

Bloodforger (3rd Edition Prestige Class)

Bloodforgers are characters who infuse blood with holy or unholy power and combine it with metals to forge amazing magical items. They are capable fighters.

They believe in the power of life and death, and they seek above all to capture or find something that holds the essence of both. They found blood. The first Bloodforgers infused blood of slain monsters with their power, creating a substance that would add great power to the weapons they forged. They had experimented for many years, and the results they found with their latest experiment pleased them greatly.

They have a restrictive alignment, for they have slain both good and evil creatures for their own purposes. As a result, they may only be True Neutral or any Evil.

Hit Die: d10

Strength, Dexterity and Constitution serve them well when they wield the weapons they forge. Mainly fighters, barbarians, paladins and rangers become Bloodforgers to add some extra abilities to their repertoire. Spellcasters also become Bloodforgers as they already possess the spells to forge their weapons, and it adds some fighting ability to their skills. Rogues are rarely Bloodforgers.

Class Requirements:

Alignment: Either Neutral or any Evil.

Race: Any

Base attack bonus: +6

Knowledge (Physiology): 6 ranks

Special: Must have killed a creature (with blood – Dm's call) with HD equal to his/her character level solely to use it's blood.

Level	BAB	Fortitude	Reflex	Will	Special Abilities
1	1	2	0	0	Bloodforge, Weapon restrictions, Craft Magic Arms and Armour
2	2	3	0	0	Sacred Gushing 1/day
3	3	3	1	1	
4	4	4	1	1	Summon Bloodspirit, Sacred Gushing 2/day
5	5	4	1	1	Bleeding Blow
6	6/1	5	2	2	Sacred Gushing 3/day
7	7/2	5	2	2	
8	8/3	6	2	2	Bloodbond Sacred Gushing 4/day
9	9/4	6	3	3	
10	10/5	7	3	3	Bloodsuit

Bloodforgers are proficient with all simple weapons and martial weapons. However, they may only use piercing or slashing weapons, or in other words they may only use weapons which draw blood. They are proficient with simple, medium, and heavy armour and all shields, in addition to their Bloodsuit (see table above and details below).

Bloodforge: This is the Bloodforgers 'main' ability. They may use blood from either a monster they killed on their own or a monster killed by the Bloodforger, but with help injuring the monster from others. He collects the blood in special vials, but if it is not collected within 34 hours it loses the ability to be used in the forging process.

They may infuse the blood with sacred power, a process which takes 12 hours. (The amount of blood does not matter). When forging items, mainly Magic Arms and Armour, they may add the blood to the metal (while melted) to add magical powers to the finished item.

Instead of having to be a level 3 times higher than the enhancement of an item the character is creating, the Bloodforger may grant the item an enhancement based on how powerful the creature the blood came from was.

NPC level/Monster's HD	Maximum Enhancement
5 or under	+1
5-10	+2
10-15	+3
15-20	+4
20-25	+5
25-30	+6*
30-35	+7*
35-40	+8*
40-45	+9*
45 or over	+10*

A Bloodforger cannot create an item with an enhancement over +5, but if the item has special abilities, add the equivalent enhancement (pg 184-185 for weapons, DMG) to the enhancement bonus.

For example, Mikel the Bloodforger slays an Aranea (pg 19, MM) with 3HD. He can only create an item with a +1 enhancement.

However, if Mikel was to kill an Old Black Dragon with 25HD, he could create a +6 item. However, because the best enhancement he can create is +5, he could create a +4 unholy longsword (for example), because by cross-referencing the enhancement 'unholy' on table 8-15, pg 185 in the DMG, the equivalent bonus for unholy is +2, and the +4 enhancement plus the equivalent +2 for unholy equals a total of +6.

If somehow, he managed to kill a Great Red Wurm, with HD40, he could create a +9 item – maybe a +4 vorpal longsword (+4 plus +5 for Vorpal), or a +5 dancing

battleaxe (+5 plus +4 for dancing), or a +5 disruption and thundering warhammer (+5 plus +2 each for disruption and thundering), or any other combination of enhancements.

Weapon Restrictions: Bloodforgers may only use weapons which draw blood (piercing and slashing).

Craft Feats Exception: Bloodforgers gain the feat Craft Magic Arms and Armour at 1st level, even though they are not spellcasters. However, since they don't have the required spells to create items, they pay 150% of the normal cost to create an item (for buying scrolls).

Sacred Gushing: Bloodforgers may use this ability to let out some of their own blood and use that as a boost to their combat skills. This ability duplicates the effects of the spell Divine Favour, using their character level as the caster level, except that they take 5 damage from blood loss every time they use it. This ability is usable according to the amounts shown on the table per day.

Bleeding Blow: According to the number of times per day shown in the table, Bloodforgers may strike a creature in a vital vein, making the creature continuously bleed. The creature takes 2 damage every round for 4 rounds. Creatures immune to critical hits are immune to this ability. They may use this ability a number of times per day equal to 2 + their strength modifier.

Summon Bloodspirit: At 4th level, the Bloodforger may use a slain creature's blood to summon a Bloodspirit. This creature stays with the caster for an hour and serves him/her loyally. The statistics for a Bloodspirit are below. The more powerful the creature the blood came from was, the more powerful the Bloodspirit – it has HD equal to that of the slain creature's. The Bloodforger may only use this ability once a day.

Bloodbond: At 8th level, the Bloodforger may summon a Bloodspirit (above) but it stays with him until it dies, the equivalent of a familiar.

Bloodsuit: At 10th level, the Bloodforger may construct himself an awesome set of armour, made with his own blood mixed with a combination of ingredients and potions, and of course the metal. It is covered in spikes and is a swirling black and red, being similar in appearance to Demon Armour. It is a set of *+4 full plate* which also grants him SR17.

The Bloodforger may only have one Bloodsuit at a time.

Creating a Bloodsuit takes 48 hours, 15000gp (for materials and workroom) and drains 7200XP from the creator.

If another character attempts to wear the Bloodsuit, he/she must make a Fortitude save DC30 or be slain instantly – even if he/she makes the save, they must make the save again every 2 rounds until either they die or they remove the armour.

Bloodspirit

Small outsider

Hit Dice: *d4 + 9 (* = depends on creature slain, above)

Initiative: +5

Speed: Fly 30ft (good)

AC: 20 (+5 Dex, +1 size, +4 natural)

Attacks: Bite +6 melee, 2 claws +5 melee, blood leap +6

Damage: Bite 2d4+2, 2 claws 1d4+2, blood leap (touch attack) special

Face/Reach: 5ft by 5ft/5ft

Special Attacks: Suffocate

Special Qualities: Damage reduction 5/+1, darkvision 60ft

Saves: Fort +4, Ref +9, Will +3

Abilities: Str 15, Dex 20, Con 16, Wis 12, Int 17, Cha 14

Skills: Search +4, Sense Motive +6, Hide +7, Disguise +3

Feats: Multiattack, Lightning Reflexes

Alignment: Summoner's

Treasure: None

Bloodspirits are creatures that look like little demons. They are summoned by Bloodforgers and are formed out of blood held together by magic.

Suffocate: If the Bloodspirit succeeds at a blood leap (above), it leaps onto the targets face and flattens itself so it can enter the unfortunate targets mouth. It suffocates the victim to death unless a Fortitude save is made DC18. It can use this ability once per day.