

THUNDERSMITH

The thundering blows of a hammer echo across the land as the thundersmith toils away in a forge powered by storms.

Grabbing lightning itself with their own hands and shaping it with their own hammer they make weapons of it: shocking swords and spears, thundering arrows and hammers.

BECOMING A THUNDERSMITH

Thundersmiths are crafting focused characters that specialize in making equipment out of pure lightning. They provide their team with shockingly powerful weapons while they themselves acquire some affinity for storms.

Hit Die: d10.

Entry Requirements

Skills: Craft (Weaponsmithing) 8 ranks, Craft (Armorsmithing) 8 ranks or Profession (Smithing) 8 ranks.

Feats: Craft Magic Arms and Armor.

Class Skills

The thundersmith's class skills are: Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Forgery (Int), Intimidate (Cha), Knowledge (Int), Listen (Wis), Martial Lore (Int), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at Each additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the thundersmith.

Spellcasting: At each level after first, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained.

If you had more than one spellcasting class before becoming a Thundersmith, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Thunderblows (Su): You can add your Constitution modifier as your choice of either electricity or sonic damage to any of your attacks.

Stormsurge (Su): Whenever you deal energy damage (fire, cold, electricity, acid, sonic) you may choose the damage type to be electricity instead. The caster level for spells and spell-like abilities you use that deal electricity damage is increased by 2.

Resistance to Electricity (Ex): At level 2 you gain *resistance to electricity* 5. At level 5 it improves into *resistance to electricity* 10.

Flash Forge (Su): At level 2 you are able to forge with the power of the storms, doubling the usual crafting speed for both mundane and magic items. At level 4 your speed is tripled instead.

Stormwalk (Ex): At level 3 you are so used to the power of the storm you can walk and operate under one without being hampered by it.

You gain +2 to saving throws against effects from strong winds and you ignore all movement and concentration penalties that would normally be incurred under a storm.

Energy Forge (Electricity) (Su): You become able to craft some magic items with [Electricity] descriptor as if you possessed all requirements for them, and you may craft weapons and armor beyond the usual limit. See Lightning Forge section for more details.

Fueled by Lightning (Ex): Whenever you are subject to an effect that would attempt to deal electricity damage to you (before taking into account resistances and other defenses), you may choose to become charged by it.

When you next make an effect that deals electricity damage, you discharge completely, dealing extra electricity damage equal to the number of charges you had stored to the first creature struck. If you stay charged for three rounds without discharging, you naturally lose all charges.

You get 1 charge for every 5 points of damage, and you can store a maximum of charges equal to 2 × Constitution modifier.

TABLE 1: THUNDERSMITH

Base						Spellcasting
Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+2	+0	+0	Thunderblows, Stormsurge	-
2nd	+1	+3	+0	+0	Flash Forge (x2), Resistance to Electricity 5	+1 level of existing spellcasting class
3rd	+2	+3	+1	+1	Lesser Energy Forge (Electricity), Storm Walk	+1 level of existing spellcasting class
4th	+3	+4	+1	+1	Flash Forge (x3), Fueled by Lightning	+1 level of existing spellcasting class
5th	+3	+4	+1	+1	Greater Energy Forge (Electricity), Resistance to Electricity 10	+1 level of existing spellcasting class

ENERGY FORGE (LIGHTNING)

A thundersmith gains their *lesser energy forge (electricity)* feature at level 3rd. It is then improved as *greater energy forge (electricity)* at level 5th. In general, this feature provides two main effects:

- Ability to waive requirements (spell knowledge, feats, etc) when crafting certain magic items with the [Electricity] descriptor.
- Craft weapons and armor with special effects that don't count towards the modified bonus of the item (ie. crafting limits and prices).

The difference between the *lesser* and *greater* features are the specifics of which items and effects are made available.

Lesser

A thundersmith with *lesser energy forge (electricity)* may craft specific magic items with the [Electricity] descriptor regardless of their requirements (spell knowledge, feats...).

Item constraints: wondrous item or specific magic weapons and armor of less than 5000gp market price.

They may also enhance any weapon or armor by crafting into it once one of the listed special abilities. This ability doesn't count towards the modified bonus for the item (doesn't count towards maximum number of enhancements nor the price of the next enhancements).

SPECIAL ABILITIES

Shock, Thundering, Blurring^{MIC}, Displacement^{MIC}, and base Electricity Resistance.

Greater

A thundersmith with *greater energy forge (electricity)* may craft any magic item with the [Electricity] descriptor regardless of their requirements (spell knowledge, feats...).

Item constraints: None.

They may also create *pure energy (electricity)* weapons and armor, and they retain the ability to enhance any weapon or armor, but their list of special abilities is expanded as seen below.

SPECIAL ABILITIES

Shock, Thundering, Blurring^{MIC}, Displacement^{MIC}, Electricity Resistance (including Greater and Improved), Energy Surge^{MIC} (only on shock weapons), Shocking Burst, Energy Immunity^{MIC} (electricity only), Energy Defense^{MIC} (electricity only).

THUNDERSMITH LORE

Characters with ranks in Knowledge (religion) or Knowledge (arcana) can research thundersmiths to learn more about them. When a character makes a skill check,

read or paraphrase the following, including information from lower DCs.

DC 10: Thundersmiths are magic weaponsmiths that use lightning forges.

DC 15: Thundersmiths are highly resistant to electricity damage.

DC 20: The best of them even make items out of pure lightning, enchanting them with different effects of their choice.

DC 30: Those that reach this level of success can research specific thundersmiths, their whereabouts and motives, legends regarding them, and items created by them.

PURE ENERGY WEAPONS AND ARMOR

A *pure energy* weapon or armor is an item made with a special material: *pure energy*. As such, you may give them their expected statistics normally, and account for the following special properties bestowed by this special material:

- They are always magical (minimum +1 enhancement bonus). You cannot make a non-magical weapon of pure energy.
- They have +4 to confirm critical hits.

Despite being made of energy, these weapons are solid objects you can wield without harm. As such, they do not deal energy damage by default: they keep their usual damage type (piercing, etc). Of course, they may still be normally augmented with special abilities that deal energy damage.

Characters with the *Greater Energy Forge* feature (like the one granted by the Thundersmith prestige class) may use that feature to enhance a *pure energy* item of a matching energy type up to two times instead of once. For example, a character with *greater energy forge (electricity)* may take a *pure energy (electricity)* sword and add to it Shock and Shocking Burst without either of these abilities counting towards the modified bonus of the item.

OTHER BOOKS

The special ability lists for the Thundersmith and its variants include references to other books. They have been abbreviated as follows:

MIC: Magic Item Compendium

ECS: Eberron Campaign Setting

CW: Complete Warrior

BoED: Book of Exalted Deeds

THUNDERSMITH VARIANTS

There's no reason to limit the class mechanics to a particular energy type. While the substitution is in many cases straight-forward. Many is not all, and the point of having a rulebook (even if homebrewed) is having these things done for you already.

So, following these lines is a list of some variants that change the energy type while retaining the mechanical identity.

FLAMESMITH

Class Features

A Flamesmith gains all the standard Thundersmith features except as noted below:

Flaming Blows (Su) [*replaces Thunderblows*]: You can add your Constitution modifier as fire damage to any of your attacks.

Firesurge (Su) [*replaces Stormsurge*]: Whenever you deal energy damage (fire, cold, electricity, acid, sonic) you may choose the damage type to be fire instead. The caster level for spells and spell-like abilities you use that deal fire damage is increased by 2.

Resistance to Fire (Ex) [*replaces Resistance to Electricity*]: At level 2 you gain *resistance to fire* 5. At level 5 this gets improved into *resistance to fire* 10.

Heat Endurance (Ex) [*replaces Stormwalk*]: You gain +2 to saving throws against fire effects, you can exist in temperatures of up to 160F (70C) without having to make Fortitude checks and your protection against heat is level 3. You qualify for any features that require the Heat Endurance or Improved Heat Endurance feats.

Energy Forge (Fire) (Su): A flamesmith gains Energy Forge (Fire) instead of Energy Forge (Electricity). See the Energy Forge section for further details.

Fueled by Fire (Su) [*replaces Fueled by Lightning*]: Whenever you are subject to an effect that would attempt to deal fire damage to you (before taking into account resistances and other defenses), you may choose to become charged by it.

When you next make an effect that deals fire damage, you discharge completely, dealing extra fire damage equal to the number of charges you had stored to the first creature struck. If you stay charged for three rounds without discharging, you naturally lose all charges.

You get 1 charge for every 5 points of damage, and you can store a maximum of charges equal to $2 \times$ Constitution modifier.

Energy Forge (Fire)

This works mostly like the thundersmith's *energy forge* (*electricity*). The differences being:

- The required spell descriptor is [Fire] instead of [Electricity]
- The *pure energy* items are *pure energy (fire)* instead of *pure energy (electricity)*.
- An updated special ability list.

SPECIAL ABILITIES (LESSER)

Flaming, base Fire Resistance, Ignan^{MIC}, Blurring^{MIC}, Displacement^{MIC}, Explosive^{ECS}, Burning^{CW}.

SPECIAL ABILITIES (GREATER)

Flaming, Fire Resistance (including Greater and Improved), Flaming Burst, Ignan^{MIC}, Blurring^{MIC}, Displacement^{MIC}, Energy Surge^{MIC} (only on flaming weapons), Energy Immunity^{MIC} (fire only), Energy Defense^{MIC} (fire only), Explosive^{ECS}, Burning^{CW}.

COLDSMITH

Class Features

A Coldsmith gains all the standard Thundersmith features except as noted below:

Chilling Blows (Su) [*replaces Thunderblows*]: You can add your Constitution modifier as cold damage to any of your attacks.

Rimesurge (Su) [*replaces Stormsurge*]: Whenever you deal energy damage (fire, cold, electricity, acid, sonic) you may choose the damage type to be cold instead. The caster level for spells and spell-like abilities you use that deal cold damage is increased by 2.

Resistance to Cold (Ex) [*replaces Resistance to Electricity*]: At level 2 you gain *resistance to cold* 5. At level 5 this gets improved into *resistance to cold* 10.

Cold Endurance (Ex) [*replaces Stormwalk*]: You gain +2 to saving throws against cold effects, you can exist in temperatures of down to -40F (-40C) without having to make Fortitude checks. You qualify for any features that require the Cold Endurance or Improved Cold Endurance feats.

Energy Forge (Cold) (Su): A coldsmith gains Energy Forge (Cold) instead of Energy Forge (Electricity). See the Energy Forge section for further details.

Fueled by Cold (Su) [*replaces Fueled by Lightning*]: Whenever you are subject to an effect that would attempt to deal cold damage to you (before taking into account resistances and other defenses), you may choose to become charged by it.

When you next make an effect that deals cold damage, you discharge completely, dealing extra cold damage equal to the number of charges you had stored to the first creature struck. If you stay charged for three rounds without discharging, you naturally lose all charges.

You get 1 charge for every 5 points of damage, and you can store a maximum of charges equal to $2 \times$ Constitution modifier.

Energy Forge (Cold)

This works mostly like the thundersmith's *energy forge* (electricity). The differences being:

- The required spell descriptor is [Cold] instead of [Electricity]
- The *pure energy* items are *pure energy (cold)* instead of *pure energy (electricity)*.
- An updated special ability list.

SPECIAL ABILITIES (LESSER)

Frost, base Cold Resistance, Weakening^{MIC}, Slow Burst^{MIC}, Blurring^{MIC}, Displacement^{MIC}.

SPECIAL ABILITIES (GREATER)

Frost, Cold Resistance (including Greater and Improved), Icy Burst, Weakening^{MIC}, Slow Burst^{MIC}, Blurring^{MIC}, Displacement^{MIC}, Energy Surge^{MIC} (only on frost weapons), Energy Immunity^{MIC} (cold only), Energy Defense^{MIC} (cold only).

LIGHTSMITH

Class Features

A Lightsmith gains all the standard Thundersmith features except as noted below:

Radiant Blows (Su) [replaces *Thunderblows*]: You can add your Constitution modifier as holy damage to any of your attacks.

HOLY DAMAGE

Holy damage affects evil creatures normally, deals half damage to neutral creatures and deals no damage to good creatures.

Holy Surge (Su) [replaces *Stormsurge*]: Whenever you deal energy damage (fire, cold, electricity, acid, sonic) you may choose to deal half of that damage as holy damage instead. The caster level for spells and spell-like abilities you use that deal divine or holy damage is increased by 2.

Positive Energy Flow (Ex) [replaces *Resistance to Electricity*]: At level 2 you gain an *aura of good* (like a cleric's) if you didn't have it. Additionally, choose between *inwards* and *outwards* flow and gain the following benefits:

- **Inwards:** you gain *resistance to positive energy* 5.
- **Outwards:** you gain the Nimbus of Light^{BoED} feat.

At level 5 this feature improves:

- **Inwards:** you gain *resistance to positive energy* 10.
- **Outwards:** you gain the Holy Radiance^{BoED} feat.

Sunwalk (Ex) [replaces *Stormwalk*]: You gain +2 to saving throws against positive energy effects and you are immune to blinding effects.

Energy Forge (Positive) (Su): A lightsmith gains Energy Forge (Positive) instead of Energy Forge (Electricity). See the Energy Forge section for further details.

Fueled by The Light (Su) [replaces *Fueled by Lightning*]: Whenever you are subject to an effect that would attempt to deal damage (or heal) with positive energy (before taking into account resistances and other defenses), you may choose to become charged by it.

When you next make an effect that deals divine or holy damage, you discharge completely, dealing extra holy damage equal to the number of charges you had stored to the first creature struck. If you stay charged for three rounds without discharging, you naturally lose all charges.

You get 1 charge for every 5 points of damage or healing, and you can store a maximum of charges equal to 2 × Constitution modifier.

Energy Forge (Positive)

This works mostly like the thundersmith's *energy forge* (electricity). The differences being:

- The required spell descriptors are either [Good] or [Light] (both work) instead of [Electricity]
- The *pure energy* items are *pure energy (positive)* instead of *pure energy (electricity)*.
- An updated special ability list.

SPECIAL ABILITIES (LESSER)

Merciful, Blinding, Sacred^{MIC}, Healing^{MIC}, Blessed^{MIC}, Sacred^{BoED}.

SPECIAL ABILITIES (GREATER)

Merciful, Blinding, Holy, Invulnerability, Sacred^{MIC}, Healing (including Greater)^{MIC}, Heavenly Burst^{MIC}, Holy Surge^{MIC}, Divine Wrath^{MIC}, Sacred Burst^{MIC}, Death Ward^{MIC}, Prismatic Burst^{MIC}, Blessed^{MIC}, Sacred^{BoED}, Angelic^{BoED}, Soulfire^{BoED}.