

UNBOUND (EXPERT)

The Unbound has always had magic in his blood, but he chose not to follow the paths of the arcane. However, as he grew in body, the strength of magic began to surface in the heat of battle. As the adrenalin flowed through his body, so did the magic he had suppressed for so long. Rather than turn away from this power, he embraced it, learning how to use his magic to augment and empower himself (and only himself).

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

- An ascetic monk who wanders the world, perfecting his body and mind
- A mystic knight from an ancient order well versed in the art of self-reliance and empowerment.
- The remnants of a fallen, magical kingdom embodied in the members of a tribe of barbarians
- A hot-blooded warrior whose fiery passions ignite a latent reality-warping ability to transcend ordinary mortal limits
- A spell-singer from the Elven lands whose reserves of fortitude allow her own songs to inspire the most critical of audiences - herself

Party Role: Combatant. You may use spells, but you're not some silly finger waggler or runic weirdo. You use your magic for yourself, to empower your combat abilities and further your mental focus.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Spellcasting 0 ranks, Resolve 4+ ranks, Combat Focus and Mobility Basics feats.

Favored Attributes: Constitution, Dexterity, and Strength

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

Class Skills: Acrobatics, Athletics, Impress, Notice, Resolve, Sense Motive, Survival, and Tactics

Skill Points: 6 + Int modifier per level

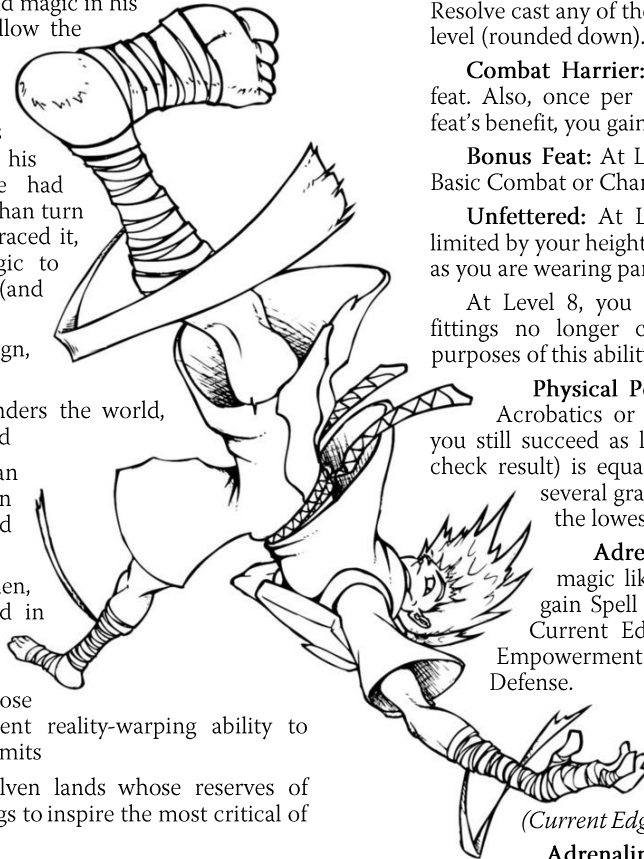
Vitality: 12 + Con modifier per level

CORE ABILITY

Sly Empowerment: Your Covert and Chance Feats count as Basic Combat Feats for the purposes of your Combat Focus feat.

CLASS ABILITIES

Inner Empowerment: At Level 1, you learn all spells listed in the Inner Empowerment Spells sidebar (right) and these spells



with a range other than Personal instead have a range of Personal (and only Personal). These spells are cast using your Resolve (Con) instead of the Spellcasting (Int) skill, and when Resolve casting these spells you are always considered to have a Mage's Pouch and you use Edge in place of Spell Points. You may Resolve cast any of these spells with a level equal to half your class level (rounded down).

Combat Harrier: At Level 2, you gain the Charging Basics feat. Also, once per round, when you use your Combat Focus feat's benefit, you gain 1 Edge.

Bonus Feat: At Levels 3, 5, 7, and 9, you gain an additional Basic Combat or Chance feat.

Unfettered: At Level 4, your Jump Checks are no longer limited by your height, and you gain a +2 bonus to defense as long as you are wearing partial or no armor.

At Level 8, you gain the *Charge Attack* NPC quality, and fittings no longer count against your armor grade for the purposes of this ability.

Physical Perfection: At Level 4, each time you fail a Acrobatics or Athletics check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

Adrenaline Is Life: Your aura repels foreign magic like water off a duck's back. At Level 6, you gain Spell Defense equal to your Career Level + your Current Edge × 4. Spells you cast with your Inner Empowerment ability are not affected by this Spell Defense.

Dramatic Reserves: When it gets real, you step up. At Level 7, you gain the Living on the Edge feat, and during Dramatic scenes you gain the *Regeneration* (Current Edge) NPC ability.

Adrenaline Is Power: At Level 8, the first time each round that you move adjacent to a character and attack that character with your next action, you gain 1 Edge.

INNER EMPOWERMENT SPELLS

All the spells for the Unbound are chosen because they affect them personally. They don't toss out magic missiles or create walls. They improve themselves through their magic.

Level 0	Feather Fall, Endure Elements, Expeditious Retreat, Water Walk
Level 1	Divine Favor, Jump, Shield, True Strike I
Level 2	Blur, Brawn I, Mage Armor, Resist Energy
Level 3	Haste, Invisibility, Magic Vestment II
Level 4	Divine Power, Elemental Shield, Freedom of Movement
Level 5	Heal, True Seeing, Wild Side II

UNBOUND (LTI) (EXPERT CLASS)



Table X.X: Unbound

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+0	+2	+1	+2	+2	+0	+0	Inner empowerment, <i>sly empowerment</i>
2	+1	+0	+3	+2	+3	+3	+0	+1	Combat harrier
3	+2	+1	+3	+2	+3	+4	+1	+1	Bonus feat
4	+3	+1	+4	+2	+4	+5	+1	+1	Physical perfection, unfettered (jump, light armor defense)
5	+3	+1	+4	+3	+5	+5	+1	+1	Bonus feat
6	+4	+2	+5	+3	+6	+6	+2	+2	Adrenaline is life
7	+5	+2	+5	+4	+6	+7	+2	+2	Bonus feat, dramatic reserves
8	+6	+2	+6	+4	+7	+8	+2	+2	Adrenaline is power, unfettered (charge attack, fittings)
9	+6	+3	+6	+4	+8	+9	+3	+2	Bonus feat
10	+7	+3	+7	+5	+9	+10	+3	+3	Pierce the heavens

Pierce The Heavens: Time to unleash your true power. At level 10, as a free action once per session, you immediately gain up to 5 Edge. Also, for the next ten rounds (or 1 minute), you may spend vitality instead of Edge to cast spells. Finally, you gain Double Cast as a temporary feat until the end of the scene.

NPC CLASS ABILITIES

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

Table X.X: NPC Class Abilities

Class Ability	XP Value
Adrenaline is Power	2
Inner Empowerment (Special Character Only, Resolve as a signature skill)	3
Physical Perfection	2
Pierce the Heavens (Inner Empowerment required)	8
Sly Empowerment	2

Class design by DW with help from the Crafty forum-ites.

Art by Eclipse76 of deviantART.

