

## Blacksmith

*Traditionally, the crafter is removed from the field of battle. It is their duty to prepare the fighters for the adventures to come, and repair their equipment when it returns from the fray. However, some might decide their abilities might be better suited on the front lines; If they don't need to return from their fighting, they may always keep on going. A blacksmith bolsters his arms and armor, and with the assistance of his portable forge, he becomes a powerful force on the field.*

The blacksmith is an archetype of the engineer class.

**Weapon and Armor Proficiency:** A blacksmith is proficient with all simple weapons. He is also proficient with light and medium armor, and shields (but not tower shields).

This ability modifies the engineer's standard weapon and armor proficiencies.

**Limit Break (Su):** At 1st level, the blacksmith receives the Limit Break (Empowered Forge).

*Empowered Forge (Su):* This Limit Break places the mobile forge into an overheating overdrive mode. For the duration of 1 round + 1 round per four engineer levels after 1st, the forge gains 5 temporary hit points, deals an additional 2 fire damage with its breath weapon, gains a +2 circumstance bonus to Strength and Dexterity, and a +1 deflection bonus to AC. These bonuses increase by said amount per four engineer levels after 1st. It also doubles its movement speed for the duration. This limit break requires only a swift action.

This ability replaces the Limit Break (Overdrive).

**Anvil Tricks (Ex):** At 1st level, a blacksmith receives the Equipment Trick (anvil) feat for as a bonus feat. He does not need to meet the requirements for it, or the Improve Armor and Quick Fix tricks using it.

This ability replaces technologist.

**Mobile Forge (Ex):** As a front line presence, a blacksmith must bring his workshop with him. As such, he creates a mechanical construct that functions as an all-in-one workstation for his blacksmithing needs. It may be used as a workstation for craft checks requiring metalworking. It is, in many respects, much like a standard engineer's automaton, although there are a few differences. A mobile forge has alternate base statistics, is always a quadruped/tracked/wheeled design (stats shown below), and gains different upgrades. It also loses access to the Laser Rifle, Sticky Treads, Thrusters, and Turret Carrier augmentation tricks, but gains its own Forge Tricks (see below). It otherwise uses the exact same rules.

**Size:** Medium; **Speed:** 40 ft.; **AC:** (see armor plating); **Attack:** slam (1d6); **Special attacks:** breath weapon (15-ft cone, DC 10 + half of it's hit dice + its Dexterity modifier, 2d6 fire); **Ability Scores:** Str 15, Dex 15, Con –, Int –, Wis 10, Cha 10; **Special Qualities:** Construct traits, Lightning Vulnerability, Critical Hit Vulnerability.

Level	Hit Dice	BAB	Saves	AC Bonus	Saves Bonus	Special
1st	1	1	+0	+0	+0	Armor Plating
2nd	2	2	+0	+1	+1	Auto-Workstation (1/4)
3rd	3	3	+1	+1	+1	—
4th	3	3	+1	+1	+1	Ability Score Increase
5th	4	4	+1	+2	+2	Mobile Forge 1st Upgrade
6th	5	5	+1	+2	+2	—
7th	6	6	+2	+3	+3	Auto-Workstation (2/4)
8th	6	6	+2	+3	+3	Ability Score Increase
9th	7	7	+2	+3	+3	—
10th	8	8	+2	+4	+4	Mobile Forge 2nd Upgrade

11th	9	9	+3	+4	+4	—
12th	9	9	+3	+5	+5	Auto-Workstation (3/4), Ability Score Increase
13th	10	10	+3	+5	+5	—
14th	11	11	+3	+5	+5	—
15th	12	12	+4	+6	+6	Mobile Forge 3rd Upgrade
16th	12	12	+4	+6	+6	Ability Score Increase
17th	13	13	+4	+7	+7	Auto-Workstation (Full)
18th	14	14	+4	+7	+7	—
19th	15	15	+5	+7	+7	—
20th	15	15	+5	+8	+8	Ability Score Increase. Mobile Forge Masterwork Upgrade

Most of the entries in the mobile forge's Special column are similar to the automaton's. However, instead of the share trick ability, the mobile forge gains the auto-workstation ability.

*Auto-Workstation (Ex):* The mobile forge is considered to be artisan's tools for Craft (Weapons), Craft (Armor), and Craft (Metalworking). By spending 50 gil and 8 hours, the blacksmith can make the mobile forge count as masterwork tools for any one of those crafts. This can be done multiple times, once for each craft category. In addition, the mobile forge can automatically craft anything the blacksmith can craft with Craft (Weapons), Craft (Armor), and Craft (Metalworking), as long as it is supplied with raw materials. The forge uses a quarter of the blacksmith's Craft check modifier to make progress. This amount increases at the noted levels.

**Magnum Opus (Ex):** At 3rd level, the blacksmith may use the forge to create and sustain weapons that go beyond even a masterwork level of quality. By spending 4 hours with a masterwork weapon and his mobile forge, and succeeding on a DC 20 Craft (Weapons) check, the blacksmith may increase the enhancement bonus to attack rolls granted by the masterwork weapon to a +2. The weapon must be worked on by the blacksmith for 1 hour each day to keep it in this condition, succeeding on a DC 15 Craft (Weapons) check each time.

This ability replaces rough and ready.

**Forge Tricks (Ex):** At 4th level, a blacksmith can specialize his mobile forge with enhanced abilities. Choose one of the following abilities that he meets the requirements for. The blacksmith may again choose from these at 8th, 12th, 16th, and 20th level.

*Heat Flash (Ex):* The mobile forge gains a burn special attack (1d6, DC 10 + half of it's HD + his Dexterity modifier).

*Heat Weapon (Ex):* As a full-round action, an allied creature within 5 feet of the forge may place a metal melee weapon, or up to 5 bolts or arrows, inside it. For 3 rounds, that weapon deals an additional 1d6 fire damage on a hit, -1 for each round since the weapon was heated, with a minimum of 1 fire damage. A blacksmith may do this as a standard action instead.

*Incinerator (Ex):* The forge can place creatures it has grappled inside itself to deal devastating fire damage. It gains the swallow whole special attack (5d6 fire damage, AC 10 + ½ natural armor bonus, 1/10th max hp), and its manipulator arm is considered a mouth for the attack. The damage type required to escape is changed to bludgeoning, and its manipulator arm cannot be used while it has a creature swallowed.

**Prerequisites:** The blacksmith must have heat flash and manipulator arm forge tricks to select this forge trick.

*Infusion (Su):* As a full-round action, an allied creature may further infuse a magical metal weapon while within 5 feet of the forge. The weapon must already have a magical enhancement bonus of at least +1. Choose any +1 weapon special quality with a CL equal to or less than the level of the blacksmith. The weapon

is considered to have that special quality for either one minute, or while it has a magical enhancement bonus. The forge may do this a number of times per day equal to the blacksmith's Intelligence modifier. A blacksmith may do this as a standard action instead. **Prerequisites:** The blacksmith must be at least 12th level and have magical temper trick and Craft Magic Arms and Armor feat to select this forge trick.

*Intense Heat (Ex):* The DCs for the mobile forge's breath weapon and its burn special attack (if any) gain a bonus equal to the blacksmith's Intelligence modifier.

*Magical Temper (Su):* As a full-round action, an allied creature may magically enhance a metal weapon while within 5 feet of the forge. It gains a +1 enhancement bonus to its attack and damage rolls, and is considered magical for the purposes of overcoming resistances. This lasts for 1 minute, and the forge may do this a number of times per day equal to the blacksmith's Intelligence modifier. A blacksmith may do this as a standard action. **Prerequisite:** The blacksmith must be at least 8th level to select this forge trick.

*Manipulator Arm (Ex):* The forge gains a claw-like pincer that it can use to interact with the environment. It cannot wield weapons, although it does allow the forge to perform any abilities that would normally be carried out by a nearby creature using the forge, such as using the Sharpen Blade trick. It is considered a blacksmith for the purpose of determining the type of action required. It also gains a claw natural attack (1d4, grab), which is considered a primary attack.

*Modify (Ex):* As a standard action, an allied creature within 5 feet of the forge may add any of the following weapon qualities to a weapon in the possession: blocking, brace, disarm, distracting, nonlethal, performance, or trip. The quality remains for 1 minute. A blacksmith may do this as a move action instead.

*Temper (Ex):* As a full-round action, an allied creature may temper a metal weapon or shield while within 5 feet of the forge. A tempered item gains 5 hardness and a +2 bonus to its CMD against sunder attempts for 1 hour. A blacksmith may do this as a standard action instead.

These abilities replace support droid and all of its related features.

**Forge Mastery (Ex):** At 19th level, the blacksmith is so adept with his work, that using it can take him no time at all. Choose one forge trick that requires an action. Reduce the action required by one step; if it requires a full round action, it becomes a standard action, if it is a standard action, it becomes a move action, if it's a move action, it becomes a swift action.

This ability replaces primal technomancy.

**Heart of the Forge (Ex):** At 20th level, a blacksmith's artistry overtakes him. He becomes a paragon of his craft, and his own body burns with a heat as bright as his forge. He gains Fire Resistance 15 and he may always use forge tricks, even when not within 5 feet of his forge, empowering his equipment with his fiery will alone. In addition, the time required for other creatures to use a forge trick is reduced to the same time as the blacksmith.

This ability replaces one with machines.