

Forgemaster

Forgemasters are dwarven white mages who are ritual casters and expert enchanters, able to produce their rune-graven armaments with astonishing speed.

The forgemaster is an archetype of the white mage class, available only to dwarf white mages.

Artificer's Touch (Sp): At 1st level, a forgemaster can cast *mending* at will, using her white mage level as the caster level to repair damaged objects. In addition, she can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two white mage levels she possesses. This attack bypasses an amount of damage reduction and hardness equal to her white mage level. The forgemaster can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces spell proficiency.

Runeforger (Su): At 2nd level, a forgemaster may inscribe mystical runes upon a suit of armor, shield, or weapon as full-round action, using this ability a number of times per day equal to 3 + her Wisdom modifier. These runes last 1 round per white mage level, but inscribing the same rune twice on an item increases this duration to 1 minute per white mage level, three times to 10 minutes per white mage level, and four times to 1 hour per white mage level. A forgemaster learns forgemaster's blessing at 2nd level and may learn one additional rune every 2 levels thereafter. Only one type of rune marked with an asterisk (*) may be placed on an item at any given time.

Ancient Splendor: The inscribed weapon, armor, or shield grants a +2 circumstance bonus on Diplomacy and Intimidate checks (+4 when interacting with dwarves).

Bloodthirst:* The inscribed piercing or slashing weapon functions as if it had the wounding special ability, even if non-magical. **Prerequisite: The forgemaster must be at least 4th level before learning this rune.

Deathstrike: The inscribed weapon stores a death knell spell that triggers immediately if a blow from the weapon reduces a target to negative hit points. This expends all deathstrike runes on the weapon. **Prerequisite:** The forgemaster must be at least 4th level before learning this rune.

Durability: The inscribed item's hardness increases by an amount equal to the forgemaster's Wisdom modifier, and its hit points increase by an amount equal to twice her white mage level.

Featherlight: The inscribed item's weight is halved; a metal item's weight is reduced to 1/4 normal. If inscribed on a suit of armor, its armor check penalty for Acrobatics and Climb checks is halved.

Forgemaster's Blessing: The inscribed non-magical item functions as a masterwork item.

Ghostglyph:* The inscribed weapon, shield, or armor gains the ghost touch special ability. **Prerequisite: The forgemaster must be at least 4th level before learning this rune.

Glowglyph: The inscribed item sheds light as a torch. As a standard action, the bearer can command the rune to erupt in a burst of light as a shield with the blinding special ability with a burst radius of 5 feet per glowglyph rune inscribed on the item. This expends all glowglyph runes on the item.

Invulnerability:* The inscribed armor grants its wearer DR/magic equal to half her white mage level. **Prerequisite: The forgemaster must be at least 8th level before learning this rune.

Powerstrike:* The inscribed weapon's critical threat range doubles. This does not stack with keen edge, Improved Critical, or similar effects. **Prerequisite: The forgemaster must be at least 6th level before learning this rune.

Return:* The inscribed weapon gains the returning weapon special ability. **Prerequisite: The forgemaster must be at least 4th level before learning this rune.

Spellguard: The inscribed item gains spell resistance equal to 11 + her white mage level. This applies only to effects targeting the item itself.

Spellglyph:* The inscribed weapon gains the spell storing special ability. **Prerequisite: The forgemaster must be at least 4th level before learning this rune.

Thief-Curse: The forgemaster designates one creature as the rightful owner of an item. Any other creature that intentionally grasps the item gains the cursed status for the duration of the rune. **Prerequisite:** The forgemaster must be at least 6th level before learning this rune.

This ability replaces lay on hands.

Craft Magic Arms and Armor: The forgemaster gains the Craft Magic Arms and Armor item creation feat as a bonus feat at 3rd level.

This ability replaces divine caress.

Master Smith (Ex): At 5th level, a forgemaster can craft mundane metal items quickly, using half their gil value to determine progress, and can craft magical metal items in half the normal amount of time.

This ability replaces metamagic enhancement.

Dancing Weapons (Su): At 8th level, the forgemaster can give a weapon touched the dancing special weapon quality for 4 rounds. He can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

This ability replaces the mage talent gained at 8th level.