attack check with a bow, thrown, or melee attack, the attack also gains the *keen* quality equal to the action die result.

CLASS ABILITIES

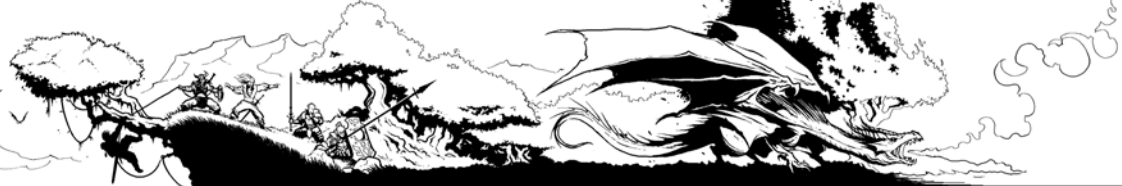
Getting the Scent (city): At Level 1, you can use Downtime of at least 1 day to prepare for upcoming confrontations with a monster for which you have a Study (e.g. "dragons" or "owlbears"). Until you use this ability again, you gain a +2 bonus with Track checks targeting the monster and Spell Defense 20 against that monster's spells.

Alternately, you may select a single monster covered by one of your Studies and which you're aware of by name or reputation (e.g. "The dragon Bloodfang" or "Mother Wisdom Gristleclaw the owlbear"). Until you use this ability again, you gain a +5 bonus with Track checks targeting that specific monster and Spell Defense 30 against that specific monster's spells.

Face the Shadow: You excel in the shadow of death. At Level 2, you gain a bonus d12 action die at the start of each Dramatic scene and each time a scene becomes Dramatic. Unless used, this die is lost at the end of the scene.

At Level 7, you instead gain a d20 action die.

Clawbane I: Claws, fangs, deadly gazes, wasting touches — you know all the weapons in the monstrous arsenal. At Level 3, while armed with a shield, you gain Extraordinary Attack Resistance 2 and Natural Attack Resistance 2.



Clawbane II: At Level 5, your Extraordinary Attack and Natural Attack Resistances increase to 3.

Clawbane III: At Level 7, your Extraordinary Attack and Natural Attack Resistances increase to 4.

Clawbane IV: At Level 9, your Extraordinary Attack and Natural Attack Resistances increase to 5.

Ride the Avalanche: Now you use your enemy's massive arsenal against them, slipping between waves of fangs, claws, and spines. At Level 4, you gain a +5 bonus to Defense against flurry attacks (see *Fantasy Craft*, page 235).

At Level 8, this bonus to Defense also applies against Gaze and Trample attacks.

The End is Near I: Once the battle is joined it's "kill or be killed." At Level 4, you gain a trick.

Mortal Wound (Bow, Thrown, or Melee Attack Trick): If the attack hits by 5 or more, any effect that cures or restores the target's vitality or wounds is only 1/2 as effective (rounded up) until the end of the combat. A character may suffer only 1 Mortal Wound per combat.

The End is Near II: At Level 8, your threat range increases by 2 when you attack a monster for which you have a Study.

Evasion I: After dodging dragon breath, death rays, and acid clouds, getting out of the way is second nature. At Level 6, whenever you aren't *flat-footed* and make a successful Reflex save to reduce damage, you suffer no damage at all.

Scalebane: Your attacks can pierce even the thickest hide or armor. At Level 10, each of your bow, thrown, and melee attacks gains the *armor-piercing 10* quality.

BUILDING THE MONSTER SLAYER

Conceptually, Monster Slayers are pretty straightforward — they need strength and guts in equal measure to take down the *really* big game. They benefit from Origins that boost their combat effectiveness — through damage output, increased physical resilience, and/or great willpower. Dwarves and orcs are

good fits, given their exceptional mental and physical durability, as are humans and their broad range of Talents.

Any character with even a mild combat focus should be able to meet the Monster Slayer's requirements, but those granting bonus combat feats and a high base attack bonus are best suited to enter this class "out of the box."

Also, since *clawbane* and *ride the avalanche* focus on creatures with natural and extraordinary attacks, it's often advisable to choose appropriate Studies (generally, for non-Folk creatures).

Suggested Species: Dwarf, Human, Orc

Suggested Human Talents: Crusading, Single-Minded, Stern

Suggested Specialties: Archer, Cavalier, Guardian, Ranger, Shield Bearer

Suggested Entry Classes: Explorer, Lancer, Scout, Soldier

PLAYING THE MONSTER SLAYER

The Monster Slayer is all about finding the biggest critter in the region... *and killing it*, though he's quite good against nearly anything on four (or more) legs. *Getting the scent* and *the end is near* are perfect for hunting and bringing down the classic foes of high fantasy lore, and *cut deep and true*, *clawbane*, *scalebane*, and the Slayer's high base attack bonus give him a decided edge against a broad range of monstrous enemies.

Still, much of the Monster Slayer's "oomph" is based on his ability to survive long enough to take his opponent down — even when facing something much larger and tougher than he is! In particular, *clawbane* and *ride the avalanche* can quickly undercut a bestial foe by foiling its integral attacks, and *evasion* and the Slayer's high Reflex save bonus give him the edge against breath weapons and other lethal ranged attacks. Don't overlook the defensive value of *face the shadow*, either; while it's tempting to throw that huge action die at a key combat strike, it can save your character's bacon with a well-timed Defense or Reflex save boost.

Table 1: The Monster Slayer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+2	+0	+1	+0	+0	+1	<i>Cut deep and true</i> , getting the scent
2	+2	+2	+3	+0	+1	+0	+0	+2	Face the shadow (d12)
3	+3	+2	+3	+1	+2	+1	+1	+3	Clawbane I
4	+4	+2	+4	+1	+2	+1	+1	+3	Ride the avalanche (flurry), the end is near I
5	+5	+3	+4	+1	+3	+1	+1	+4	Clawbane II
6	+6	+3	+5	+2	+4	+2	+2	+5	Evasion I
7	+7	+4	+5	+2	+4	+2	+2	+6	Clawbane III, face the shadow (d20)
8	+8	+4	+6	+2	+5	+2	+2	+6	Ride the avalanche (gaze/trample), the end is near II
9	+9	+4	+6	+3	+5	+3	+3	+7	Clawbane IV
10	+10	+5	+7	+3	+6	+3	+3	+8	Scalebane



Not surprisingly, the Monster Slayer benefits most from feats that increase his durability or the lethality of his critter-killing weapon of choice. Armor Basics, Elusive, Surge of Speed, and the Shield feats in the Melee Combat tree can boost the Monster Slayer's so-so mobility and Defense, and pay off in spades early on, while hard-hitting combat feats like All-Out Attack and the Spear and Sword chains can produce exceptional damage against large creatures with low Defense. Other strong options include feats designed to even the odds when taking on a big bad, like Misdirection Basics and the Lionheart feats (*see below*).

On the gear front, the Monster Slayer benefits most from items that help him survive withering attacks and counteract superior Reach and Speed. Shields capitalize on his class abilities, and heavy, possibly fire-resistant armor is a boon when he suffers the brunt of a ferocious natural and extraordinary attack. The Slayer may also want to invest in a weapon with Reach, especially if he's hunting a creature that can only attack adjacent targets, and in food, potions, and other consumables that enhance saving throws and restore vitality — for those moments just before and right after the inevitable confrontation.

Suggested Feats: All-Out Attack, Armor Basics, Evasive, Lionheart Basics (*see below*), Misdirection Basics, Shield Mastery/Supremacy, Spear Basics, Surge of Speed, Sword Basics

Suggested Adventuring Equipment (250s): 10 bandages, moderate leather armor with heavy fittings, machete, 7 days' rations, throwing spear with *guard* upgrade, 5 torches, tower shield, vitality potion

MELEE COMBAT FEATS

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

LIONHEART BASICS

Your opponents know in their hearts that death has come for them.

Prerequisites: Special character only

Benefit: When a melee attack hits, you may spend 1 Edge to inflict 3 additional damage. This increases to 5 additional damage if you're in Stout of Heart stance. You also gain a trick.

Face of Death (Threaten Trick): You gain 1 Edge if at least 1 adjacent opponent fails his Resolve check.

LIONHEART MASTERY

Courage will see you through any struggle!

Prerequisites: Lionheart Basics

Benefit: Once per round you gain 1 Edge when you're attacked by a special adversary. You also gain a trick.

Roar of the Pride (Melee Attack Trick): Spend 4 Edge. Even if this attack misses, up to 3 allies adjacent to you may immediately make a free attack against the target.

LIONHEART SUPREMACY

Your victory cry leaves even the sternest foes trembling.

Prerequisites: Lionheart Mastery

Benefit: When you kill an adversary, you may spend 5 Edge to unleash a terrifying war cry and leave each standard adversary within 20 ft. *shaken*. You also gain a stance.

Stout of Heart (Stance): You gain a bonus with Intimidate checks, Resolve checks, and Will saves equal to your current Edge, and suffer a -4 penalty to Defense. Also, your Speed is considered 20 ft. higher when you take a Movement action that will end with you adjacent to an adversary.

NEW CLASS ABILITY NPC QUALITIES

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

Class Ability	XP Value
Cut deep and true	2
Getting the scent	4
Ride the avalanche	2 per grade
Scalebane	5
The end is near I–II	4 per grade



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