

החוקים החדשים של המשחקים החדשים

FRACTURED FUTURES

CAMPAIGN SETTING



ELDRITCH ARTILLERIST

JARRETT SIGLER



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COMPATIBLE

ELDRITCH ARTILLERIST

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**ELDRITCH
ARTILLERIST**

STAMINA POINTS

7 HP

7 + CONSTITUTION MODIFIER

Long ago some turned to the stars for power. Some studied them rigorously. Some reached out to claim the heart of fire. Others saw the unending inky void and shouted. Every once in a while something spoke back. To those that listen intently the void promised power. To the desperate the void offered respite. To the hungry the void offered means.

Now with ships sailing the from world to world; the void is called upon less. The beings behind the vale are hungry for devotion. They house themselves in the fraying ends of society. Such beings bring promises to the disenfranchised. But with so few calling upon them those that do are offered much greater powers than those of old.

KEY ABILITY SCORE

Your Dexterity helps you wield your Pact Manifest. Though Wisdom helps you resist the clawing in the back of your mind. A high Constitution score gives you the stamina to let you deal with consequences of your pact.

CLASS SKILLS

**SKILL RANKS PER LEVEL:
4 + INTELLIGENCE MODIFIER**

- | | |
|------------------|------------------------------|
| Acrobatics (Dex) | Mysticism (Wis) |
| Athletics (Str) | Perception (Wis) |
| Bluff (Cha) | Profession (Cha, Int or Wis) |
| Culture (Int) | Sense Motive (Wis) |
| Disguise (Cha) | Stealth (Dex) |
| Intimidate (Cha) | Survival (Wis) |

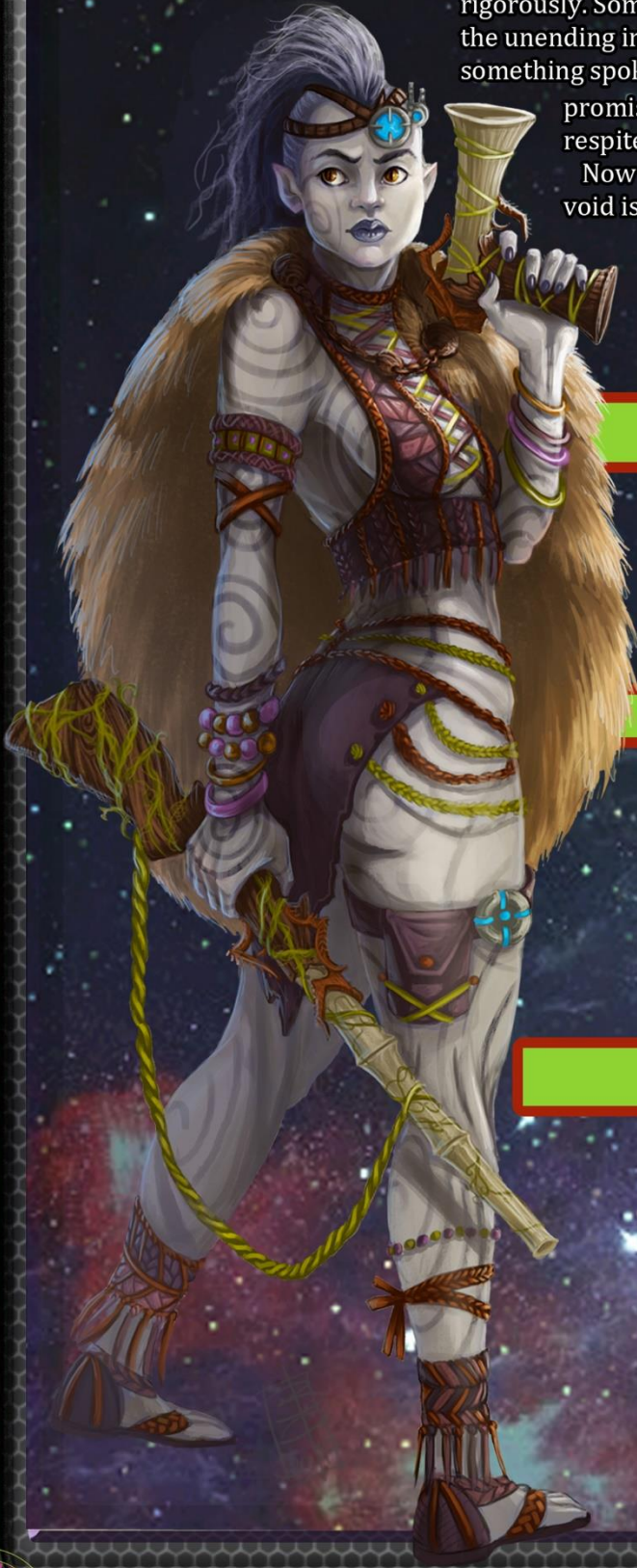
PROFICIENCIES

ARMOR

Light

WEAPONS

basic melee weapons, small arms, longarms.



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Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features
1	+1	+0	+2	+2	Sealed Pact, Pact Manifest
2	+2	+0	+3	+3	Pact Power
3	+3	+1	+3	+3	Weapon Specialization
4	+4	+1	+4	+4	Pact Power
5	+5	+1	+4	+4	Void's Call
6	+6	+2	+5	+5	Pact Power
7	+7	+2	+5	+5	Ears of the Serpent
8	+6	+2	+6	+6	Pact Power
9	+9	+3	+6	+6	Corrupted Blood
10	+10	+3	+7	+7	Pact Power
11	+11	+3	+7	+7	Expanded Pact
12	+12	+4	+8	+8	Pact Power
13	+13	+4	+8	+8	Void's Gift
14	+14	+4	+9	+9	Pact Power
15	+15	+5	+9	+9	Entropic Aura
16	+16	+5	+10	+10	Pact Power
17	+17	+5	+10	+10	Fabric Vision
18	+18	+6	+11	+11	Pact Power
19	+19	+6	+11	+11	Tear the Veil
20	+20	+6	+12	+12	Pact Fulfilled

SEALED PACT

1ST LEVEL

You have entered a deal with those that reside within the fringes of understood space. Not quite gods but seemingly just as powerful. These things whispered powers and promises for doing esoteric deeds. Each thing promises a different kind of power. Each one also promises a different gift. Once the Pact is made, it cannot be changed.

PACT MANIFEST (EX)

1ST LEVEL

You have been granted a gift from the unknown entity that you made a pact with. Each Pact has a different manifestation but each grants incredible power. This manifestation can be wielded as a weapon. The weapon's range and damage is determined by the pact itself. If you are ever separated from your Pact Manifest you can conjure it to your hand with a minute of concentration. You may rush the summoning by spending a Resolve Point to wield it as a Swift Action. These Pact Manifests all have the Analog quality. Manifestations do not need to be reloaded.

PACT POWERS

2ND LEVEL

As you learn how to wield your manifestation with greater skill more powers become available. Each pact has a list of sub-powers that you can choose at 2nd level and each even level thereafter. These wild eyed powers may require a saving throw by a creature; in such cases the Saving Throw DC is equal to 10 + ½ your Eldritch Artillerist Level + your Wisdom Modifier. Unless otherwise stated, activating a Pact Power is a Standard Action, and remain active a number of rounds equal to your character level.

WEAPON

3RD LEVEL

SPECIALIZATION (EX)

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with. Your weapon specialization does not apply to your Pact Manifest weapon.



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VOID'S CALL (SU)

5TH LEVEL

Your pact has coated you in a thin layer of the void. As your reaction you can thicken this layer to protect you from the effects of ill atmosphere. This protection lasts a number of hours equal to your Eldritch Artillerist level. This can protect you from the effects of a total vacuum. Ending this protection is a swift action. You may use this protection in 1 hour increments.

EARS OF THE SERPENT (SP)

7TH LEVEL

The pact you have has infested you. It has torn at your substance and replaced it with what should not be. Because of your dual nature you are particularly attuned to convenient falsehoods. Once per day with a minute of talking to someone, you can detect any falsehoods in their tones. You gain the effects the discern lies spell for 1 minute.

CORRUPTED BLOOD (SP)

9TH LEVEL

You have created a pact with a creature that lives beyond mortal vision. Something that science has great difficulty detecting. When you activate this ability as a standard action you become invisible to all technological detection methods. Only purely magical sensors such as detect thoughts or detect magic. You remain undetectable for one hour per character level.

EXPANDED PACT (EX)

11TH LEVEL

You have proven such a valuable service to your Pact's goals that other pacts have begun beckoning your attention to add their power to your service. In return they expect you to only spread their name. You may select an additional Pact. You now wield that Pact's pact manifest as well.

VOID'S GIFT (SU)

13TH LEVEL

A bit of the void follows you everywhere you go. Your control has grown to a point where you can imbue other objects with your gift. If you man a starship gun, your manifest takes root in the cannon. Add $\frac{1}{2}$ your Eldritch Artillerist's level to the starship weapon's damage roll.

ENTROPIC AURA (SU)

15TH LEVEL

The things beyond encroach on the world through your body, and you encroach on theirs through this. You may shift yourself to the Ethereal Plane as if using the ethereal jaunt spell. You remain ethereal for one hour per class level. You may use this ability as a standard action. You may remain in this state in one hour increments. Shifting to the Material Plane from the Ethereal Plane is a free action that consumes the rest of that hour. While ethereal you gain a melee touch attack that deals $4d12 +$ your Charisma modifier points of cold damage. Attacking a creature with this touch attack does nothing. This touch attack sundered weapons and equipment without analog quality as if they had 0 hardness. Touching a battery in this state drains it entirely. Passing through electrical panels and systems cause it to short out temporarily.

FABRIC VISION (SP)

17TH LEVEL

You can see the twisted fabric of space from conjuration spells. Specifically when a creature uses a spell or spell-like effect with the Teleportation descriptor; you can see the remaining threads of the destination lingering in the spot of the spell. You can make a Mysticism check with a DC of $15 +$ Caster Level of the teleporting creature to find the direction and distance of the creature.

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TEAR THE VEIL (SU)

You can fire your pack manifest as a Full-Round Action at a single creature. If you hit your target, you deal no damage, but the targeted creature must make a Will Saving throw DC: 15 + ½ you Eldritch Artillerist Level + your Wisdom Modifier. If the creature fails the Save, they are sucked into the Ethereal Realm forcefully.

The creature remains in the Ethereal Realm for one round per Eldritch Artillerist Level. You may continue using your Pack Manifest against creature, as if they were on the Prime Material Plane. You may also talk to them, or release them from this prison as a standard action.

PACT FULFILLED (SU)

You have reached the full potential of your pact promise. You can now switch which pact you have, and which pact powers you have at the start of each day. This switch takes an hour of communing. You also see through the Veil of the world. Lies are obvious to you, though you may not know why or about what. Lastly; the cold vacuum of space is no hazard to you. You no longer need atmospheric suits when dealing with exposure to deep space and you are immune to the ill effects of both the vacuum and radiation.

PACTS

The following are pacts that may be selected upon reaching 1st level. As a reminder, once chosen you cannot change this choice.

OBLIVION'S SONG CHORISTER

MANIFEST: The manifest of the Oblivion Song is a massive two-handed longarm of sleek silver. The muzzle of the weapon is a sculpted face in a silent scream. The eye sockets host hundreds of tiny eyes. The weapon silently hums when it isn't active. The weapon is audible unless within a *silence* spell with a caster level greater than your Eldritch Artillerist Level.

This weapon deals 1d6 points of sonic damage for every odd level you attain. It has a Range of 100 feet. When this weapon is used, it sounds like a brilliant chorus of discordant noise. The target doesn't need to hear the song to suffer the damage. This weapon has the Deafen critical hit effect.

PACT POWERS

The following pact powers are exclusive to the Oblivion's Song Chorister.

BANSHEE'S WAIL (SP)

You can begin wailing and moaning like a banshee as a standard action. For 1 round per character level you gain a 30 feet fly speed, as long as you continue moaning. Ending your flight is a swift action. You may consume your flight in 1 round increments. You may take this multiple times. Each time it increases your fly speed by 10 feet.

DUEL VOICE (SU)

When you speak your voice reverberates on two tones. You can send two different messages. One message can be sent to one creature and another to a separate creature. The creatures are aware of the other message, but all they detect in it is a garbled mess.

ENCHANTING PERFORMANCE (EX)

You may add ½ your Eldritch Artillerist Level to your Perform (Sing) checks as an Insight bonus.

GRAVE NOTE (SU)

Your manifestation's song creates a sour note forcing the target of your blast to make a Fortitude Save. If the Target is frightened, the target suffers a -4 penalty on the Save. If the target fails the saving throw, they are unconscious for 1d4 rounds.

HIGHER CHOIR (EX)

Increase the range of your Pact Manifest by 20 feet. You may select this power multiple times,



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LOUDER SOUND (EX)

Your Pact Manifest weapon upgrades a single D6 of damage to a D8. You may take this pact power multiple times, each time converting another d6 to a d8.

MADDENING NOISE (SU)

You can change the pitch of your song to force the target of your attack to make a Will Saving Throw. If they creature fails the saving throw the song lingers in their mind an additional turn and they gain the Staggered conditioned. A creature is immune to this effect for 24 hours after being subjected to it.

PITCH PERFECT (EX)

You have perfect control of your voice. You can match any pitch or tone. You get a +4 insight bonus on Disguise checks when your voice is necessary.

RIGHTEDUS SOUND (SU)

With a move action, you can change your weapons firing mode. Your manifested weapon's song will then erode one's resolve. The target must succeed against a Willpower Saving throw or gain the Shaken condition for one round. While firing in this mode, the weapon deals half it's normal damage. You may take this pact power multiple times. The second time you take this, it increases the duration to 1d4 rounds. Each subsequent time increases the duration by 1 round.

SHATTERING VOICE (SP)

With a Standard action, you can shout and rant at someone. If they have the Shaken condition they must make a Will saving throw. If they fail the saving throw they are frightened for 1 round.

SIREN SONG (SU)

When you sing, your voice carries a very specific wave length that calms humanoid. During a Perform (Singing check) you can fascinate a single humanoid. The DC for the fascination is 10 +

the target creature's Sense Motive bonus. The creature remains fascinated for the duration of the song.

SPEAKERS (EX)

Your manifested weapon warps and gains a set of stereo speakers mounted to the side of the screaming face. You can as a move action switch it's firing mode to be a 15 ft. cone.

UNRECORDABLE VOICE (SU)

Your voice is unable to be recorded by technological means. It gets scrambled into incomprehensible screeching. Descrambling the message is a very difficult Technology check with a DC of 20 + the Eldritch Artillerist Level.

CORRUPT SEEDS HOST

MANIFEST: The manifestation of the Corrupt Seed is a one handed small arm. It is covered in twisted bark that ooze a sick infectious sap. It fires thick wooden pellets that take root in the target's flesh. The seeds release horrid fluids into the victim.

This weapon fires thorns that deal 1d8 points of piercing damage at first level. This increases by 1d8 for each odd level you attain. This weapon has the Inject special quality and the Injection DC+2 critical hit effect. Your Manifest weapon has a Range of 50 feet.

You can fill the Pact Manifest with a dose of poison by submerging your Pact Manifest in a dose of poison, drug, or medicinal compound. This substance fills on the next thorn you fire.

PACT POWERS

The following pact powers are exclusive to the Corrupt Seed's Host.

BARK SEED (SP)

Your pact manifest grows a small winged seed for each Wisdom Modifier you have. You may detach the seed and throw it at point of



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point of ground within 30 feet. A tree grows that is 10 feet wide, and 10 feet tall per Eldritch Artillerist level. The tree can be pushed over with a Full-Round Action and be used as a bridge. If this Tree would fall on top of a living creature that is Tiny or larger it collapses into ash. Creatures smaller than Tiny tend to be able to get out of the way, and are unharmed. The tree remains for 1 round per character level.

BLOODED ROOTS (SU)

As a Standard action You may give yourself the Bleeding (1) condition. As long as you are suffering this Bleeding condition, your Pack Manifest deals an additional 1d4 points of piercing damage. You can take this multiple times. Each time the bleeding condition increases by 1, and the additional damage increases by 1d8.

BRAMBLE TWIN (SP)

Your pact manifest grows a smooth hard seed. Once per day when you would be the target of a compulsion; you may force this effect on the seed as a Reaction. The seed quickly grows into a bramble duplicate of yourself over 1 round. The duplicate has an AC of 10, and 1 hit point, and 7 in each attribute. It attempts to carry out the compulsion for the duration of the effect. If the effect ends the bramble twin dies.

FERTILE SOIL (SP)

Once per day your pact manifest grows a spiny seed that you can plant in soil. The seed takes root and grows into a fiendish looking tree over 10 minutes. The tree is roughly 5 feet tall and 3 feet thick. The tree creates a piece of fruit that can be consumed to feed you all the nutrients you need for the day. After a minute the tree turns to ash.

GERMINATE (SU)

If you hit an enemy with your pack manifest is suffering a Bleeding condition

the thorn takes root and grows a tiny ruined ball of knotted bark. The target gains the Entangled condition for 1 round.

GNASHING OF BRANCHES (SU)

As a move action, you can switch your pact manifest's Firing mode. The thorn germinates in the barrel and your weapon loses the Inject and the Injection DC +2 qualities. Instead it fires in a 10 foot line of brambles out of the barrel. The brambles quickly grow into a wall that provide Half Cover. This bramble wall fades after 1 round per Eldritch Artillerist Level. The wall has 3 hit points per Eldritch Artillerist level and a Hardness equal to your Wisdom Modifier.

GREEN THUMB (EX)

You add ½ your eldritch artillerist level as an Insight bonus to Life Sciences skill checks.

PROFANE ROOTS (SU)

Your thorn takes root in the opponent gains the Bleeding (1d6) condition.

PUSTULE (SU)

Your Pact Manifest can adsorb a single dose of a drug or poison and replicated it. It creates a pustule to fill it's thorns with. This pustule creates enough of the drug or pustule fill your Wisdom modifier in thorns. You may empty a pustule as a Full Round Action. You may take this Pact power multiple times. Each time you gain an additional Pustule. Each pustule may be filled with a different substance or the same. Filling multiple pustules requires multiple doses. Switching which pustule fills seeds is a move action.

SCREAMING BARK (SU)

If you hit an enemy that is suffering the Bleeding Condition and the Entangled Condition, the thorn begins corrupting the flesh and screaming audibly. The corrupted thorn then draws energy from it's host then dies this round. The Creature suffers the Exhausted condition and is no longer suffering



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SHARP ROOTS (EX)

Your pact manifest ignores up to $\frac{1}{2}$ your Eldritch Artillerist level in Damage Reduction and Hardness.

TREE CANOPY (SU)

Your pact manifest grows as berry like seed. By smashing the berry against the ground you create a magical safe zone. A 10-foot tall 30 foot in diameter dome of weeds, brambles, and branches sprout up around that location. The dome provides light with luminescent flowers pedals. The dome lasts 1 hour. Magical and technological attempts to see inside the dome fails. You can spend a resolve point to make the Dome last 1 hour per Eldritch Artillerist level. You can dismiss the dome, turning it into a pile of ash, as a standard action.

TUNNEL BORING SEED (SP)

Your pact manifest grows a series of small seeds. There is 1 seed per Wisdom modifier. You can plant a seed in any material as a Full Round Action. The seed takes 5 minutes to create the passage. The seed expands and creates a stable 10 foot tall, 30 foot long passage in soil, stone, mud or wood. The

seed creates a 5 foot tall, 10-foot long passage through steel.

TOUCHED BY SLEEPING MADNESS

MANIFEST: This manifestation takes the place of one of your hands or one of your limbs that act as a hand. The limb is replaced by a cluster of slender tendrils covered in tiny bloodsucking pods. These tendrils have a reach of 10 feet. If this manifestation is successfully sundered, you lose the limb for 1 hour.

Your reach with this limb increases by 5 feet odd character levels you gain. Your tendrils have the Operative special quality. These tendrils do 1d12 points of bludgeoning damage. This increases by 1d4 at 3rd level, and an additional d4 for each odd level you attain.

PACT POWERS

The following pact powers are exclusive to those Touched by Sleeping Madness.



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"REGULAR" HAND (SP)

You can suppress your Pact Manifest as a Full-Round Action and gain a normal limb for your species. It returns to being a normal hand. Reawakening your Pact Manifest is a Full-Round Action. While suppressed it is impossible to know that your arm is secretly a mass of tendrils.

AMORPHOUS BODY (SU)

You can shift your organs a little bit. When you are hit with a critical hit, you may negate the Critical Hit effects as a Reaction. You may do this one time per day per Wisdom modifier.

BARBED TENDRILS (EX)

You may attempt to grapple a foe with your tendrils. You do not gain the grappled condition as long as the foe is grappled by your tendrils.

BRACHIATING TENDRILS (EX)

You gain climb speed equal to your move speed. You can climb on any surface your tendrils can grip. While climbing you cannot use your Pact Manifest for anything else.

CONFOUNDED REFUGE (SU)

When you have the Confused condition and you must roll to act; you may choose to Deal 1d8+str modifier damage to yourself instead of the action dictated by the roll.

EYE STALKS (SU)

One of your tendrils sprouts an eye stalk. You can reach the eye stalk around corners to any point that you could reach with your tendrils. You can shift your point of view to your eye stalk or to your head as a standard action.

GRAVITY GRIP (EX)

While in Zero Gravity your tendrils allow you a 20-foot fly speed. While flying you cannot use your pact manifest for anything else. You can take this Pact Power multiple times, each time, your fly speed increases by 10 feet.

PREHENSILE TENDRILS (EX)

Your mastery over your tendrils allows you to use them like a hand. You may take this power multiple times. Each time you take this Pact Power you gain another "hand" for the purposes of holding things. Each item you hold takes 10 feet of reach from your Pact Manifest.

SHAPE SHIFTING TENDRILS (SU)

You can as, a Move Action, change your tendrils into a series of whip-like spiked barbs or a massive series of razor wires or back to lithe tendrils. When you change the tendrils they you can decide if they deal piercing, slashing or bludgeoning damage.

SOUL RENDING TOUCH (SU)

Your tendrils do full damage to incorporeal creatures. They also pass into the Ethereal Plane. If you are on the incorporeal, you can touch and interact with the material plane through your tendrils.

SWIMMING TENDRILS (EX)

You gain a swim speed equal to your move speed. While swimming you cannot use your pact manifest for anything else.

TENDRIL COMPRESSION (EX)

Your tendrils are particularly good at compressing down into thin waifs. As long as the seal isn't airtight, you can compress your tendrils thin enough to push them through the gap. If you are using this ability to break open a hinge, chest, lock or door, you add your Eldritch Artillerist level to your strength check as a circumstance bonus.

WAVE OF UNDULATION (SP)

As a Full-Round Action you can cause explosive growth and wrangling among your tendrils. Each creature in a 60 foot line must succeed a Reflex Save. Those that fail suffer the damage from your Pact Manifest. You can perform this Pact Power 1 time per day per Wisdom modifier.

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DARK MOTHER'S BLESSED

MANIFEST: The manifestation of the Dark Mother is a pair of gnarled ram horns which act as the bump-stock to a fur and scale covered scattergun. This two-handed weapon is warm to the touch. While holding the manifest, you can feel a subtle heartbeat. The muzzle of the weapon glows a vile orange.

This weapon deals 1d6 points of fire damage to a 30-foot line. This weapon has the Boost 1d8 weapon quality. This weapon deals an additional 1d6 points of damage for every odd level.

PACT POWERS

The following pact powers are exclusive to those granted the Dark Mother's Blessing.

CREATURE LAUNCHER (SU)

As a Full-Round action your pact manifest fires a sickly slug creature at a point within 30 feet. The slug quickly grows into a Medium sized shifting mass of fur and horns. This "creature" has a KAC and EAC of 10 and $\frac{1}{2}$ your eldritch artillery level in Hit points, minimum 1. If this "Creature" survives until your next turn it explodes dealing 4d6 points of force damage to any creature within 10 feet of it. You may have one "Creature" active at any given time. You may take this Pact Power multiple times. Each time you do the explosion deals an additional 2d6 points of damage.

ENERGIZED (SU)

You can recharge a single battery by touching it to your pact manifest. You may energize a number of batteries equal to your Wisdom Modifier per day.

ENHANCED HORNS (EX)

Your Pact Manifest's horns become dense. You can attack a creature adjacent to your Pact Manifest as a Standard action. The horns deal 1d4 points of bludgeoning damage plus 1d6 points of bludgeoning damage for every even level.

ENHANCED LEGS (EX)

You increase your land speed by 10 feet. You may take this pact power multiple times, each time you do your land speed increases by 5 feet.

EXTENDED RANGE (EX)

You extend the range of your Pact Manifest by 5 feet. You take this Pact Power multiple times. Each time your Pact Manifest's range increases by 5 feet.

HOT BARREL (EX)

As a standard action you can touch your barrel to an object. If that object is capable of igniting it erupts on fire.

IGNITION (SU)

Your pact manifest sets your enemies on fire. One of the creatures you damage with your pact manifest is given the Burning (1d6) condition. You may take this Pact Power multiple times, each time you do increase the Burning condition by an additional d6.

IT GREW LEGS (SU)

Your pact manifest has grown a pair of ram legs. It has a move speed of 30 feet. You can spend a Standard Action to fire your Pact Manifest from where ever it happens to be standing. Your Pact Manifest has a KAC and an EAC of 10 + $\frac{1}{2}$ your Eldritch Artillery Level + your Wisdom Modifier, and it uses your Saves. If your pact manifest suffers any damage it's legs shrivel up and it falls to the ground. The legs grow back when you would rest.

KNOCK DOWN (SU)

Enemies dealt damage from your boosted pact manifest must make a Fortitude save or be knocked down.

MAGMA BLOOD (SU)

You gain Fire resistance equal to $\frac{1}{2}$ your Eldritch Artillery Level + your wisdom Modifier.

RAMMING FORCE (SP)

As a move action you can change your Pact Manifest's damage mode to Force



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Damage. Switching back is a Move Action.

SUREFOOTED JUMP (SU)

Your jump distance triples. You count as having a running jump when you move 5 feet instead of 10.

VENT HEAT (SU)

You can withstand incredibly warm temperatures without protection. You can withstand temperatures up to 140 degrees Fahrenheit, or 60 degrees Celsius, without having to make Fortitude saves. Increase this number by 66 degrees Fahrenheit or 2 degrees Celsius per character level.

FROST-COATED FORSAKEN

MANIFEST: The manifestation of the Hoar-Winds is a cryo-pistol. The grip of the pistol is covered in humanoid teeth. The muzzle of the weapon is wrapped in tanned stretched leather. Wielding it coats your hand in ice. Firing the weapons create a gust of chilled wind.

This weapon deals 1d6 points of cold damage, and an additional 1d6 points of cold damage at each odd level. This weapon has a Range of 60 feet and has the Staggered Critical Hit effect.

PACT POWERS

The following pact powers are exclusive to the Pact with the Frost Coated Forsaken.

CHILLY BLOOD (SU)

Your blood runs colder than most. You can resist temperatures as low as -50 degrees Fahrenheit, or -45 degrees Celsius, without having to make Fortitude saves. Decrease this temperature by 66 degrees Fahrenheit or 2 degrees Celsius per character level.

CROSS BREEZE (EX)

Your Pact Manifest creates a duplicate that can be wielded in your other hand. You can make a full-attack action with your Pact

Manifests. If you have the Multi-Weapon Fighting feat, you reduce the penalty to your attack roll by 1.

CRYSTAL EMBRACE (SU)

As a Full-Round action you can freeze yourself in a block of ice. This block of Ice has a Hardness of 10 plus your Eldritch Artillerist Level. The Ice block also has 5 hit points per Eldritch Artillerist Level. While in the block of Ice you have the Paralyzed Condition. This Block of Ice remains for 1 minute before it melts. Any damage you would take must get through the Ice block before it gets to you. Fire damage ignores the hardness of the ice block. You may remove the block of Ice as a Standard Action. You may use this Pact Power a number of times per day equal to your Wisdom Modifier.

DEEP FREEZE (SU)

Your pact manifest ignores 2 points of Cold Energy Resistance. You ignore an additional 2 points of Cold Energy Resistance for every three Eldritch Artillerist levels you attain.

FRIGGED WINDS (EX)

Your pact manifest gains the Arc (1d6) Critical Hit special Quality. You can take this pact power multiple times. Each time it increases the Arc damage by 1d6.

FROST BITTEN (SU)

You gain cold resistance equal to ½ your eldritch artillerist level + your Wisdom modifier.

FROSTED FORTRESS (SU)

As a Standard Action you can use your Pact Manifest to create a solid 5-foot-wide wall of ice. The Wall is 5 feet tall. The ice is 1 inch thick. The wall remains for 1 round per Wisdom modifier. You can take this pact power multiple times, each time you do the Width of the wall extends 5 feet.



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CAMPAIN SETTINGS



FROZEN PRISON (SP)

As a Full-Round Action you can launch a concentrated burst of freezing water against a single creature's KAC. The target must be within range of your Pact Manifest. If the Target is hit, they must make a Reflex Save. If they fail the Reflex Save they gain the Paralyzed Condition. This Condition lasts 1 minute and then the ice melts. The Ice has a Hardness of 10, and 5 hit points per Eldritch Artillerist Level. Fire damage ignores the hardness of the Ice Prison. Breaking the ice frees the creature from the Paralyzed condition. While frozen in ice, the creature cannot take damage. The creature is frozen to the nearest solid surface. You may only take this pact power if your Eldritch Artillerist level is 10 or higher.

ICE LADDER (SU)

You can create bolts of Ice and launch them into a wall. This takes 1 minute per 10 feet of ladder you create. Once created the ladder melts away 1 hour later.

ICICLE BOLT (EX)

You can use your pact Manifest to fire a bolt of ice. The ice bolt does 1d6 points of piercing damage and 1d4 points of cold damage. It can hit one target within 120 feet. The ice bolt deals an additional d6 of piercing damage at each odd level.

ICY PLATFORM (SU)

You create a frozen ice platform. The platform must be within 60 feet. The Platform lasts 1 minute per Wisdom modifier than melts away. The platform can support one medium sized character at a time.

SUBSISTENT (EX)

As long as what you are eating is organic, you draw sustenance from it. It doesn't need to be prepared. Ingested poisons still effect you, but they count as a meal for you the same as a feast.

WIND BLESSED (SU)

You never suffer aiming penalties due to wind or weather conditions.

Fractured Futures

Campaign Setting

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