



## FIGHTER FORGEMASTER

Blacksmithing is an exact art. People believe it's all about hitting steel with a hammer until it straightens out, but they are wrong. You must find the precise balance between heat and cold, between strength and flexibility. Forgemasters have taken the art of the smithing a step further, integrating it into their battle technique and bringing destruction to their enemies.

### Master Smith

When you choose this archetype at 3rd level, you gain proficiency with smith's tools, if you aren't already proficient. If you are proficient with smith's tools, your proficiency bonus instead is doubled for all ability checks using smith's tools.

In addition, you cut the time and material needed to craft magical weapons and armor in half.

## Forgeheart

Also at 3rd level, you've learned to incorporate a small forge into a suit of heavy armor or a melee weapon of your choice. At the end of a long rest, you can touch a suit of armor or weapon and modify it. It becomes your Forgeheart until it is destroyed or you use this feature again. While wielding or wearing your Forgeheart, you gain the following benefits based on the Forgeheart's type.

- **Armor.** You gain resistance to fire damage and have advantage on all Dexterity saving throws against spells and magical effects that allow you to only take half damage.
- **Weapon.** The weapon can now deal either fire damage or its original damage type, and once per turn, on a hit, it can deal an additional 1d6 fire damage.

## Forge Stance

Also at 3rd level, you learn how to tap into your Forgeheart, creating a balance between melting and reinforcing your weapon or armor. When initiative is rolled, and as a bonus action on each of your turns, you can activate, deactivate or switch between one of the following Forge Stances. Only one Forge Stance can be active at a time.

### *Reinforced Forge*

Your forge cools all metal. Your Forgeheart gains the following benefit, based on its type:

- **Armor.** While wearing your Forgeheart, you reduce all damage you take by an amount equal to your Strength Modifier (minimum of 1).
- **Weapon.** Once per turn a successful hit with your Forgeheart, you reduce the target's armor class by an amount equal to your Strength Modifier (minimum of 1) until the start of your next turn.

While this stance is active, at the start of your next turn, your movement speed is reduced by an amount equal to 5 times the number of rounds you stayed in this Stance. If you take suffer this speed reduction more than 3 turns in a row, you become restrained until the start of your next turn.



## Smelting Forge

Your forge increases drastically in heat, nearly smelting the metal of your Forgeheart. Your Forgeheart gains the following benefit, based on its type:

- **Armor.** While wearing your Forgeart, whenever a creature ends its turn within 5 feet of you or hits you with a melee attack, it takes fire damage equal to your Strength Modifier (minimum of 1).

- **Weapon.** Whenever you miss an attack with your Forgeheart, the target takes fire damage equal to twice your Strength Modifier (minimum of 2).

While this stance is active, at the start of your next turn, you take fire damage equal to your Strength Modifier times the number of rounds spent in this stance. This damage cannot be resisted or reduced. If you take this damage more than 3 turns in a row, you have disadvantage on all attacks, ability checks and saving throws until the start of your next turn.

## Blacksmith's Onslaught

At the 7th level, you've learned to use your Forgeheart as part of a deadly attack. Whenever you take the Attack action, you can choose to replace one of your attacks with a special attack determined by your Forgeheart's type and Forge Stance from the following list:

- **Ramming Shoulders (Armor - Reinforced).** In addition to the attack's normal damage, the target must succeed on a Strength saving throw (DC = 8 + your Strength modifier + your Proficiency bonus) or be pushed back a number of feet equal to 15 + five times the number of turns spent in this Stance and be knocked prone.

- **Explosive Forge (Armor - Smelting).** In addition to the attack's normal damage, each creature within 10 feet of you must succeed on a Constitution saving throw (DC = 8 + your Strength modifier + your Proficiency bonus) or become blinded until the end of its next turn and take fire damage equal to three times the number of turns spent in this Stance.

- **Hardened Bash (Weapon - Reinforced).** In addition to the attack's normal damage, the target must succeed on a Constitution saving throw (DC = 8 + your Strength modifier + your Proficiency bonus) or become stunned until the end of its next turn.

- **Smelter's Smite (Weapon - Smelting).** In addition to the attack's normal damage, the target also takes fire damage equal to five times the number of turns spent in this Stance.

Once you've used any of these abilities, you can't do so again until you use your Second Wind or finish a short or long rest.

## Dual Forge

When you reach 10th level, you've spent enough time with your forge to handle a second one at a same time. You can now have two Forgehearts: a suit of armor and a weapon. Both Forgehearts must be in the same stance when entering a Forge Stance.

## High Tolerance

By the 15th level, you've gotten used to the drawback of your forge. You no longer suffer the drawbacks of spending multiple turns in a stance.

In addition, your Forgeheart weapon and Armor gain a +1 bonus to attacks and damage, and armor class, respectively.

## Perfect Temperature

At the 18th level, you can unlock a point of perfect temperature for a small window of time. As a bonus action, you can activate both stances at the same time for 1 minute.

Once you've used this ability, you can't use it again until you finish a short or long rest.

