

FORGEHAMMER ADEPT

This is a variant of the Forgefire Adept homebrew class that replaces effects related to the breath weapon with melee-attack enhancing effects.

CLASS FEATURES

Forgehammer Adepts gain all the standard Forgefire Adept class features except as noted below:

Forgehammer (Su) [*replaces Breath Weapon*]: At 1st level, a forgehammer adept adds 1d6 + Constitution Modifier fire damage to a single attack they make unarmed or with melee weapons each round. As you gain levels, this damage increases as the Breath Weapon damage is shown to increase in the level advancement table.

Forgehammer Effect [*replaces Breath Effect*]: At levels 2, 5, 10, 12, 15 and 20, a forgehammer adept can select one of the forgehammer effects listed in Table 1 for which they meet the minimum level prerequisite. You can use one of these effects as part of an attack with the forgehammer feature. You cannot select the same effect twice in a row.

Invocations: As forgefire adept. See the Forge Invocations section for differences in the list of available invocations.

FORGEHAMMER EFFECTS

The forgehammer effects available to forgehammer adepts are described below.

Blinding Hammer

Minimum Level: 2nd

Instead of dealing the usual fire damage, your attack blinds the creature you struck for 2 rounds. A successful

Fortitude save halves the blind duration to one round.

Brittle Brand

Minimum Level: 10th

In addition to dealing the usual fire damage, your attack brands the target for 10 rounds. A creature branded this way takes 1d4 plus your Wisdom modifier temporary damage to its Constitution (restored when the brand vanishes).

Additionally for the duration of the brand, attacks against that creature or their equipment receive a +2 circumstance bonus to the attack roll, the threat range for those attacks is doubled and their equipment can be dealt critical strikes. Any creature can only have one brand at any given time, and using this effect on an already-branded creature has no effect.

Crashing Hammer

Minimum Level: 10th

Instead of dealing the usual fire damage, your attack leaves your enemy flat-footed for 1 round. A successful Reflex save prevents them from losing their Dexterity bonus to their AC, but they are still unable to make attacks of opportunity.

Force Hammer

Minimum Level: 15th

Your forgehammer damage is dealt as force damage instead of fire damage.

Halting Hammer

Minimum Level: 5th

Instead of dealing the usual fire damage, your attack stops the creature you struck, dropping their land speed to 0 for one round. A successful Fortitude check halves their land speed instead.

TABLE 1: FORGEHAMMER EFFECTS

Minimum		
Level	Effect	Benefit
2nd	Sundering Hammer	Improves <i>sunder</i> attempts this attack is part of
2nd	Blinding Hammer	Enemies struck by this attack are blinded
2nd	Reckless Hammer	Forgo personal safety to further improve this attack
2nd	Mending Hammer	Heal a close ally (or yourself) on a successful attack
5th	Metalbreaker	This attack overcomes damage reduction and hardness
5th	Red-Hot Hammer	This attack heats metal objects and creatures
5th	Halting Hammer	Enemies struck by this attack are stopped in place
5th	Thunder Hammer	This attack deals sonic damage
10th	Brittle Brand	This attack weakens your enemy's body, exposing it to attacks
10th	Crashing Hammer	Enemies struck by this attack are left flat-footed
10th	Revitalising Hammer	Restore allies as part of this attack
10th	Soul Brand	This attack strikes your enemy's soul, weakening its magic
15th	Force Hammer	This attack deals force damage
15th	Mighty Flex	You bolster your defenses as part of this attack
15th	Hammer Vortex	Deals heavy damage to enemies surrounding you, at a cost
15th	The Hammer	Mortality clarified in a single strike, at a cost

Hammer Vortex

Minimum Level: 10th

Instead of the usual attack, you make two melee attacks against each adjacent opponent you threaten, adding your forgehammer damage as fire damage and your forgehammer damage as sound damage to those attacks. You receive a +4 bonus on each of these attacks, which are otherwise made with your highest bonus.

When using this effect, you take damage equal to twice your class level, which can't be lessened by damage reduction or any other feature like that. In addition, you cannot use your forgehammer feature in the following two rounds.

Mending Hammer

Minimum Level: 2nd

Instead of dealing the usual fire damage, on a successful attack you heal 3d6 plus your Wisdom modifier to any willing creature within 10 feet (including yourself). To gain this benefit, you must strike an enemy creature that poses a threat to you or your allies in some direct, immediate way.

Metalbreaker

Minimum Level: 5th

In addition to dealing the usual fire damage, your attack overcomes damage reduction and hardness (but not energy resistances).

Mighty Flex

Minimum Level: 15th

Instead of dealing the usual fire damage, you gain damage reduction 15/adamantine for 1 round.

Reckless Hammer

Minimum Level: 2nd

In addition to dealing the usual fire damage, your attack gains +4 on the attack roll and enemies other than the one you attacked gain a +4 on attack rolls against you for one round (and are aware of this fact).

Red-Hot Hammer

Minimum Level: 5th

Instead of dealing the usual fire damage, any piece of metal on the creature or object you struck heats as per the *heat metal* spell, except there is no saving throw. You may use this hammer effect to substitute for a forge when crafting (although you will still need any other required tools), and doing so improves your crafting efficiency of metal objects by 20% (on a successful craft check, multiply the result by 1.2 in order to determine the progress made towards completion).

Revitalising Hammer

Minimum Level: 10th

Instead of dealing the usual fire damage, your attack removes one of the following conditions from you or an ally within 30 feet of you: blinded, confused, dazed, dazzled, deafened, dying or disabled (is healed to 1 HP), exhausted, fatigued, feebleminded, nauseated, sickened and stunned. To gain this benefit, you must strike an enemy creature that poses a threat to you or your allies in some direct, immediate way.

Soul Brand

Minimum Level: 10th

In addition to dealing the usual fire damage, your attack brands the target for 10 rounds. A creature branded this way takes 1d4 plus your Wisdom modifier temporary damage to its Constitution (restored when the brand vanishes).

Additionally for the duration of the brand, that creature has a -2 penalty to its save rolls and any attempt they make at casting a spell or using a spell-like ability has a 25% chance of failure. Any creature can only have one brand at any given time, and using this effect on an already-branded creature has no effect.

Sundering Hammer

Minimum Level: 2nd

In addition to dealing the usual fire damage, your attack does not provoke attacks of opportunity when part of a sundering attempt and it gains a +4 bonus to said attempt. You may use this effect together with any other effects, and you may also use this effect consecutively.

Thunder Hammer

Minimum Level: 5th

Your forgehammer damage is dealt as sonic damage instead of fire damage.

The Hammer

Minimum Level: 15th

Instead of dealing the usual fire damage, your attack deals an additional 100 points of force damage. When using this effect, you take damage equal to twice your class level, which can't be lessened by damage reduction or any other feature like that. In addition, you cannot use your forgehammer feature in the following two rounds.

FORGE INVOCATIONS

The invocations available to forgehammer adepts are the same as forgefire adepts except as noted below.

Forgefire [*Replaces Forgehammer*]

Least; 3rd Transmutation [Fire]

You lose access to your forgehammer feature, and instead you may use a breath weapon at will as an standard action. This breath weapon deals your forgehammer damage in a 15' cone and a successful Reflex save (DC 10 + 1/2 your class level + your Constitution modifier) halves the damage. You are immune to the effect of your own breath weapon (but not to other breath weapons that produce similar effects, even those of other forgehammer adepts). Circumstances and effects that would prevent you from using your forgehammer would also prevent you from using the breath weapon. This effect lasts 24h.