

Militant Order of the Arcane Tempest

Magic is an ancient and arcane force, but it is also a vital and malleable force, embracing change. Combined with the powers of iron and steam, it is forging a new future for the Iron Kingdoms, as can be seen in the birth of the steamjacks. However, steam-power is not the only technology ascendant, for alchemy and technology combine in the form of firearms, and it is these implements of destruction that the Militant Order of the Arcane Tempest melds with magic.

Members of the Order, called Arcane Tempests, but more commonly labelled “gunwitches,” represent one of the newest magical endeavors, a conjoint effort between the military of Cygnar, and the Fraternal Order of Wizardry, to produce elite soldiers combining the potency of magic with the potency of the pistol. Few individuals have yet proceeded through this training, but Cygnar is looking to expand its recruits. Joining the Arcane Tempests in no way signifies membership within the Fraternal Order of Wizardry.

Arcane Tempests only use single pistols; the off-hand is always kept free for spellcasting. Members of the Order usually decorate their pistols with various arcane engravings, and many eventually enchant their pistols as well.

Hit Die: d8

Requirements:

To qualify to become a member of the Militant Order of the Arcane Tempest, a character must fulfill all the following criteria:

Nationality: Cygnar.

Alignment: Any non-evil, non-chaotic.

Base Attack Bonus: +4.

Skills: Concentration 6 ranks, Craft (Small Arms) 4 ranks, Spellcraft 4 ranks.

Feats: Combat Casting, Exotic Weapon Proficiency (Small Arms), Weapon Focus (Small Arms)

Spells: Ability to cast arcane spells of 2nd-level or higher.

Special: Must be proven loyal to the nation of Cygnar, usually as a result of past deeds, or some minor quest undertaken at the Order’s bidding.

Class Skills:

The Militant Order of the Arcane Tempest’s class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (small arms)(Int), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Scry (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

MILITANT ORDER OF THE ARCANE TEMPEST

Class level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Bonus feat, Masterwork pistol	—
2nd	+1	+0	+3	+0	Bolt arcane	+1 level of existing class
3rd	+2	+1	+3	+1	Dweomer bolt minor, Armor casting 5%	—
4th	+3	+1	+4	+1	Bonus feat	+1 level of existing class
5th	+3	+1	+4	+1	Gunwitch	—
6th	+4	+2	+5	+2	Armor casting 10%	+1 level of existing class
7th	+5	+2	+5	+2	Bonus feat	—
8th	+6	+2	+6	+2	Dweomer bolt major	+1 level of existing class
9th	+6	+3	+6	+3	Armor casting 15%	—
10th	+7	+3	+7	+3	Bonus feat	+1 level of existing class

Class Features:

All the following are class features of the Militant Order of the Arcane Tempest prestige class.

Weapon and Armor Proficiency: Arcane Tempests gain proficiency with Light armor, but no additional armor, shields, or weapons.

Masterwork Pistol: At 1st-level, the Arcane Tempest receives a masterwork military pistol.

Spells per Day: At every second level in the Militant Order of the Arcane Tempest class, the character gains new spells per day as if he had also gained a level in a spellcasting class that he belonged to before adding the prestige class. He does not gain any other benefit a character of that class would have gained, except for an increased level of spellcasting. If a character had more than one spellcasting class before becoming a member of the Order, he must decide to which class he adds the new level for determining spells per day.

Bonus Feat: At 1st-level, and every 3 levels thereafter, the Arcane Tempest gains a bonus feat, in addition to any feats normally gained for level progression. These bonus feats must be chosen from the following list: *Any Metamagic feat, Dodge (Mobility), Improved Critical, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Spell Focus, Spell Penetration.*

Bolt Arcane (Su): At 2nd-level, the Arcane Tempest learns to channel raw magical energy into his pistol shots, as a free action (although the attack itself still requires 1 action). By sacrificing a spell, the Arcane Tempest can channel a quantity of crackling energy that inflicts 1d8 damage per level of the spell sacrificed (Cantrips only inflict 1d4 damage), in addition to the damage of the shot itself. The arcane bolt ignores the effects of armor (it only requires a Ranged Touch Attack to hit), so it is possible for the target's armor to block the lead ball (avoiding the damage from the pistol), but for the target to still suffer the damage from the arcane bolt. The Arcane Tempest cannot channel a spell of a greater level than his level in this class.

For example: Devlin Fayd has one shot left, and he has to make it count. He gives up his memorized *stinking cloud*, and channels it into his last pistol shot, intent on blasting the rampaging Skorne warrior charging towards him. *Stinking cloud* is a Level 3 spell, so Devlin's bolt will inflict 3d8 of Ranged Touch damage, plus the 2d8 damage the pistol normally inflicts. The Skorne's AC is 18 (Base 10, Splint mail +6, large steel shield +2) against the shot itself, but only 10 against the arcane bolt! Devlin fires and gets a total attack result of 16! His bullet ricochets off the Skorne's shield, but the total was still high enough for the Ranged Touch effects of the arcane bolt! The Skorne warrior writhes in burning agony as waves of raw magical energy ripple through his body.

Dweomer Bolt Minor (Sp): At 3rd-level, the Arcane Tempest learns to channel his spells through his pistol, weaving them into the shot, just prior to firing, as a free action (although the attack itself still requires 1 action). Any debilitating or destructive spell with all of the following spell descriptors, may be channeled: Casting Time: 1 action, Target: one creature (living or otherwise). Examples include *chill touch, finger of death, melf's acid arrow, poison, and ray of enfeeblement.* To take effect, the Arcane Tempest must actually strike the target with a normal pistol attack. The target is entitled to the normal saving throw, if any, to resist the effects of the spell, but still suffers the normal damage from the pistol if hit. The Arcane Tempest cannot channel a spell of a greater level than his level in this class.

Armor Casting (Ex): At 3rd, 6th, and 9th-level, the Arcane Tempest's continual practice at spellcasting in armor, comes to fruition. At each of these levels, the Arcane Tempest may reduce the Arcane Spell Failure chance of any Light armor they are wearing, but not shields, by a further 5%, suffering no Arcane Spell Failure penalty if the armor's indicated penalty is reduced altogether.

Gunwitch (Ex): At 5th-level, the Arcane Tempest's accuracy with a pistol becomes almost supernatural, and they gain an additional +2 to all attack rolls with one, stacking with the bonuses from Weapon Focus.

Dweomer Bolt Major (Sp): At 8th-level, the Arcane Tempest learns to channel his area-effect spells through his pistol, weaving them into the shot, just prior to firing, as a free action (although the attack itself still requires 1 action). Any debilitating or destructive spell with Casting Time: 1 action, and a radius or cloud of effect, not specifically focused on the caster, can be channeled. Examples include *acid fog, confusion, fireball, power word – kill* and *sound burst.* Wherever, or whoever, the shot hits becomes the focal point of the spell. The pistol's range is always used, regardless of the spell's range. The Arcane Tempest cannot channel a spell of a greater level than his level in this class.