Ancestor's Chosen

Hit Die: d8

Requirements: To qualify to become an Ancestor's Chosen, a character must fulfill all the following criteria.
Special: Mountain Dwarf from Ikstall, must procure their proxy Ancestral Warhammer from the Forge of Days in Kylmantol (See below).
Feats: Weapon Focus bludgeoning, Iron Will
Base Attack: +5
Skills: Knowledge History 2 ranks, Craft (weapons) 5 ranks

Class Skills: Appraise (INT), Climb (STR), Craft (INT), Intimidate (CHA), Jump (STR), Knowledge (History), Knowledge (Dungeoneering)

Skill Points at Each Level: 2 + Int Modifier.

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Level	Base Attack	Fort	Ref	Will	Special
1	**+0**	**+2**	**+0**	**+2**	*Soul bond +1*
2	**+1**	**+3**	**+0**	**+3**	*Lesser Awakening*
3	**+2**	**+3**	**+1**	**+3**	*Soul bond +2, Summon Hammer*
4	**+3**	**+4**	**+1**	**+4**	*Reform Hammer*
5	**+3**	**+4**	**+1**	**+4**	*Soul bond +3*
6	**+4**	**+5**	**+2**	**+5**	*Awakening*
7	**+5**	**+5**	**+2**	**+5**	*Soul bond +4*
8	**+6**	**+6**	**+2**	**+6**	*Greater Awakening*
9	**+6**	**+6**	**+3**	**+6**	*Soul bond +5*
10	**+7**	**+7**	**+3**	**+7**	*Rapture of the Fallen*

Features
All the following are class features for the Ancestor's Chosen

Weapon and Armor Proficiency: Ancestor's Chosen gain no weapon or armor proficiencies.

Obtaining the proxy Ancestral Warhammer: Near the age of 5 every dwarf of Ikstall has a war hammer forged at the Forge of Days in Kylmantol by the Royal Sootbeard Smithies. This is usually a day of celebration for the young dwarfs clan as it marks their existence within their world and sets their place in the clan history and hierarchy.
After adulthood any dwarf may go to the Forge of Days and request their proxy hammer, however if this hammer is lost or destroyed the dwarf is erased from the history of the Ikstall as the hammers very presence within the Forge of Days marks their acceptance and citizenship. One of the most extreme forms of punishment the king of Kylmantol can issue is the forced removal of ones proxy hammer from the Forge of Days.
Upon death, an Ikstallan dwarfs body is prepared and cremated at the Forge of Days. Using their burning remains as a fuel the proxy hammer is recast into an Ancestral Hammer and locked away, forever cementing the fallen dwarfs name and life in the clans history. Ancestral Hammers may not be removed or taken by any one.
A proxy Warhammer is a *+1 Warhammer.* Some dwarves of nobility or status have adamantine or other exotic metal war hammers forged for their young, see racial feats. The special process of forging a proxy hammer makes the weapon unsuitable for further magical enhancement outside of the class abilities below.

Soul bond (Ex): Beginning at 1st level the Ancestor's Chosen begins to bond his life force with his proxy hammer, in preparation for the inevitable forging of his Ancestral Hammer. This confers itself as an extraordinary enhancement bonus to all attacks and damage rolls as indicated in the Ancestor's Chosen table above. This enhancement bonus cannot be suppressed by *dispel magic, anti-magic fields* or similar effects.

Lesser Awakening (Su): Beginning at 2nd level the Ancestors Chosen begins to awaken his Ancestral Hammer. Chose one ability from the following list. Once selected this ability cannot be changed.

Fires of the Forge (Su): When wielding your Ancestral Hammer you can command the head to catch aflame. When under this effect your Ancestral Hammer sheds light like a torch, in addition your melee attacks made with your Ancestral Hammer deal an extra 1d6 fire damage. You cannot be damaged by this fire, if the Ancestral Hammer ever leaves your hand while under this effect the flames extinguish immediately. Using or ending this ability requires a command word and takes a free action. In addition while your Ancestral Hammer is under this effect you gain cold resistance 5.
Frost of the Heman Dal: When wielding your Ancestral Hammer you can command the head to freeze. When under this effect your Ancestral Hammer deals an additional 1d6 points of cold damage with each successful attack. You cannot be damaged by this cold, if the Ancestral Hammer ever leaves your hand while under this effect the cold extinguishes immediately. In addition while your Ancestral Hammer is under this effect you gain fire resistance 5. Using or ending this ability requires a command work and takes a free action.
Ring of Anvils: When wielding your Ancestral Hammer you can command the head to resonate. When under this effect your Ancestral Hammer deals an additional 1d6 points of sonic damage with each successful attack. You cannot be damaged by this additional damage, if the Ancestral Hammer ever leaves your hand while under this effect the resonation ends immediately. In addition while your Ancestral Hammer is under this effect your attacks made with your Ancestral Hammer ignore objects hardness if its value is less then 10. Using or ending this ability requires a command work and takes a free action.
Bile of the Deep: When wielding your Ancestral Hammer you can command the head to coat in acid. When under this effect your Ancestral Hammer deals an additional 1d6 points of acid damage with each successful attack, in addition for each successful melee attack made with your Ancestral Hammer your opponent takes an additional point of acid damage at the beginning of your next turn. You cannot be damaged by this acid, if the Ancestral Hammer ever leaves your hand while under this effect the acid extinguishes immediately. Using or ending this ability requires a command work and takes a free action.
Sting of the Up World: When wielding your Ancestral Hammer you can command the head to crackle with the fury of lightning. When under this effect your Ancestral Hammer deals an additional 1d6 points of electric damage with each successful attack, if your target is wearing heavy armor or holding a heavy shield made of metal this damage increases to 1d10. You cannot be damaged by this electricity, if the Ancestral Hammer ever leaves your hand while under this effect the electricity extinguishes immediately. Using or ending this ability requires a command work and takes a free action.

Summon Hammer (SU): By 3rd level the Ancestor's Chosen's bond to their proxy hammer extends beyond their reach. If the Ancestor's Chosen has a free hand they may spend a move action to call their proxy hammer to them. This ability works over any distance as long as the proxy hammer is on the same plane as the Ancestor's Chosen. This ability works regardless of if the proxy hammer is restrained, but fails if either the Ancestor's Chosen or the proxy hammer is in the area of an *anti-magic* spell or similar effect.

Reform Hammer (SU): By 4th level the Ancestor's Chosen is as much a part of their proxy hammer as they are a part of the dwarven race. If the Ancestor's Chosen's proxy war hammer is ever destroyed beyond repair they may reform the proxy hammer by spending 24 hours in private meditation. This ritual is strenuous on the very soul, and upon completion the Ancestor's Chosen loses 1,000 experience.

Awakening (Su): Beginning at 6th level the Ancestors Chosen become more in tuned with his lineage. Chose one ability from the following list. Once selected this ability cannot be changed.

Forge Song: Once per day per point of Charisma modifier you can command your Ancestral Hammer to erupt in Dwarven Forge Song as a standard action. This ability lasts 5 rounds and provides you and all allies within 30 feet that can hear the Forge Song a +2 competence bonus to all attacks and saving throws.
Warriors Memory: Once per day per point of Strength modifier you can apply double your strength damage to all of your attacks made with your Ancestral Hammer for one round, apply three times your strength bonus if using your Ancestral Hammer in two hands. You must announce that you are using this ability before your first attack is rolled. While under this effect your Ancestral Hammer spews curses at your enemies.
Pact of Stone: Once per day per point of Constitution modifier while you are wielding your Ancestral Hammer you can call upon your ancestral ties to the mountains for extra defense. This ability lasts for 5 rounds and provides you with damage reduction 5/Adamantine. Using this ability is a move action. While under the effects of this ability your skin turns grey and appears stony.
Gale of the Heman Dal: The winds of the Heman Dal guide your blows. Once per day per point of Dexterity modifier you can make a special attack with your Ancestral Hammer. This requires a standard action, and you must declare that you are performing this attack prior to rolling. You may add a +20 competence bonus to your attack.
Tunnel Eyes: Once per day per point of Wisdom Modifier while you are wielding your Ancestral Hammer you can activate this ability as a standard action. For the next 10 rounds you gain Blindsight to a range of 120'. While under the effect of this ability your eyes turn into orbs of granite.
Earthen Knowledge: Once per day per point of Intelligence modifier while you are wielding your Ancestral Hammer you may call upon the knowledge of the earth. This requires a full round action which can be spent either using a full defense action, a withdraw action or spent doing nothing. After the round has passed your Ancestral Hammer booms out in dwarven any weaknesses, resistances and special attacks that a single target within sight possesses. This ability works on constructs, animals, magical beasts, dragons, humanoids, monstrous humanoids and aberrations. For example; if this ability was used on a great wyrm red dragon, anyone within hearing range that understood dwarven would know that this creature was resistant to spells, could cast spells, breathes fire, is immune to fire and vulnerable to cold.

Greater Awakening (Su): Beginning at 8th level the Ancestor's Chosen has awaken a great power from within. Chose one ability from the following list. Once selected this ability cannot be changed.

Forge Avatar: You gain the fire subtype and are forevermore treated as a native outsider with damage reduction 5/magic.
Glory of Those That Came Before: Spiritual guardians grant you protection from magic. You gain spell resistance equal to 10 + your Ancestors Chosen level + your Charisma modifier.
Majesty of The Heman Dal: Your Strength and Constitution scores increase by 2.
Earth Savant: You gain a burrow speed equal to your land speed.

Rapture of the Fallen (SU): By 10th level the Ancestor's Chosen has achieved the pinnacle of bonding with their proxy hammer. Once per day they can call upon their ancestors memories, which allows them to take one additional turn immediately after their initiative count in the current round of combat.