Glacial Soul (Unique)

There are those who love the cold, and there are those who wish to master it. Those who desire the power of ice learn to chill their hearts and dull their feelings, and draw forth a weapon from this coldness of heart. The ice that forms this weapon cannot be melted by mere flames, for it represents the utter detachment from life the wielder is willing to become one with the cold.

This track features a stackable condition called [Frostbite]. Enemies with the [Frostbite] condition take 1d4 damage every [Round] for each stack of [Frostbite] they possess at the end of their turns. The damage is not subject to [Damage reduction] or [Resistance]. An opponent may have a maximum of two [Frostbite] stacks for every circle you possess of this track, up to a maximum of 14 [Frostbite] stacks at seventh circle. This condition lasts for 2 [Rounds], but the duration resets each time an effect would inflict it. Characters may spend a move action to remove all [Frostbite] stacks from themselves or a creature within [Melee] range, but doing so provokes attacks of opportunity. If this homebrew track is being considered for a campaign, take caution when allowing multiple people in a group to take this track.

First Circle

Winter is Coming EX: Once per [Round], an opponent that you hit with your Glacial Soul natural weapon gains a stack of [Frostbite]. In addition, you gain the following natural weapon:

Glacial Soul- Melee, Range [Close], [Elemental (Cold)], [Magnum], [Throwing].

Second Circle

Lingering Cold SU: Once per [Round], as a swift action, you may cause the cold to creep up all opponents within [Close] range, causing them to be [Revealed] for one [Round] and gain a stack of [Frostbite].

Third Circle

Frostfire SU: Once per [Round], whenever you inflict a [Frostbite] stack on an opponent, and they have 2 or more [Frostbite] stacks after the [Frostbite] stack is applied, you may spend a swift action and cause the opponent to immediately take d6 [Cold] damage equal to half of their [Frostbite] stack count (rounded down), and become [Slowed] for 1 [Round]. A successful fortitude save of DC 10 + 1/2 level + KOM halves the damage, and negates the [Slowed] condition. Even if multiple enemies can be affected by Frostfire in a single action, only one enemy may be affected by Frostfire per [Round].

Fourth Circle

Hailstorm EX: Once per [Round], you may add the [Volley] descriptor to one attack with this weapon; this attack with the [Volley] descriptor is applied against all opponents within a wedge originating from you with a length of 15 ft plus 5 ft per character level you possess. All enemies hit with this attack gain a stack of [Frostbite]. You cannot apply an additional stack of [Frostbite] on an enemy with your Glacial Soul natural weapon on this attack.

Fifth Circle

Cold Blood EX: Opponents with [Frostbite] stacks that you inflict are [Battered] until the [Frostbite] stacks are either removed or expire. In addition, you may apply [Frostbite] stacks twice per [Round] on an opponent you hit with your Glacial Soul natural weapon, applying each [Frostbite] stack on a separate attack.

Sixth Circle

Absolutely Zero Hope SU: Twice per [Encounter], as a move action, you may inflict an additional [Frostbite] stack on an opponent affected by Lingering Cold or hit with your Hailstorm [Volley] attack, as well as apply [Frostbite] stacks 4 times per [Round] on an opponent you hit with your Glacial Soul natural weapon, applying each [Frostbite] stack on a separate attack. These effects last until the beginning of your next turn.

Seventh Circle

Flashfrost SU: You may now activate Frostfire as a free action, though you still may only do so once per [Round]. Once per [Round], whenever you inflict a [Frostbite] stack on an opponent, and they have 8 or more [Frostbite] stacks after the [Frostbite] stack is applied, you may spend a free action and cause the opponent to immediately take d6 [Cold] damage equal to their [Frostbite] stack count, and cause them to become [Petrified] for 1 [Round]. A successful fortitude save of DC 10 + 1/2 level + KOM halves the damage, and negates the [Petrified] condition. You may not activate Frostfire on an enemy that is currently [Petrified] by Flashfrost, and an enemy can be affected by Flashfrost only once per [Encounter]. Even if multiple enemies can be affected by Flashfrost in a single action, only one enemy may be affected by Flashfrost per [Round].