

WARLOCK (BASE)

Many heroes have a dark past, the taint of the infernal far back in their family lines - but the Warlock embraces it and uses that mote of power to grant himself unique abilities. First and foremost among them is a spell that is written in no book, but comes from the bloodline itself. As the Warlock grows in power, so too does his inborn Eldritch Bolt - changing to fit his desires and becoming an extension of the Warlock's own being.

Depending on your campaign, a Warlock could be...

- A crusading do gooder, determined to apply his dark heritage to a good and just cause
- A clever rogue, who supplements his skills with a multi-useful ability that produces flame, acid and other more dangerous aspects as well
- A silent enforcer, who can panic opponents and bystanders alike with a his reputation and a flick of his glowing, death-spewing finger
- A dabbler in the mystical arts, who never really misses the breadth of power of other spellcasters thanks to an innate spell that grows with experience
- A true diabolist who revels in his powerful birthright, and tyrannizes all he meets

Party Role: Combatant/Talker. Your ability to augment your Eldritch Bolt means that you're a versatile ranged combatant, while your ancestry also grants you a dark seductive side that draws others to you and make them hang on every word. Note that a single classed Warlock can learn no other spells than Eldritch Bolt except through the Arcane Knowledge augmentation.

CLASS FEATURES

Requirements: *Sorcery* campaign quality

Favored Attributes: Wisdom, Intelligence, Dexterity

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

Class Skills: Bluff, Haggle, Impress, Intimidate, Investigate, Prestidigitation, Resolve, Sense Motive, Sneak, Tactics

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

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Power In The Blood: The infernal roots of your family tree both empowers, sustains and enhances you. You are always considered to have a mage's pouch when casting *Eldritch Bolt* or any spell granted by the Arcane Knowledge ability. Also, once per session, you may improve the Disposition of any 1 non-adversary NPC by 5. Finally, you require only 1 common meal per day.



CLASS ABILITIES

Eldritch Bolt: At Level 1, you may purchase ranks in the Spellcasting skill, cast Level 0 spells you know, and learn the following spell.

ELDRITCH BOLT

Level: 0 Force

Casting Time: 1 half action

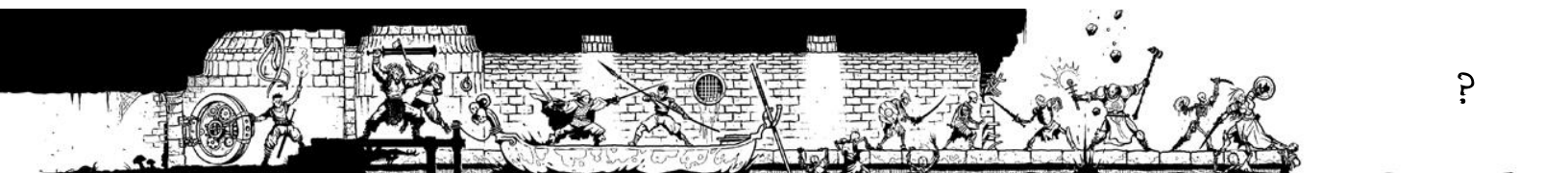
Distance: Short range attack

Duration: Instant

Effect: You may fire 1 missile at a target you can see, with the missile inflicting (1d4 + your Cha Modifier) lethal damage.

At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you may choose 1 of the following abilities to augment your Eldritch Bolt. Each of these abilities may be chosen only once.

- **Acidic Bolt:** You gain a trick.
Acidic Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt's damage type becomes Acid. Also it inflicts double damage when attacking objects or scenery.
- **Arcane Knowledge:** You learn 4 Level 0 spells available in the campaign. You may choose this ability any number of times.
- **Blinding Bolt:** You gain a trick.
Blinding Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt also causes a single amount of Flash damage to the target equal to the total damage of the missiles hitting the target.
- **Eldritch Claws:** You gain a trick.
Eldritch Claws (Unarmed Attack Trick): With a successful hit you may cast Eldritch Bolt as a free action targeting the same character.
- **Enveloping Bolt:** You gain a trick.
Enveloping Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt gains the Spread weapon quality (*see Fantasy Craft, page 177*).
- **Faithful Bolt:** You gain a trick.
Faithful Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt gains your Alignment and targets of opposing Alignments suffer +2 damage.
- **Fiery Bolt:** You gain a trick.
Fiery Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt's damage type becomes Fire and gains AP 5.
- **Force Bolt:** You gain a trick.
Force Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt's damage type becomes Force and corporeal targets must make a successful Fortitude save (DC equal to the damage after DR and Resistances are applied) or become *sprawled*.
- **Knock Out Bolt:** You gain a trick.
Knock Out Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt's damage type becomes Subdual.



WARLOCK (LTI) (BASE CLASS)



Table XX: Warlock

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+2	+0	+1	+1	+2	+0	+1	Eldritch bolt, power in the blood
2	+1	+3	+0	+2	+1	+3	+0	+1	Eldritch power (double cast bolt)
3	+2	+3	+1	+2	+2	+4	+1	+2	Eldritch bolt (benefit)
4	+3	+4	+1	+2	+2	+5	+1	+2	An ancestral path
5	+3	+4	+1	+3	+3	+5	+1	+3	Eldritch bolt (benefit)
6	+4	+5	+2	+3	+4	+6	+2	+3	Dark gifts
7	+5	+5	+2	+4	+4	+7	+2	+4	Eldritch bolt (benefit)
8	+6	+6	+2	+4	+5	+8	+2	+4	An ancestral path
9	+6	+6	+3	+4	+5	+9	+3	+5	Dark gifts, eldritch bolt (benefit)
10	+7	+7	+3	+5	+6	+10	+3	+5	Eldritch master I
11	+8	+7	+3	+5	+7	+10	+3	+6	Eldritch bolt (benefit), eldritch power (Charisma AP)
12	+9	+8	+4	+6	+7	+11	+4	+6	An ancestral path, dark gifts
13	+9	+8	+4	+6	+8	+12	+4	+7	Eldritch bolt (benefit)
14	+10	+9	+4	+6	+8	+13	+4	+7	Eldritch ground zero
15	+11	+9	+5	+7	+9	+14	+5	+8	Dark gifts, eldritch bolt (benefit)
16	+12	+10	+5	+7	+10	+15	+5	+8	An ancestral path
17	+12	+10	+5	+8	+10	+15	+5	+9	Eldritch bolt (benefit)
18	+13	+11	+6	+8	+11	+16	+6	+9	Dark gifts
19	+14	+11	+6	+8	+11	+17	+6	+10	Eldritch bolt (benefit), eldritch power (+1d4 damage)
20	+15	+12	+6	+9	+12	+18	+6	+10	An ancestral path, eldritch master II

- **Long Range Bolt:** You gain a trick.
Long Range Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt now has a Distance of Medium Range.
 - **Mighty Bolt:** Your Eldritch Bolt's damage die increases by 1. You may choose this ability up to 3 times, increasing the die type by 1 each time (to a max of d10).
 - **Multi Bolt:** Your Eldritch Bolt gains 1 additional missile. The number of targets can be up to the number of missiles (minimum of 1 target per missile). Each missile inflicts the spell's base damage separately. You may choose this ability up to 2 times, increasing number of missiles by 1 each time (to a max of 3 missiles).
 - **Piercing Bolt:** Your Eldritch Bolt gains AP 2. You may choose this ability up to 3 times (to a max of AP 6).
 - **Shocking Bolt:** You gain a trick.
Shocking Bolt (Eldritch Bolt Attack Trick): This Eldritch Bolt's damage type becomes Electrical.
 - **Tripping Bolt:** You gain a trick.
Tripping Bolt (Eldritch Bolt Trip Trick): You use your Eldritch Bolt spellcasting result as your Trip check result. The target(s) must be within your Close Quarters range.
- Eldritch Power:** At Level 2 you may cast a second Eldritch Bolt spell during a round if you have sufficient remaining actions. You may use this ability a number of times per session equal to your Casting Level.
- At Level 11, your Eldritch Bolts gain AP equal to your Charisma modifier.
- At Level 19, your Eldritch Bolts gain an additional 1d4 damage per missile.
- An Ancestral Path:** At Levels 4, 8, 12, 16, and 20, you gain 1 additional Style or Covert feat or you may take a step upon either the paths of Evil or Magic.
- Dark Gifts:** At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.
- *Always Ready:* You may always act during surprise rounds.
 - *Beguiling:* When you successfully Taunt a character, you may decline the standard result to have your target become *fixated* on you for 1d6 rounds. Special characters and villains may spend 1 action die to cancel this effect and become immune to this ability for the rest of the scene. If you gain this benefit from multiple sources, you may also damage the target once without interrupting his fixation (you may do this only once, no matter how many times you gain the benefit).
 - *Darkvision I:* You ignore the effects of dim and faint light.
 - *Eldritch Trickery:* you may apply general and ranged attack tricks to your Eldritch Bolt spell.
 - *Expertise:* Choose one: Bluff, Haggle, Impress, Intimidate, Investigate, Prestidigitation, Resolve, Sense Motive, Sneak, or Tactics. You may always take 10 with this skill. Also, taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
 - *Flattery:* Your dark charm is hard to resist. Each time you fail an Impress 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.
If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.
 - *Seductive:* Your Charisma score rises by 1.
 - *Sneak Attack:* You gain an additional die of sneak attack damage.
 - **9: Ability #9**
 - **10: Ability #10**
- Eldritch Master I:** At Level 10, your Threat range with your Eldritch Bolt spellcasting checks increases by 1 and it costs you 1 fewer action dice to activate critical hits with your Eldritch Bolt (minimum 0).




Eldritch Master II: At Level 20, your Threat range with your Eldritch Bolt spellcasting checks increases by an additional 1 (total of 2). Also, you may apply an additional trick to your Eldritch Bolt attack.

Eldritch Ground Zero: At level 14, you gain access to the following special attack action.

ELDRITCH GROUND ZERO

1 Full Action • Spellcasting Attack Action • Requires Eldritch Bolt spell

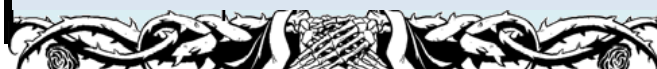
Make a spellcasting check for your Eldritch Bolt spell. You may apply 1 additional trick to this spell above the number you may normally apply. The spell automatically targets all legal opposing characters within its Range with your Eldritch Bolt's base Damage, AP, and number of missiles as modified by your chosen augmentation abilities. After this attack, you must make a Will save with a DC equal to the number targets or become *Fatigued*.



NEW CROSS-TRAINING ABILITIES

The following class abilities are available Sages (or any class with the *cross-training* ability) through their *cross-training* class ability.

- *Eldritch Bolt* x2; *Eldritch Power*; *An Ancestral Path*



NPC CLASS ABILITIES

The following new class abilities from the Artificer base 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
Acidic Bolt*	2
Blinding Bolt*	2
Eldritch Bolt (spell itself, gained via spellcasting skill)	0
Eldritch Claws*	2
Eldritch Ground Zero*	8
Eldritch Master I*	4
Eldritch Master II*	4
Eldritch Power	2 per grade
Eldritch Trickery	2
Enveloping Bolt*	2
Faithful Bolt*	2
Fiery Bolt*	2
Flattery	1
Knock Out Bolt*	2
Long Range Bolt*	2
Mighty Bolt*	2 per grade (Max 3)
Multi Bolt*	2 per grade (Max 2)
Piercing Bolt*	2 per grade (Max 3)
Shocking Bolt*	2
Tripping Bolt*	2

*Requires the *Eldritch Bolt* spell

Class design by Big Jim with the help of the Crafty forumites.

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