

Class/Subclass: Blacksmith

Your heart lies within the forge, the rugged heat and tampering of metals is your greatest ambition. You seek nothing but the perfection of your creations and the reaching of your goals.

Recipe Creation (Level 1, 5, 10, 15, 20)

You are able to create recipes from the rarities below:

Name	Level	Rarity	DC Dex Check	Damage
Iron	1	Common	8	1d4
Copper	1	Common	10	1d8
Bronze	1	Common	12	1d10
Steel	5	Rare	10	1d12
Black Iron	5	Rare	12	2d12
Silver	5	Rare	14	2d12
Titanite	10	Epic	14	1d20
Wolfermite	10	Epic	14	1d20
Black Steel	10	Epic	14	2d20
Gold	10	Epic	14	2d20
Mithril	15	Unique	16	3d20
Hematite	15	Unique	16	4d20
Golmor's Bane	15	Unique	16	4d20
Red Steel	15	Unique	16	4d20
Platinum	15	Unique	16	4d20
Adamantite	20	Legendary	20	5d20
Devil's Metal	20	Legendary	20	6d20
Omor	20	Legendary	20	6d20

Crafting (Level 1, 5, 10, 15, 20)

You are able to use recipes created by you and other blacksmiths by using the following process:

1. Memorize Recipe DC Int 10
2. Smelt the applicable metals (See metal chart).
3. Shape the metal into the specifications, using the DC check chart below.

Dexterity	Strength	Outcome
DC 10, 12	DC 10, 12	Common ~ Rare
DC 13, 16	DC 14, 18	Epic ~ Unique
DC 19	DC 20	Legendary

4. Quench the item, maintaining proper timing; Int DC 10. Failure produces a warped weapon that has a fixed -4 to all attacks or defense for shields and armor. Any products that fail during quenching will be destroyed after 30 uses.
5. Add the hilt and handle.

Blacksmith's Concentration (Level 4)

You are a master of patience and concentration. Your concentration when producing an item is unable to be broken, allowing for better products. This causes a +2 to all checks relating to smithing.

Hammer Time (Level 6)

You pull out your hammer, using your pent up rage against your opponents. When using your hammer to attack you gain +4 to hit, and +2 damage. You may also use your innate abilities to repair bent up weapons without a forge, reducing repair time.

Forge of the Heavens (Level 10)

You are now able to produce items with greater speed and fewer tools. You are now able to call down a forge and anvil that lasts for the duration of your concentration. If an enemy is hit with either the forge or the anvil they will receive standard falling damage at a rate of 2d20. There is a low probability of being hit because the drop location is within a 20 foot radius, but is beyond your control. Your technique at lighting your forge has further developed, you are now able to light your forge with only simple friction. Your dexterity and strength stat increases by 3.

Rune Smithing (Level 15)

You are now able to imbue your weapons with the power of runes with attributes. There are 5 tiers of runes, each tier possessing 13 attributes. Each attribute determines a type of damage, or miscellaneous effect. Runes require a Dexterity check with a DC of 15 to correctly carve, and 1 hour of dedication for TI, 2 hours for TII, 3 hours for TIV, and 5 hours for TV. The effects do not stack. The maximum amount of runes allowed to be carved onto an item is 5.

Requirements for using this system is:

- A sharp needle.
- A nearby anvil to prop up your weapon.

Rune of Force	Tier I	You generate the 'Fast steps skill, allowing you to instantly move forward 15 feet as a bonus action.
Rune of Rage	Tier I	You boil with a seething hatred of those before you, regardless of affiliation or proximity. You lose control of your body and enter a bezerker state for 1 minute, gaining resistance to physical damage.
Rune of Reflection	Tier I	Your item reflects incoming projectiles towards the target, requiring a DC 13 check per projectile. You must still roll to hit.
Rune of Water	Tier II	Your item forms the surrounding water in the atmosphere into a manipulable sphere of water capable of speeding up objects it is attached to by 10 feet per action.
Rune of Separation	Tier II	You are pull the power from the rune and allows you to separate your body from your soul, allowing for two attacks. Your body acts on its own according to the intentions you had previously, and you yourself are equipped with ethereal pieces of your equipment. Your damage is reduced by half, but are unable to be attacked. The duration is 1 minute, and cooldown is 12 minutes.
Rune of Observation	Tier II	This rune provides you with super-human observational skills. Temporarily raising your Wis stat by 10. The duration is 1 minute. The cooldown for this rune is 20 minutes.
Rune of Illusion	Tier III	This rune causes your weapon or object to create false impressions of yourself, hiding your true form. This false

form appears as an exact copy of yourself and is indistinguishable. It is superimposed upon yourself and allows for enemies to mistake your weapons trajectory and bodies movements.

Rune of Torture	Tier III This rune causes the target to experience horrid pain beyond that which is endurable to the senses. This rune causes images of eternal suffering to enter into the targets head and is often made illegal in most countries. The maximum radius of this rune is 10 feet.
Rune of Sound	Tier III Your item emits high frequency sound waves capable of breaking apart weaker materials such as steel. If a target aside from yourself is within 10 feet of this object it will permanently lose their hearing. This is incurable and entirely permanent.
Rune of the Wraith	Tier III You are able to pass through solid objects at will that are below 2 feet thick.
Rune of True Invisibility	Tier IV You are truly invisible, and undetectable by any means. The duration of this power is 1 hour and is based upon concentration. The cooldown is 12 hours.
Rune of Undeath	Tier IV Your item imbues you with the power of undeath, granting you infinite endurance and doubling your speed. You do not required to eat or drink for the duration, and feel a deep hatred for the living.
Rune of Gravity	Tier V You may change the current status of gravity in a 20 foot radius. You may select those who are effected, and alter the speed of ascension and descent.

Blacksmith's Breath (Level 17)

Your very breath enhances the items you produce by considerable margins. All items you make now have a +6 to hit and +12 fixed damage.

A Legend Forged (Level 20)

You are a forging legend, one to go down in history for his ability to create weapons and armor. You are given your own personal forge by your respective government. All items forged by your hand are now able to have 1 extra rune engraved upon them, and your initial stamped at the hilt. The difficulty checks of all smithing related activities are lowered by 5, and damage from your weapons has one extra of their respective dice added, excluding Legendary.