

Fantasy Craft



SPELLBOUND
PREVIEW



WRITING

Alex Flagg

ILLUSTRATION

Ben McSweeney, Kevin Sanborn

EDITING & LAYOUT

Patrick Kapera

SPECIAL THANKS

All of Fantasy Craft's fans, for their great patience and continued enthusiasm for Spellbound

PLAYTESTING

Nicolas Allen, Michael Allport, Chris Almendinger, Steven Almendinger, Alex Andersson, Mike Athey, Matt Aurand, Tyler Blount, Chris Brinkley, Tamara Brinkley, John Brownlee, Adam Bullock, Nick Campbell, Ben Caplan, Richard Carter, Cyndi Chadwick, Stephen R. Crow, Andy C. Davis, Kevin Dougherty, Alan B. Eggert, Charles Etheridge-Nunn, Gabriel Ewing, Shawn Farrow, Nicolas Feld, James Flanagan, Nick Foreman, Ray Forsythe, Stacy Forsythe, James Fortsas, Montana Garcia, Kelsey Godwin, P. F. Hawkins, Noah Hill, Tyler Huffman, Matt Iskra, Brock Anthony Jaworsky, Ron Kaufman, Joe Kavanagh, John D. Koger, Jeffrey Kosovich, Garye Lawrence, Allison Lipka, Jérôme Lasnier, Andrew McColl, David J. Mendoza, Steven Mileham, Matthew M. Miske, Brooks Mitchell, Camille Oliver, Clayton A. Oliver, Ben Parks, Cynthia Parra, Andrew "Fish" Popowich, Michael Prindle, Vincent Roulet, Mark Secrest, Chris Sparks, Michael Weinand, David Wells, Adam Whobrey, Antoni Williams, Meri Williams, Eric Wood, Leiph Yadon, Adam Young

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FANTASY CRAFT CREATED BY ALEX FLAGG,
SCOTT GEARIN, AND PATRICK KAPERA





INTRODUCTION

Welcome to the **Spellbound Preview**, our little thank you for pre-ordering *Spellbound*, the ultimate magic supplement for Fantasy Craft! This preview offers just a wee taste of the book's incredible contents, which include 20 classes, 888 spells, dozens of new feats, and tons of guidance for GMs and players alike.

Here we present two of the "specialist" base classes: the Conjuror and the Reaper; plus a new expert class, the Hexer; and a master class, the Arcane Savant. Everything here is ready for play, so you can start building your next caster today!

For more about *Spellbound* and our other great products, visit the Crafty Games website at www.crafty-games.com, your home for all things Fantasy Craft.

CONJUROR

Where some casters control forces, and others control minds, the Conjuror controls the building blocks of the physical world — matter, space, and even time. This power is not subtle; in fact, most Conjurors brazenly flaunt it with displays of material wealth, flashy teleportation, and spontaneous transmutation. Despite these vanities, the Conjuror is an excellent teammate in a fight, able to teleport fellows about the battlefield, melt enemies' weapons in their hands, and summon terrible elementals to wreak havoc.

Depending on the campaign, a Conjuror could be...

- A transmuter obsessively seeking the secret of turning lead (and anything else) to gold
- A primitive shaper molding the earth and all that springs from it to his will
- A mystic burglar who can get in and out of anywhere... even places no ordinary person could reach
- A mad artificer whose weapons of arcane destruction lay utter waste to enemies of the nation
- A hermetic mage chasing secrets of the ancients through intense study of alchemy and astronomy
- A time-traveling nomad cursed to wander the universe righting wrongs and collecting companions

Party Role: Backer. Though you're no slouch with combat magic and can hold your own on the field, your ability to offer additional supplies, speed travel, and procure other resources smooth the path to victory for your entire party.

CLASS FEATURES

Requirements: *Sorcery* campaign quality

Favored Attributes: Charisma, Intelligence

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

Class Skills: Crafting, Haggle, Impress, Investigate, Medicine, Notice, Prestidigitation, Resolve, Ride, Search

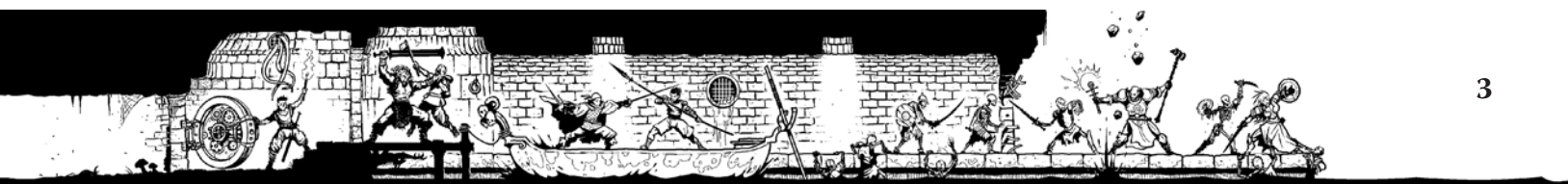
Skill Points: 6 + Int modifier per level (×4 at Career Level 1)

Vitality: 9 + Con modifier per level

Starting Proficiencies: 3

Table 1: The Conjuror

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+2	+0	+1	+1	+0	+1	+1	2	Way of the crucible, will of the forge
2	+1	+3	+0	+2	+1	+0	+2	+1	4	Touch of the shaper I
3	+1	+3	+1	+2	+2	+1	+2	+2	6	Circle of conjuration
4	+2	+4	+1	+2	+2	+1	+2	+2	8	Shaper's lore
5	+2	+4	+1	+3	+3	+1	+3	+3	10	Circle of conjuration
6	+3	+5	+2	+3	+4	+2	+3	+3	12	Geared up 1/adventure
7	+3	+5	+2	+4	+4	+2	+4	+4	14	Circle of conjuration
8	+4	+6	+2	+4	+5	+2	+4	+4	16	Shaper's lore
9	+4	+6	+3	+4	+5	+3	+4	+5	18	Circle of conjuration, portable holding I
10	+5	+7	+3	+5	+6	+3	+5	+5	20	Filthy rich +2
11	+5	+7	+3	+5	+7	+3	+5	+6	22	Circle of conjuration, touch of the shaper II
12	+6	+8	+4	+6	+7	+4	+6	+6	24	Geared up 2/adventure, shaper's lore
13	+6	+8	+4	+6	+8	+4	+6	+7	26	Circle of conjuration
14	+7	+9	+4	+6	+8	+4	+6	+7	28	Abra cadabra
15	+7	+9	+5	+7	+9	+5	+7	+8	30	Circle of conjuration, portable holding II
16	+8	+10	+5	+7	+10	+5	+7	+8	32	Shaper's lore
17	+8	+10	+5	+8	+10	+5	+8	+9	34	Circle of conjuration
18	+9	+11	+6	+8	+11	+6	+8	+9	36	Geared up 3/adventure
19	+9	+11	+6	+8	+11	+6	+8	+10	38	Circle of conjuration, touch of the shaper III
20	+10	+12	+6	+9	+12	+6	+9	+10	40	Filthy rich +4, shaper's lore





CORE ABILITY

Will of the Forge: You bend the physical stuff of the world to your will, sculpting with the grace and precision of the finest master. When casting a Compass, Conversion, or Creation spell, you may spend an action die to increase your Caster Level by 2 for that casting only (i.e. at Level 1 when casting a Compass spell, you may spend an action die to increase your Caster Level to 3).

Also, when an item you personally possess (e.g. hold or have in a pocket) makes a Damage Save, you may forgo rolling and have the item automatically succeed with that save. You may use this ability a number of times per session equal to your starting action dice.

CLASS ABILITIES

Way of the Crucible: At Level 1, you may purchase ranks in the Spellcasting skill and learn Compass, Conversion, and Creation spells. Additionally, you may cast Level 1 or lower spells you know from the Compass, Conversion, or Creation Disciplines, and Level 0 spells you know from other Disciplines.

If you already possess this ability from another class, you instead gain an additional Spellcasting feat.

Touch of the Shaper I: You've forged a special bond with an item you own, awakening its spirit. At Level 2, you gain the Favored Gear feat (see *Fantasy Craft*, page 97). Also, when you cast a spell with a range of Personal, it also affects your Favored Gear (e.g. when you cast Gaseous Form, your Favored Gear is also transformed into gas, allowing you to carry it with you).

The GM may rule that certain spells may not affect your Favored Gear, in which case you may have the item become *incorporeal* for the duration of the spell.

Touch of the Shaper II: At Level 11, you gain the Signature Gear feat (see *Fantasy Craft*, page 98). Also, you always know the exact location of your Favored Gear, so long as it is within 100 miles.

Touch of the Shaper III: At Level 19, you gain the Trademark Gear feat (see *Fantasy Craft*, page 98). Also, by concentrating you may project your vision and hearing to your Favored Gear, as if you're located at its point of view, so long as it is within 100 miles.





Circle of Conjunction: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you learn a number of additional spells from the Compass, Conversion, or Creation Disciplines equal to your Wisdom modifier (minimum 1).

Also, you may choose one of the following abilities.

- The maximum level of spells you may cast increases by 1 (e.g. from Level 1 or lower spells you know to Level 2 or lower spells you know), to a maximum of Level 9.
- You gain an additional Spellcasting feat.

Shaper's Lore: At Levels 4, 8, 12, 16, and 20, you may choose one of these abilities. Each ability may be chosen only once.

- *Bamf!*: You can teleport across extremely short distances. When you take a 5 ft. Step, you may spend 1 spell point to instead move 10 ft. in any direction within line of sight.
- *Conjurer Defense*: You gain Spell Defense vs. Compass, Conversion, and Creation spells equal to twice your Casting Level (see *Fantasy Craft*, page 112). You may suppress this resistance as a free action. You may not select this ability as your first Shaper's Lore choice.
- *Conjurer Improvisation*: You're always considered to have a ready mage's pouch when casting a Compass, Conversion, or Creation spell.
- *Fool's Gold*: You gain a +4 gear bonus with Earn Income checks during Downtime (see *Fantasy Craft*, page 68).
- *Golem Familiar*: You gain the Familiar Basics feat (see page 12). Your familiar also gains the Construct or Elemental Type at no additional cost. If you already have a familiar, it gains the Construct or Elemental Type at no cost.
- *Hoard*: Your number of Prizes you may keep increases by 2.
- *Lord of Space and Time*: You quickly navigate complex spatial problems. When you cast a Compass spell with a Casting Time of 1 full action or longer, its Casting Time decreases to 1/2 normal (rounded up, minimum 1 half action).
- *Monty Hauler*: You can shrink, lighten, or tuck away personal possessions in folded space when they're not in use, so as not to lose them. Your Strength is considered 10 points higher when determining carrying capacity.
- *Mother of Invention*: Your powers of transmutation let you make things (seemingly) from nothing, and use improvised items with ease. You may attempt Crafting/Improvise checks even in a barren location, and you may make trained checks with improvised gear (see *Fantasy Craft*, page 73).
- *Sabotage*: You gain a +4 gear bonus with Disable checks, and the time required for you to make a Disable check decreases to 1/2 normal (rounded up).

- *Sprint*: You instinctively bend space when danger's afoot. In combat, your Speed increases by 10 ft.
- *Turn Elementals*: You may Turn elementals once per combat (see *Fantasy Craft*, page 223).

Geared Up: At Level 6, you gain 1 temporary Gear feat at the start of each adventure, which lasts until the adventure ends.

At Levels 12 and 18, you may use this ability one additional time per adventure.

Portable Holding I: At Level 9, you've created a secret sanctum — a tower secreted deep in the earth, a laboratory shrunk to impossibly small size, or something in time and relative dimension in space — which you can access from nearly anywhere. This sanctum is a Scale 1 Holding with one Room of your choice (see *Fantasy Craft*, page 192), and it does not count against the number of Prizes you may keep.

You may access your portable holding from any location by spending 10 minutes in uninterrupted concentration. After this period, you pass through a door that may appear on any surface to enter the holding. No character may enter your portable holding without your permission.

When you leave your portable holding, you appear in the same place you entered it.

If your portable holding is lost, destroyed, or otherwise removed from play, you recover it at the beginning of the next adventure. Any modifications made to it — such as additional rooms or upgrades — are lost in the process.

Portable Holding II: At Level 15, your portable holding increases to Scale 3, and it gains an additional Room (total 2).

Filthy Rich: A master of conjuration has no difficulty amassing physical wealth. At Level 10, at the beginning of each adventure, your Lifestyle and that of each of your teammates increases by 2 until the end of the adventure.

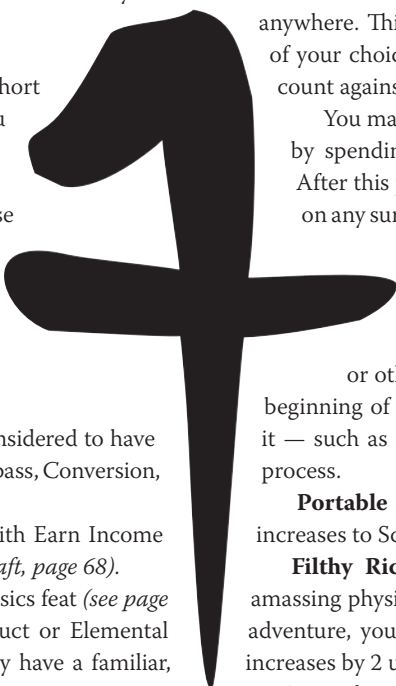
At Level 20, your Lifestyle and that of each teammate increases by an additional 2 at the beginning of the adventure (total 4).

Abra Cadabra: Your command of matter and space reaches its zenith, letting you pluck useful objects out of thin air. At Level 14, once per session, you may create a copy of any one non-unique, non-living object you have touched or that has touched you in the current adventure.

You may only copy a single object, so this ability may not be used to copy a pile of coins or gems. It could, however, be used to copy a single, large coin or gem.

Creating the copy requires 1d4 minutes of uninterrupted concentration. Once fully formed, the copy appears in an unoccupied space within line of sight (i.e. you may not create your copy of a 10 ft. wide cart in a space only 5 ft. wide). The copy must also appear on a surface that can support its weight.

The copy vanishes at the end of the scene (breaking down to its primary elements, returning to the dimension from which it was drawn, etc.).





REAPER

The Reaper is a master of death who can create a semblance of life where there previously was none, or rip it away with a snarl and a forceful gesture. His power is seething, dark, and visceral, drawing from the darkest forces of creation... and definitely not for the faint of heart. Though dabbling in such arts presents an inherent risk to the Reaper and his friends, he remains a powerful ally, turning the bodies of fallen enemies against erstwhile colleagues and manipulating curses and nightmares to transform fearsome foes into trembling prey.

Depending on the campaign, a Reaper could be...

- An aspiring necromancer, raising the dead to serve his every whim
- A vengeful gypsy belittling her enemies with vicious curses
- A mystical assassin literally using the shadows to kill
- A doctor driven mad with the quest to create life from death using arcane technology
- The avatar of an ancient death god on an unholy crusade, bringing decay and misery to all
- A tragic witch hunter wielding the very forces he strives to destroy in a Pyrrhic quest for victory

Party Role: Specialist. You command powers of death and destruction, whether it's summoning hordes of restless spirits or unleashing blights and curses on unfortunate victims.

CLASS FEATURES

Requirements: *Sorcery* campaign quality

Favored Attributes: Intelligence, Charisma

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

Class Skills: Blend, Bluff, Crafting, Disguise, Intimidate, Investigate, Resolve, Ride, Search, Survival

Skill points: 6 + Int modifier (x4 at Career Level 1)

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Will of the Grave: Your mastery over death is unmatched. When casting an Affliction, Necromancy, or Shadow spell, you may spend an action die to increase your Caster Level by 2 for that casting only (e.g. at Level 1 when casting an Affliction spell, may spend an action die to increase your Caster Level to 3).

Also, while touching any object or person, you may inflict 1 stress damage as a free action. You must already be touching the target — this ability is not an attack, nor may you combine it with an attack. You may inflict a single point of stress damage in this fashion a number of times per session equal to your starting action dice.





CLASS ABILITIES

Way of the Ferryman: At Level 1, you may purchase ranks in the Spellcasting skill and learn Affliction, Necromancy, and Shadow spells. Additionally, you may cast Level 1 or lower spells you know from the Affliction, Necromancy, or Shadow Disciplines, and Level 0 spells you know from other Disciplines.

If you already possess this ability from another class, you instead gain an additional Spellcasting feat.

Touch of the Grave I: You're now assuming some aspects of the corpses you control, becoming a monster to your fellow men. At Level 2, you gain the *menacing threat* NPC quality, which lets you Threaten up to 3 opponents at once. You roll only once for the action, while each opponent rolls to resist separately.

Also, you superficially appear to be dead — all checks to determine whether you're alive automatically fail, you have no discernable pulse or breath (though you're still susceptible to suffocation), your skin is as cold as a corpse, and you require only 1 common meal a day.

Touch of the Grave II: At Level 11, you gain the Undead Type, which has a variety of effects. You gain the *darkvision I* and *light-sensitive* NPC qualities (see *Fantasy Craft*, pages 227 and 233–234), prevents you from falling unconscious, and makes you immune to Constitution damage, subdual and stress damage, diseases, and poisons, as well as the *bleeding*, *paralyzed*, *sickened*, and *stunned* conditions. You also become immune to critical injuries other than battered and broken limbs, suffering the former with any result below 30 and the latter with any other result. You're injured instead of healing from Light spells

and heal instead of suffering damage from Darkness spells. You regain vitality normally but do not naturally heal wounds, though you may benefit from all Medicine checks as normal (see *Fantasy Craft*, page 77), and you no longer age and don't need to eat, sleep, or breathe.

If you're already undead, you instead gain the Spell Power feat (see *Fantasy Craft*, page 107).

Touch of the Grave III: At Level 19, you cannot be Turned (see *Fantasy Craft*, page 223), and the threat range of all attacks made against you decreases by 2 (minimum 20).

Circle of Reaping: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you learn a number of additional spells from the Affliction, Necromancy, or Shadow Disciplines equal to your Wisdom modifier (minimum 1).

Also, you may choose one of the following abilities.

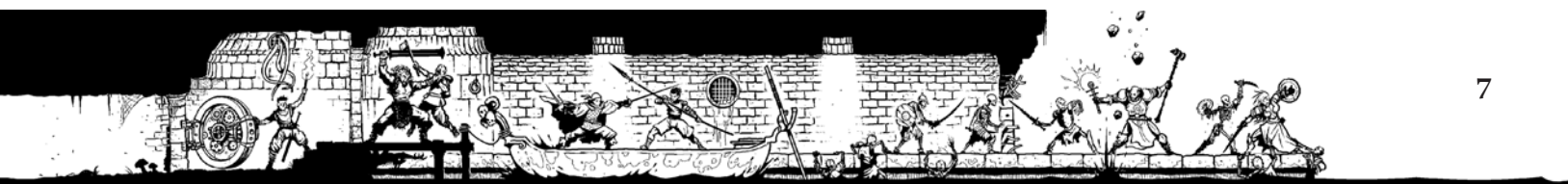
- The maximum level of spells you may cast increases by 1 (e.g. from Level 1 or lower spells you know to Level 2 or lower spells you know), to a maximum of Level 9.
- You gain an additional Spellcasting feat.

Ferryman's Lore: At Levels 4, 8, 12, 16, and 20, you may choose one of the following abilities. Each ability may be chosen only once.

- *Deathly Charm:* Once per scene, you may improve the Disposition of any one non-adversary spirit or undead NPC by 5.

Table 2: The Reaper

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+2	+0	+2	+1	+0	+0	+0	2	Way of the ferryman, will of the grave
2	+1	+3	+0	+3	+1	+0	+0	+1	4	Touch of the grave I
3	+2	+3	+1	+3	+2	+1	+1	+1	6	Circle of reaping
4	+3	+4	+1	+4	+2	+1	+1	+1	8	Ferryman's lore
5	+3	+4	+1	+4	+3	+1	+1	+1	10	Circle of reaping
6	+4	+5	+2	+5	+4	+2	+2	+2	12	Withering despair I
7	+5	+5	+2	+5	+4	+2	+2	+2	14	Circle of reaping
8	+6	+6	+2	+6	+5	+2	+2	+2	16	Ferryman's lore
9	+6	+6	+3	+6	+5	+3	+3	+2	18	Circle of reaping, leech aspect 1/session
10	+7	+7	+3	+7	+6	+3	+3	+3	20	Death grip I
11	+8	+7	+3	+7	+7	+3	+3	+3	22	Circle of reaping, touch of the grave II
12	+9	+8	+4	+8	+7	+4	+4	+3	24	Ferryman's lore, withering despair II
13	+9	+8	+4	+8	+8	+4	+4	+3	26	Circle of reaping
14	+10	+9	+4	+9	+8	+4	+4	+4	28	Vigor mortis
15	+11	+9	+5	+9	+9	+5	+5	+4	30	Circle of reaping, leech aspect 2/session
16	+12	+10	+5	+10	+10	+5	+5	+4	32	Ferryman's lore
17	+12	+10	+5	+10	+10	+5	+5	+4	34	Circle of reaping
18	+13	+11	+6	+11	+11	+6	+6	+5	36	Withering despair III
19	+14	+11	+6	+11	+11	+6	+6	+5	38	Circle of reaping, touch of the grave III
20	+15	+12	+6	+12	+12	+6	+6	+5	40	Death grip II, ferryman's lore





- **Dig Inn:** You can always find a place to sleep — just don't ask what's on the menu. When you rest in a cemetery or other burial site, you and your party gain the benefits of a Luxurious safe haven (see *Fantasy Craft*, pg. 189).
- **Fearless II:** Your dealings with the other side have inured you to worldly fears. You're now immune to negative Morale effects.
- **Igor:** Your unholy power attracts the devotion of a hapless minion. You gain the Personal Lieutenant feat (see *Fantasy Craft*, page 108), and your Spellcasting feats count as Style feats when determining your lieutenant's XP value. You may not choose this ability if you already have the Personal Lieutenant feat.
- **Lord of Shadows:** Darkness wraps around you like a guarding lover's embrace. You gain a +4 gear bonus with Blend checks when in dim, faint, or no light.
- **Permanency:** Your afflictions can debilitate the enemy...permanently. You learn the Permanency spell, which doesn't count toward the maximum number of spells you may know.
- **Reaper Defense:** You gain Spell Defense vs. Affliction, Necromancy, and Shadow spells equal to twice your Casting Level (see *Fantasy Craft*, page 112). You may suppress this resistance as a free action. You may not select this ability as your first Ferryman's Lore choice.
- **Reaper Improvisation:** You're always considered to have a ready mage's pouch when casting an Affliction, Necromancy, or Shadow spell.
- **Risen Familiar:** You gain the Familiar Basics feat (see page 12). Your familiar also gains the Spirit or Undead Type at no additional cost. If you already have a familiar, it gains the Spirit or Undead Type at no cost.
- **Superior Animation (Necromancy Spellcasting Trick):** If this spell summons only one standard character, you may spend 2 additional spell points to make him or her a special character instead.
- **Touch of Darkness (Shadow Spellcasting Trick):** When you cast a Shadow spell with a Distance of Touch, the target also suffers stress damage equal to the spell's Level.
- **Turn Undead:** You may Turn undead once per combat (see *Fantasy Craft*, page 223).

Withering Despair I: Your grim art instills fear in all who dare face you. At Level 6, you gain the *unnerving* quality: each time you hit with an unarmed or melee attack, the target also suffers 2 stress damage.

Withering Despair II: At Level 12, you gain the *dread* NPC quality: each time an opponent attacks you and misses, the opponent suffers 2 stress damage.

Withering Despair III: At Level 18, once per scene as a half action, you may inflict 2d8 stress damage on all adversaries within a 15 ft. radius.

Leech Aspect: Your mastery of death-magic becomes so acute that you can steal the attributes of your victims and use them to further your nefarious ends. At Level 9, once per session when you kill an adversary within Close Quarters, you may gain one of the following benefits until the end of the scene.

- **Leech Feat:** You gain one of your victim's feats as a temporary feat. You must meet all of this feat's prerequisites in order to use it.
- **Leech Physical Attribute:** Choose Strength, Dexterity, or Constitution. If the slain adversary had a higher score in the chosen attribute than you do, you gain a +2 magic bonus with that attribute.
- **Leech Skill:** Choose one skill. If the slain adversary had a higher total bonus with that skill than you do, you gain a +4 magic bonus with checks made using that skill, and those checks are trained while you retain this bonus.

At Level 15, you may use this ability twice per session.

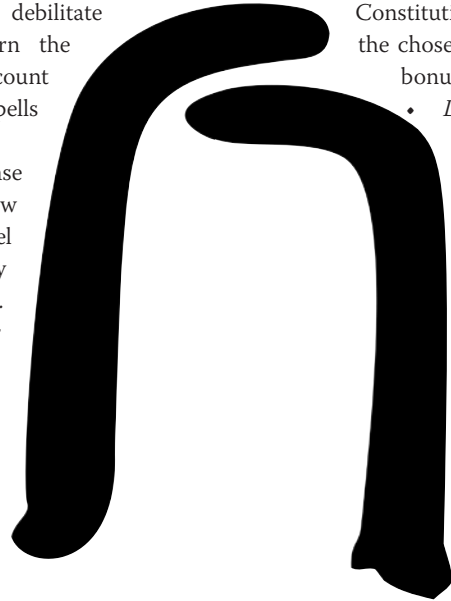
Death Grip I: At Level 10, your touch fills your victims with shivering dread, sometimes shaking them to their very core. When you cast a spell with a Distance of Touch, its save DC increases by 2. Also, you gain a trick.

Chill of the Grave (Unarmed Attack Trick): Your target also suffers 1 point of Con impairment. You may use this trick a number of times per scene equal to your starting action dice.

Death Grip II: At Level 20, when you cast a spell with a Distance of Touch, its save DC increases by an additional 2 (total +4). Also, you gain a trick.

Chill of the Void (Unarmed Attack Trick): Your target is also paralyzed for 1 round. You may use this trick a number of times per scene equal to your starting action dice.

Vigor Mortis: You radiate dark energy that attracts and enervates the walking dead. At Level 14, Undead allies who can see and hear you (excluding yourself) each gain a +2 morale bonus with attack checks and damage rolls. Also, once per round when you're struck by an attack, you may elect an Undead ally within Close Quarters and line of sight to suffer that attack instead. If the chosen undead is a standard character, he automatically fails his Damage save against this attack.





HEXER (EXPERT)

Many believe luck is a peculiar brand of magic, claiming that when underdogs overcome the greatest challenges fate is smiling on them, or they're due a happy turn of fate. The Hexer abandons this philosophy, leaving nothing to chance. He focuses his potent magical talents toward bending the fickle tide of fortune to his will, and uses debilitating curses, harassing hexes, and mind-influencing charms to tear down and destroy those who oppose him.

Depending on the campaign, the Hexer could be...

- A scheming crone ensorceling the minds and corrupting the spirits of young heroes to satisfy her own nefarious desires
- A deadly warrior exploiting mind tricks and curses to gain an edge in combat
- A mystical extortionist holding his victims' metaphysical fortunes hostage until they hand over monetary ones
- A wizened elder whose deep knowledge of lost arts provides surprising insights to the future
- A witch doctor unleashing plagues upon invaders in his sacred lands
- A cruel warlock delighting at tormenting his enemies before the inevitable kill

Party Role: Backer/Talker. Your curses and charms can cripple enemies in combat, leaving them unsure whether the gods themselves have forsaken them. Just as handily, you can turn your gifts toward success away from the battlefield, offering your party great and unexpected benefits at the most opportune of moments.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Spellcasting 6+ ranks, 5+ spells from the Affliction and/or Charm Disciplines, Black Cat feat

Favored Attributes: Charisma, Intelligence

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

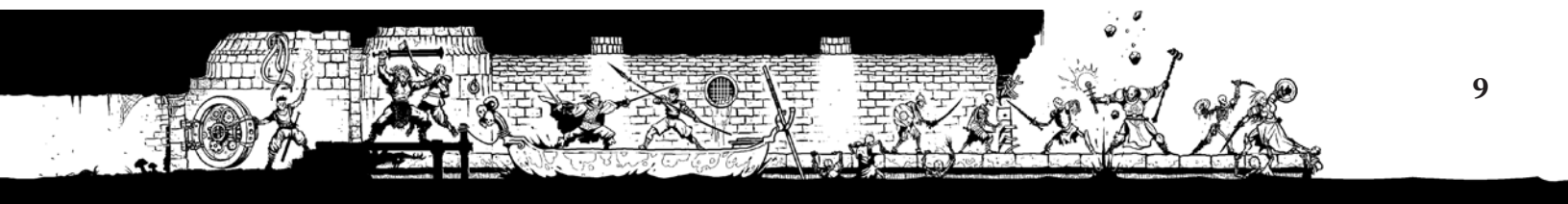
Class Skills: Bluff, Crafting, Disguise, Impress, Intimidate, Investigate, Resolve, Sense Motive, Survival, Tactics

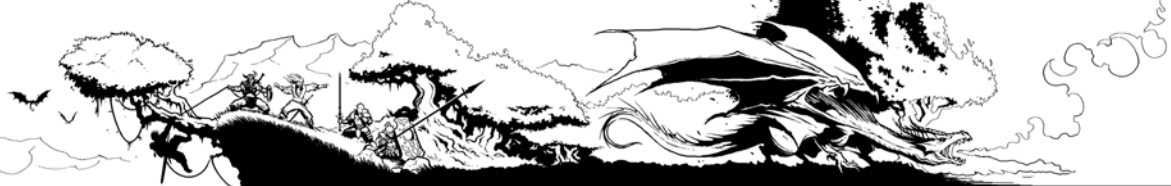
Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CORE ABILITY

Tainted Luck: You draw personal power from the misfortunes of others, laughing as they fumble, trip, and fall. Each time an adversary within line of sight suffers a critical failure, you gain one d4 action die.





CLASS ABILITIES

Toil and Trouble: Your curses twist both body and mind. At Level 1 and at each level thereafter, you learn 1 additional spell from the Affliction or Charm Disciplines.

The Evil Eye I: Your mere presence can send foes running for the hills. At Level 2, you gain the Jinx feat (see *Fantasy Craft*, page 94), and your maximum rank in the Intimidate skill increases to your Class Level + 5.

The Evil Eye II: At Level 7, you gain the Tough Luck feat (see *Fantasy Craft*, page 95), and your maximum rank in the Intimidate skill increases to your Class Level + 7.

Circle of Power: At Levels 3, 5, 7, and 9, the maximum level of spells you may cast increases by 1 (e.g. from Level 0 to Level 1 or lower), to a maximum of Level 9.

Bewitching: Your command over fortune is stronger than ever before. At Level 4, your Skill and Spellcasting feats count as Chance feats when fulfilling prerequisites and requirements, or determining the effects of any ability.

Speaker of Names I: By learning a rival's hidden name you gain incredible sway over his future. At Level 4, you may spend at least 1 day of Downtime to learn 1 character's "true name," after which you gain a +4 magic bonus with your next Spellcasting check to target the character with a single Affliction or Charm spell. You may only target 1 character at a time with this ability.

Speaker of Names II: At Level 8, the target character also suffers a -4 magic penalty with saves against Affliction and Charm spells for the rest of the adventure.

Eyes of Madness: You can curse rivals with just a wicked glance. At Level 6, you may cast Affliction and Charm spells with a Distance of "Touch" as if their Distance is "Close" instead.

Hand of Hamsa: You've taught your few friends how to protect themselves against ill omens. At Level 8, you and each of your teammates gains Spell Defense against Affliction and Charm spells equal to twice your Casting Level.

Under a Bad Sign: Now even the greatest of men are laid low by your foul hexes. At Level 10, when a character affected by your Black Cat feat or an Affliction spell you've cast attempts an opposed skill or attack check, he must roll two dice and take the lowest result.

ARCANE SAVANT

(MASTER)

Most mages learn to cast spells through focused study and adherence to a rigid set of laws, but a few gain such deep knowledge they can bend or even break these laws. The Arcane Savant forgoes broad, unfocused mastery of magic in favor of previously unseen excellence with a single Discipline.

Depending on the campaign, an Arcane Savant could be...

- A sect pupil committed to complete understanding of one facet of magic
- An uncanny prodigy who can bend the laws of spellcasting to generate new and surprising results
- A mage commissioned by his nation's military for his rare talent with a single arcane specialty
- A scholar of magic whose academic study has unlocked the deepest secrets of his chosen subject

Party Role: Specialist. Your contribution is initially defined by your mastered Discipline, which lets you exploit a very narrow range of magic for maximum effect.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Spellcasting 10+ ranks, 10+ spells from at least 1 Discipline, Spell Specialist feat (see page 13).

Favored Attributes: Charisma, Intelligence

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

Class Skills: Crafting, Impress, Intimidate, Investigate, Prestidigitation, Resolve, Ride, Search,

Continuity: At Level 1, choose two skills that are class skills for any of your other classes. These become Arcane Savant class skills for you.

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

Table 3: The Hexer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+1	+1	+1	+1	+0	+1	2	Toil and trouble I, tainted luck
2	+1	+0	+2	+2	+1	+1	+0	+1	4	The evil eye I
3	+2	+1	+2	+2	+2	+2	+1	+2	6	Circle of power
4	+3	+1	+2	+2	+2	+2	+1	+2	8	Bewitching, speaker of names I
5	+3	+1	+3	+3	+3	+3	+1	+3	10	Circle of power
6	+4	+2	+3	+3	+4	+4	+2	+3	12	Eyes of madness
7	+5	+2	+4	+4	+4	+4	+2	+4	14	Circle of power, the evil eye II
8	+6	+2	+4	+4	+5	+5	+2	+4	16	Hand of Hamsa, speaker of names II
9	+6	+3	+4	+4	+5	+5	+3	+5	18	Circle of power
10	+7	+3	+5	+5	+6	+6	+3	+5	20	Under a bad sign



CLASS ABILITIES

Master of Discipline: You've committed yourself to mastering a single, narrow magical Discipline to the exclusion of all others. At Level 1, select one Discipline in which you already know 10 or more spells to become your "mastered Discipline." The saving throws of spells you cast from your mastered Discipline increases by an amount equal to your Class Level.

Singular Focus: At Level 1, you may exchange up to 3 spells you know which aren't in your mastered Discipline for the same number of spells in your mastered Discipline.

At Level 4, you may exchange an additional 3 spells in this fashion (total 6).

Circle of Power: At Levels 2 and 4, the maximum level of spells you may cast increases by 1 (e.g. from Level 0 spells you know to Level 1 or lower spells you know), to a maximum of Level 9.

Scion of Discipline: You can abuse your mastered Discipline in ways others only dream of. At Level 3, when casting a spell from your mastered Discipline, you may combine its effects with those of another spell from your mastered Discipline, forming a "rote." You cannot combine the effects of spells with the same name (such as Control Weather I and Control Weather II).

The Spellcasting check to cast a rote is made against the highest DC of both spells, and costs spell points equal to the *sum of both spells' Levels*.

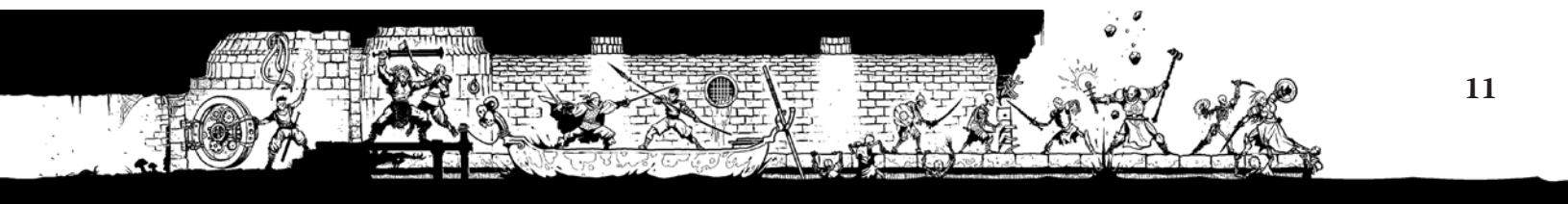
When cast, a rote has the following statistics:

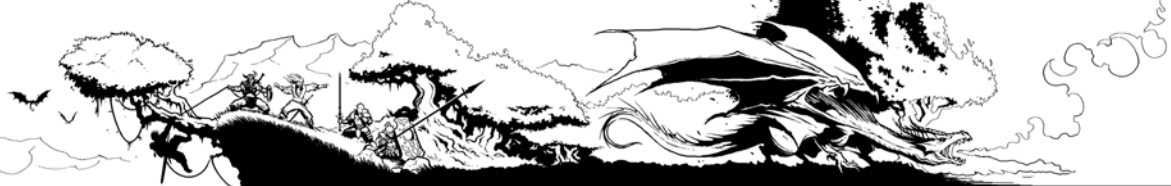
- *Level:* Equal to the higher of the two spells
- *Casting Time:* Equal to the higher of the two spells
- *Distance:* Equal to the shorter of the two spells
- *Area:* Equal to the lower of the two spells
- *Duration:* Equal to the shorter of the two spells
- *Saving Throw:* The target rolls once vs. both spells' Effects, applying his lowest applicable save bonus.
- *Preparation Cost:* Equal to the sum of both spells

Any Spellcasting tricks or abilities applied to the rote affect *its* stats and effects, rather than the stats of the component spells.

This ability encourages (in fact, requires) creativity, but as usual the GM has final say as to how a rote is built and how it works, and whether any proposed rote should be allowed in your campaign.

Spell Secrets of Discipline: At Level 5, you've mastered every nuance of your chosen Discipline. The levels of spells in your mastered Discipline are considered 1 lower than normal for you. The effects of this ability do not stack with any other "spell secret" class ability you may already have.





CREATING A ROTE

Avia, an Arcane Savant with Shadow as her mastered Discipline, creates a rote with Cause Wounds III (a Level 3 Shadow spell) and Scare I (a Level 1 Shadow spell). Her Spellcasting check DC is 22 (the same as any Level 3 spell), and the rote costs a total of 4 spell points (3 for Cause Wounds III + 1 for Scare I).

If Avia's Spellcasting check is successful, the rote looks like this...

Avia's Tenebrous Touch

(Cause Wounds III / Scare I)

Level: 3 Shadow (Cause Wounds III is the highest level spell)

Casting Time: 1 half action (both spells have a Casting Time of 1 half action)

Distance: Touch (as Cause Wounds III, which is the shorter Distance of the two)

Duration: Instant (both spells have this duration)

Saving Throw: Will half (Cause Wounds III); Special (Scare I)

Effect: Your target suffers 30 lethal damage (Cause Wounds III), and becomes *frightened* for 1d6 rounds. With a successful Will save, he becomes *shaken* instead. This spell has no effect on undead (Scare I).

The rote's effects work like this: if a target fails his Will save against Avia's Tenebrous Touch, he suffers 30 lethal damage and becomes *frightened* 1d6 rounds. If his save is successful, he instead suffers 15 lethal damage and becomes *shaken*. Undead aren't affected by the Scare I effects of the rote in either case.

We recommend recording the stats for rotes you commonly use ahead of time (just like any other spell), as it will make them easier to use at the table.

We also recommend naming them — because it's fun and cool.



SPELLCASTING FEATS

FAMILIAR BASICS

You have a magical bond with a special companion.

Prerequisites: Player character only, Spellcasting 1+ ranks

Benefit: You control an animal NPC with an XP value no greater than 25 + 5 × the permanent Spellcasting feats you have. You may choose your familiar from the Bestiary (see *Fantasy Craft*, page 253) or build an original NPC with GM approval.

Your familiar 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. Your familiar may not control additional characters or possess temporary feats.

Your magical connection with your familiar also grants a number of special benefits...

- Your familiar gains Damage Reduction 1, Spell Defense 15 and the *look out!* class ability: each ally and teammate within 10 ft. who can see and hear the familiar gains the benefits of *uncanny dodge 1* (they retain their Dexterity bonus to Defense even when *flat-footed*). This does not stack with *uncanny dodge* abilities they already have.
- Your familiar's Intelligence increases by 2. This may increase the familiar's Intelligence above 6 even if he's an animal.
- You and your familiar always know each other's emotional states so long as you are within 1 mile of each other. This includes current stress damage and any *baffled*, *enraged*, *fixated*, *frightened*, or *shaken* conditions you may be suffering.
- You gain a trick: Share Spell (Spellcasting Trick): Whenever you cast a spell with a Distance of Personal, you may spend 1 additional spell point to have that spell affect your familiar instead.

If your familiar dies or is dismissed, you lose Reputation equal to your Career Level, and he's replaced in the following adventure.

Special: You may not gain this feat as a temporary feat.

Table 4: The Arcane Savant

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+1	+0	+1	+1	+0	+1	2	Master of discipline, singular focus
2	+1	+0	+2	+0	+1	+1	+0	+2	4	Circle of power
3	+2	+1	+2	+1	+2	+2	+1	+3	6	Scion of discipline
4	+3	+1	+2	+1	+2	+2	+1	+3	8	Circle of power, singular focus
5	+3	+1	+3	+1	+3	+3	+1	+4	10	Spell secrets of discipline






SPELL SPECIALIST

Your deep knowledge of specific magical styles lets you constantly hone and refine your craft.

Prerequisites: Must know 10+ spells from a single School of magic


Benefit: Each time you gain a level, you may exchange 1 spell you know for another spell in a School from which you know 10 or more spells (e.g. if you know 10 or more spells from the Conjuror School, you could exchange one spell you know for a Compass, Conversion, or Creation spell of your choice).

Special: If you exchange a spell to which you've applied permanent benefits, as happens with the Arcane Might and "spell secret" class abilities, you may *not* apply those abilities to the new spell, or another spell. However, if you gain that same spell again later, the permanent abilities will once again apply as they did before.



USING SPELL SPECIALIST

The Spell Specialist feat lets a sorcerer exchange known spells for other, possibly more powerful ones from a magical School in which he has extensive knowledge. Casters who focus on one or two Schools of magic, such as the non-Mage base classes, benefit most from this feat, as it lets them reorganize their known spells as a perfect mix over time, or exchange lower-level spells for higher level ones as they grow in power and experience.



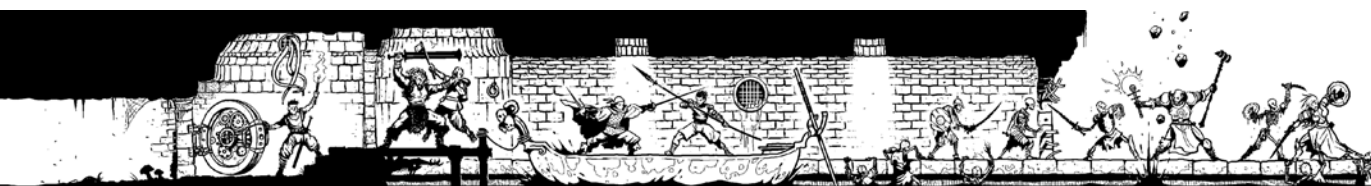


NAMING YOUR FAMILIAR

Just as we provided random name, quirk, and motivation generators in the *Fantasy Craft Rulebook* for NPCs, *Spellbound* includes a variety of generators to spice up your familiars. The following is an excerpt from the name generator, provided without instruction or context. We look forward to seeing your wacky constructions on our forums at the *Crafty Games* website (www.crafty-games.com).

Table 5: Familiar Name Generator (Excerpt)

Result	Names	Anatomy	Actions	Positive	Negative
1	Ace	Head	Ripper	Lucky	Stinky
2	Bandit	Skull	Snapper	Precious	Meager
3	Spike	Neck	Slasher	Wise	Wicked
4	Bolt	Throat	Crusher	Regal	Jagged
5	Tess	Maw	Cracker	Bright	Stitched
6	Storm	Arm	Gouger	Fine	Foolish
7	Blossom	Hand	Pouncer	Majestic	Evil
8	Poppy	Crotch	Swiper	Fair	Bossy
9	Sam	Leg	Sniffer	Foxy	Odd
10	Pepper	Foot	Squasher	Graceful	Nutty
11	Flash	Back	Splitter	Playful	Weird
12	Bella	Spine	Pounder	Awesome	Stupid
13	Holly	Bone	Eater	Impish	Wacky
14	Smudge	Flesh	Scratcher	Angel	Tricksy
15	Daisy	Gut	Biter	Wily	Goofy
16	Rex	Marrow	Chopper	Merry	Simple
17	Duke	Tail	Smasher	Breezy	Cranky
18	Buddy	Jaw	Mangler	Zippy	Sour
19	Prince	Hide	Scraper	Bouncy	Dark
20	Whiskers	Heart	Cleaver	Summer	Flatulent





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