

Luther's Class Ability, Racial Ability & Feat Descriptions

Racial Ability Description

- **Living Construct Subtype (Ex):** Warforged are constructs with the living construct subtype. A living construct is created being given sentience and free will through powerful and complex creation enchantments. Warforged are living constructs who combine aspects of both constructs and living creatures, as detailed below.
 - **Hit Dice:** A warforged derives its Hit Dice, base attack bonus progression, saving throws, and skill points from the class it selects.
 - **Medium:** As medium constructs, warforged have no special bonuses or penalties due to their size.
 - **Composite Plating:** The plating used to build a warforged provides a +2 armor bonus. This plating is not natural armor and does not stack with other effects that give an armor bonus (other than natural armor). This composite plating occupies the same space on the body as a suit of armor or a robe, and thus a warforged cannot benefit from the effects of magic armor or magic robes. Composite plating can gain a magic enhancement bonus and magic armor properties as armor can, using the Craft Magic Arms & Armor feat. The character must be present for the entire time it takes to add this enhancement. In addition, spells and infusions that normally target armor, such as *magic vestment* and *armor enhancement*, can be cast with the composite plating of a warforged character as the target.

Composite plating also provides a warforged with a 5% arcane spell failure chance, similar to the penalty for wearing light armor. Any class ability that allows a warforged to ignore the arcane spell failure chance for light armor lets him ignore this penalty as well.
- **Light Fortification (Ex):** When a critical hit or sneak attack is scored on a warforged, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.
- Unlike other constructs, a warforged has a constitution score.
- Unlike other constructs, a warforged does not have low-light vision or darkvision.
- Unlike other constructs, a warforged is not immune to mind-affecting spells and abilities.
- Immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.
- A warforged cannot heal lethal damage naturally.
- Unlike other constructs, warforged are subject to critical hits, non-lethal damage, stunning ability damage, ability drain, death effects, and necromancy effects.
- As living constructs, warforged can be affected by spells that target living creatures as well as by those that target constructs. Damage dealt to a warforged can be healed by a *cure light wounds* spell or a *repair light damage* spell, for example, and a warforged is vulnerable to *disable construct* and *harm*. However, spells from the healing sub-school and supernatural abilities that cure hit point damage or ability damage provide only half their normal effects to a warforged.
- The unusual physical construction of warforged makes them vulnerable to certain spells and effects that normally don't affect living creatures. A warforged takes damage from *heat metal* and *chill metal* as if he were wearing metal armor. Likewise, a warforged is affected by *repel metal or stone* as if he were wearing metal armor. A warforged is repelled by *repel wood*. The iron in the body of a warforged makes him vulnerable to *rusting grasp*, taking 2d6 points of damage from the spell (Reflex ½; save DC 14 + caster's ability modifier). A warforged takes the same damage from a rust monster's touch (Reflex ½; DC 17). Spells such as *stone to flesh*, *stone shape*, *warp wood* and *wood shape* affect objects only and thus cannot be used on a warforged.
- A warforged responds slightly differently from other living creatures when reduced to 0 hit points. A warforged with 0 hit points is disabled, as with a living creature. He can take only a single move action or standard action in each round, but strenuous activity does not risk further injury. When his hit points are less than 0 and greater than -10, a warforged is inert. An inert warforged does not lose additional hit points unless more damage is dealt to him, however, as with a living creature that has become stable.
- As a living construct, a warforged can be raised or resurrected.
- A warforged does not need to eat, sleep, or breathe, but he can still benefit from the effects of consumable spells and magic items such as *heroes' feast* and potions.
- Although living constructs do not need to sleep, a warforged wizard must rest for eight hours before preparing spells.
- Warforged base land speed is 30 feet.
- A warforged has a natural weapon in the form of a slam attack that deals 1d4 points of damage.
- Automatic Languages: Common. Bonus Languages: None.
- Favored Class: Fighter. A multiclass warforged's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Warforged Alternate Fighter Abilities

- **Hit Dice:** Warforged fighter roll d12's to determine hit points, rather than d10's.
- **Battle Hardened (Ex):** A warforged fighter is crafted for battle, ready to act at a moment's notice and hardened against terror. He gains a +3 bonus on initiative checks and on saves against fear effects.

Feat Descriptions

- **ACTION BOOST [General]**
Eberron Campaign Setting, pg 50
Prerequisites: Base attack bonus +3
Benefit: You can spend 2 action points to take an extra move action or standard action in a round, either before or after your regular actions
- **IMPROVED DAMAGE REDUCTION [Warforged]**
Eberron Campaign Setting, pg 55
Prerequisites: Warforged
Benefit: You gain damage reduction 1 / adamantine or improve your existing damage reduction by 1.
Special: If you have the Adamantine Body feat, you can take this feat multiple times.

MITHRAL BODY [Warforged]
Races of Eberron, pg 119-120
Prerequisites: Warforged, 1st level only
Benefit: Your armor bonus is increased to +5 and you are considered to be wearing light armor. You now have a +5 maximum dexterity bonus to AC, a –2 penalty on all skill checks to which armor penalties apply, and an arcane spell failure chance of 15%.
Normal: Without this feat, your warforged character has an armor bonus of +2.
Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Warforged druids who take this feat cannot cast druid spells or use any of the druid's supernatural or spell-like class features. Warforged characters with this feat do not gain the benefit of any class feature prohibited to a character wearing light armor.
- **POWER ATTACK [General, Fighter]**
Player's Handbook pg 98
Prerequisite: STR 13
Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.
Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.) A fighter may select Power Attack as one of his fighter bonus feats.