

Soulforger – “I do not need iron or forge fire; my spirit is both.”

Few warriors can claim mastery over their own will to the degree a Soulforger can. These adaptable combatants channel will into tangible form, conjuring weapons of pure essence shaped by instinct, emotion, or memory. To a Soulforger, each weapon is a reflection of self – an extension of mind and spirit, honed through discipline and purpose.

A Soulforger forges weapons that mirror their intents and often the driving force behind what awakened their abilities. Perhaps blades of shimmering glass by a knight, faulted by their liege, who vows never to touch a weapon of another; a small child who conjures a pitted dagger of quivering azure energy to fend off her mother's mugger. Or even a sharp, crimson black edges of the henchman with aspirations of overthrowing his boss as the leader of the criminal underground.

Role: The Soulforger is an adaptable front line damage dealer. While most fighters train themselves in mastering one weapon, Soulforgers opt to trust in their ability to change to the needs of the occasion. This allows them to overcome obstacles that other fighters may struggle with.

Alignment: Lawful Any

Hit Die: d10

Starting Wealth: 4d6*10 (120 gp)

Class Skills: 4+Int/level

Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (Engineering)(Int), Knowledge (History)(Int), Perception (Wis), Profession (Wis), Ride (Dex), Swim (Str)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Arsenal Projection (1 per combat)
2	+2	+3	+3	+0	Bonus Feat
3	+3	+3	+3	+1	Enhanced Armament +1
4	+4	+4	+4	+1	Bladewright Reflexes +1
5	+5	+4	+4	+1	Arsenal Projection (2 times/combat); Adaptive Training (Weapon Focus)
6	+6/+1	+5	+5	+2	Bonus Feat; Will-Forged Arms (Cold Iron/Silver)
7	+7/+2	+5	+5	+2	Enhanced Armament +2; Dual Forge
8	+8/+3	+6	+6	+2	Bladewright Reflexes +2
9	+9/+4	+6	+6	+3	Arsenal Projection (3 times/combat)
10	+10/+5	+7	+7	+3	Bonus Feat; Adaptive Training (Weapon Specialization)
11	+11/+6/+1	+7	+7	+3	Enhanced Armament +3

12	+12/+7/+2	+8	+8	+4	Bladewright Reflexes +3; Will-Forged Arms (Adamantine)
13	+13/+8/+3	+8	+8	+4	Arsenal Projection (4 times/combat)
14	+14/+9/+4	+9	+9	+4	Bonus Feat
15	+15/+10/+5	+9	+9	+5	Enhanced Armament +4; Adaptive Training (Greater Weapon Focus)
16	+16/+11/+6/+1	+10	+10	+5	Bladewright Reflexes +4
17	+17/+12/+7/+2	+10	+10	+5	Arsenal Projection (5 times/combat)
18	+18/+13/+8/+3	+11	+11	+6	Bonus Feat; Will-Forged Arms (Good/Evil)
19	+19/+14/+9/+4	+11	+11	+6	Enhanced Armament +5
20	+20/+15/+10/+5	+12	+12	+6	Adaptive Training (Greater Weapon Specialization); Perfected Form

Weapon and Armor Proficiencies:

The Soulforger is proficient with all simple and martial weapons. He is also proficient with any of his conjured weapons while he is wielding them (including ones he would not otherwise). He is proficient with light and medium armor. He is not proficient with shields.

Arsenal Projection:

At 1st Level, as a free action, the Soulforger can conjure a single melee or ranged weapon made of a tangible representation of his will power (Ranged weapons conjure ammunition when fired). They may appear in diverse ways (light constructs, dark smokey replicas, etc), but are treated as normal masterwork weapons for their type.

The Soulforger can conjure any weapon he is familiar with (has studied for at least one hour). These weapons last until dismissed (a free action), disarmed, destroyed or he has not made an attack for 1 minute.

While wielding a conjured weapon, he may switch, as a free action, one conjured weapon for another one time (including in between attacks). He can do this additional time at 5th level and every 4 levels after (max 5 times at 17th level). This resets after the Soulforger does not make an attack for 1 minute.

If the weapon is disarmed or destroyed, on his next turn, it can be respawned as a swift action for free, or another in its stead with an expenditure of a switch.

Bonus Feat:

At 2nd level and every 4 levels after, the Soulforger gains a bonus combat feat. He counts his Soulforger levels as Fighter levels for the purpose of meeting prerequisites for feats that require Fighter levels.

Enhanced Armament:

At 3rd level, the Soulforger's conjured weapons gain a +1 enchantment bonus. This increases by +1 every 4 levels (+5 at 19th). This includes conjuring weapons with enchantments appropriate to their current bonus. This bonus cannot be changed until the Soulforger switches weapons.

For example, at level 7, he may conjure a +2 longsword and use a switch to conjure a +2 kukri, but he cannot change the +2 longsword into a +1 *keen* longsword without expending a switch.

Bladewright Reflexes:

At 4th level, the Soulforger uses his strikes to offset opponents. When the Soulforger successfully strikes an enemy, he gets a +1 bonus to AC against that enemy until the start of his next turn. This increases by +1 at 8th level and every 4 levels after (+4 at level 16)

Adaptive Training:

At 5th level, the Soulforger becomes more in tune with his use of his weaponry. He gains Weapon Focus with his conjured weapons.

At 10th level, he gains Weapon Specialization with his conjured weapons. At 15th level, he gains Greater Weapon Focus with them and at 20th level he gains Greater Weapon Specialization.

Will-Forged Arms:

At 6th level, the Soulforger is able to mimic weapons that overcome the toughest hides. His conjured weapons are considered cold iron and silver for overcoming resistances. At 12th level, they are treated as adamantine. At 18th, they are treated as good/evil.

Dual Forge:

At 7th level, the Soulforger can conjure any combination of two simple/light/one handed weapons at a time to dual wield. He must split the bonus (rounded up) from Enhanced Armament between them, though it does not have to be even. When making a switch to a pair of weapons, it only counts as one switch towards his allotment.

Perfected Form:

At 20th level, the Soulforger achieves perfect synchronization with his arsenal.

Once per day, when conjuring a weapon, the Soulforger may forgo any remaining weapon switches to conjure a single weapon that has a maximum enchantment bonus of +5 plus the number of switches forgone (max +10). This can also produce two weapons per the Dual Forge ability, though the enchantment bonus must still be divided between the two weapons.

Repetitious Strike (Alternate Capstone):

While using a conjured weapon, the Soulforger gains an additional attack at his highest BAB during a full attack action.

Additionally, when he switches weapons, until the start of his next turn, he gains a bonus to attack and damage rolls equal to the number of times he has switched weapons during a single combat. This resets when his switches reset.