

Master Smith of Moradin

Dwarves always have been and always will be the masters at crafting items out of stone and metal. Be it as small as a knife to as large as dwarven plate, all dwarves seem to have an uncanny skill in such things. Since the beginning, there has always been a couple of dwarves out of every generation that seem to be gifted more so than the rest. Their craftsmanship have always been favored among the others although only a dwarf can spot the difference. A masterwork battleaxe and a masterwork battleaxe made by a master smith both seem exactly the same to a non-dwarf. The item is just balanced better but no bonuses are apparent to anyone, including dwarves. Might be able to fetch a bit more for an item made by a master smith, only after his reputation presedes him of course.

Fighters are the majority of master smiths although the master smith prestige class is open to all who can meet the specified prerequisites.

NPC master smiths are always found in the position of authority on any job involving crafting items made of stone or metal. They are so revered in the dwarven community that they are rarely seen outside of the community and even more rare to see them anywhere else besides home. Master smiths have always had a hand in making all weapons and armor in a dwarven society. Whether crafting the item themselves or instructing others on how to make the item, a master smith has at least laid eyes on all dwarven crafted items.

Hit Dice: d10.

Requirements: To qualify to become a master smith, a character must fulfill all the following criteria.

Race: Dwarf

Base Attack Bonus: +7

Skills: Craft (blacksmithing) 10 ranks, Craft (armorer) 10 ranks, Craft (weaponsmithing) 10 ranks

Feats: Weapon Focus (warhammer), Weapon Specialization (warhammer), Power Attack, 3E Sunder or 3.5E Improved Sunder

Religion: Must worship Moradin.

Special: Must own an operational smithy. Crafting benefits do not apply if using an unfamiliar smithy. If an operational smithy has just been newly bought or made, one month must be spent familiarizing himself with his new smithy.

Class Skills: Same as fighter.

| Class Level | BAB | Fort Save | Ref Save | Will Save | Special |
|--------------------|------------|------------------|-----------------|------------------|-------------------------------------|
| 1 | +1 | +2 | +0 | +0 | Enhanced Sunder |
| 2 | +2 | +3 | +0 | +0 | Craft Magic Arms and Armor |
| 3 | +3 | +3 | +1 | +1 | Quick Craft |
| 4 | +4 | +4 | +1 | +1 | Greater Sunder |
| 5 | +5 | +4 | +1 | +1 | Resourceful Crafter |
| 6 | +6 | +5 | +2 | +2 | Enhanced Craft Magic Arms and Armor |
| 7 | +7 | +5 | +2 | +2 | Critical Sunder |
| 8 | +8 | +6 | +2 | +2 | Greater Quick Craft |
| 9 | +9 | +6 | +3 | +3 | Two Cents Worth |
| 10 | +10 | +7 | +3 | +3 | Power Sunder |

Class Features: All of the following are class features of the master smith prestige class.

Weapon and Armor Proficiency: Same as fighter.

Enhanced Sunder: With the master smith's knowledge on how to craft an item, he also knows how to "uncraft" an item as well. He gets a +2 bonus to attack and damage for the purposes of sundering only. Includes opposed sunder checks.

Craft Magic Arms and Armor: Normally only reserved for spellcasters, a master smith can now channel divine energies to enchant arms and armor. Scholars claim that master smiths have received the blessing of Moradin himself. Unless he can cast spells from a previous class, he can only enchant items with an enhancement bonus up to $\frac{1}{2}$ his master smith level. All other rules apply as per the core books. This feat will only work on an item that he himself made. If an item has been made and enchanted by the master smith, he can also upgrade it once the prerequisite level has been attained.

Quick Craft: He gets a +2 bonus to all skill checks made to craft an item made of stone or metal.

Greater Sunder: He gets a +4 bonus to attack and damage for the purposes of sundering only. This supersedes the Improved Sunder above. Includes opposed sunder checks.

Resourceful Crafter: He can make the best use of all raw material at his disposal. Raw material costs are reduced to 75% for the purposes of crafting a new item or repairing a damaged one.

Enhanced Craft Magic Arms and Armor: In order to enchant an item, the item must be crafted first then enchanted. Not so for the 5th level master smith. He can now enchant an item at the same time he is crafting it.

Critical Sunder: Any item made of stone or metal is no longer immune to critical hits from a master smith.

Greater Quick Craft: He gets a +4 bonus to all skill checks made to craft an item made of stone or metal. This supersedes Quick Craft above.

Two Cents Worth: Any time the master smith is allowed to give his "two cents worth" on how to make a stone or metal item, the crafter receiving the advice can shave off one day's worth of crafting. The crafter can only receive this bonus once per week.

Power Sunder: Being highly tuned to the construction of items, he knows exactly where to land the most effective attack for a sunder. Ignore $\frac{1}{2}$ of the item's hardness. This is only effective if the sundering weapon is of greater quality than the item being sundered. Eg, a mithril warhammer will not be able to power sunder an item made of adamantite, but the vice versa is effective. He must also make a Craft check (as a free action) DC 10 + opponent's HD + opponent's Dex mod.