

Arsenal (*Fighter*)

You have spent time practicing with a variety of weapons, allowing yourself greater flexibility in combat. Whatever circumstance may arise, you know you have the tools and the knowledge to deal with it. An Arsenal Fighter excels at using various weapons to their full potential, capitalizing on weaknesses, environmental effects, and the flow of combat to overwhelm the enemy.

Shield Master

Starting at level 3, you have trained extensively with shields, wielding them particularly effectively and weaving their bulk into the very flow of your combat. Shields you wield deal 2d4 damage on a hit and are considered simple weapons with the *thrown (15/30)* property. If your shield has a magic item bonus, that bonus applies to the attack and damage rolls as well. You can also don and doff a shield as part of making an attack with it.

If you are playing with the 2024 Remaster rules, shields have the Tattle weapon mastery for you.

Unconventional Attacker

At 3rd level, you gain proficiency with improvised weapons. When holding a weapon with the *two-handed* property that lacks the *heavy* property, you can hold a second weapon in your other hand. If this weapon is a shield, you lose the AC benefits from it once you make an attack with the *two-handed* weapon until the start of your next turn.

Walking Armory

Also, starting at level 3, when you finish a long rest, roll a d10 and consult the following table. This table details a variety of buffs for weapons, called armament buffs. You benefit from whichever buff corresponds to the result of your die roll. Additionally, after rolling on the table, the next time you hit with an attack that could benefit from that buff, you deal an additional 1d4 damage of the same type as the weapon. This damage increases to 1d8 at level 10, then increases again to 1d12 at level 18.

Whenever you take the Attack Action in combat, you can choose to roll again on the table and switch to the new buff; you can only benefit from one armament buff at a time. You can stow and pull out up to two different weapons whenever you roll on the table.

Some buffs involve a saving throw; the DC for these is equal to 8 + the modifier you use when attacking with that weapon + your proficiency bonus. If you have a magic weapon, you can add the bonus from that to your DC.

Armament Buffs Table

d10	Armament buff
1	When you attack a target with a bludgeoning weapon held in one hand, you can leverage your blows to force your way through the enemy's defenses, gaining a +2 to the attack roll. Additionally, when you hit with such a weapon, you can attempt to daze the enemy; they must make a Constitution Saving Throw. On a fail, you gain advantage on the next attack roll you make against them before the end of your turn.

2	When you hit a target with a slashing weapon held in one hand, you can maneuver the weapon to cause lingering damage, called Bleed. The hit creature gains a stack of Bleed for one minute; at the end of each turn, a Bleeding creature must make a Constitution saving throw. If they fail, they take 1d4 damage per stack of Bleed they have; if they succeed, they lose all their current Bleed stacks.
3	When you hit a target with a piercing weapon held in one hand, you gain a +2 to the damage rolls of the weapon. If you have advantage on the attack, this becomes a +4.
4	When you make an attack with a weapon—with either the <i>two-handed</i> property or the <i>versatile</i> property—held in two hands, you can leverage the additional force to gain a +2 to its damage rolls. If it lacks the <i>heavy</i> property, you can maneuver this weapon more easily after a hit, granting you a +1 to AC until the start of your next turn while you are wielding it.
5	When you throw a weapon with the <i>thrown</i> weapon property, you can throw it up to its long range without disadvantage on the roll. Additionally, you gain a +1 to the attack and damage rolls when you throw a weapon.
6	When you make an attack with a weapon with the <i>reach</i> property, you gain a +2 to damage rolls on targets at the end of your reach. Opportunity attacks against you have disadvantage while that creature is within range of your <i>reach</i> weapon, allowing you to more easily step back.
7	When you make an attack with a weapon with the <i>light</i> property, you can use the agility of your weapon to strike quickly, gaining a +1 to the attack roll. Additionally, your movement speeds increase by 10 feet until the start of your next turn.
8	You can ignore the limitations of the <i>heavy</i> property. While you are wielding a weapon with the <i>heavy</i> property, you can use its weight to your advantage; when you hit an enemy, you can stagger them, giving you a +2 on your next attack roll against them.
9	When you make an attack with a ranged weapon, you can use your Strength for the attack and damage rolls instead of Dexterity. Additionally, you can ignore the <i>loading</i> property of ranged weapons, and you do not need a free hand to meet the requirements of the <i>ammunition</i> property; if your ranged weapon requires two hands to hold, you can wield a one-handed weapon or a shield in the hand you typically use to load it with.
10	When you hit an enemy with a shield, you can choose to push the target back 5 feet. You also gain a +1 to your AC after hitting an enemy with your shield; this bonus lasts until the start of your next turn, unless you remove your shield.
11	When you make an attack with an improvised weapon—which can include using a traditional weapon in unconventional ways—the damage die is either a d8 for an attack made with one hand or a d10 for an attack made with two. Additionally, you gain a +2 to the attack roll of improvised weapon attacks.
12	You may choose one of the buffs above.

Master of Myriad Fighting Styles

At level 7, you gain an additional fighting style from the list of options available to Fighters. When you finish a short or long rest, you can swap your choice for another one available to you.

Also, beginning at level 7, you can spend time during a short or long rest modifying your arsenal, tailoring it to your needs. You may add one of the following weapon properties to each item in your arsenal, as long as the weapon meets any listed requirements:

Heavy: must not already have the *light* property

Light: must not already have the *heavy* property

Thrown (15/30)

Returning: must be a ranged weapon or already have the *thrown* property

Reach

Versatile: must be a melee weapon and cannot have the *two-handed* property; the damage dice improves by one level when held in two hands (d4->d6, d6->d8, d8->d10, d10->d12, d12->2d6)

You cannot add a specific weapon property to a weapon if it already has it. The weapon property remains on the weapon until you use this feature to add a different property to it. Due to the personalized nature of your adjustments and the practice required to make use of them, no creature other than you can make use of the added weapon property, treating the weapon as though it were unmodified.

When using an improvised weapon, you can add any of the above traits to it (no action required), as long as that trait is suitable for it. This does not modify the improvised weapon's form—it simply allows the improvised weapon to benefit from any effects of any traits that it would likely have if it were a regular weapon. The *versatile* trait is always active, although your improvised weapon may still benefit from a higher damage die if one is already assigned to it; the *versatile* dice are 1d6 for one-handed attacks and 1d8 for two-handed attacks.

Weapon Expert

Starting at level 10, you can maintain up to two armament buffs at the same time. Whenever you roll on the Armament Buffs table, you can choose to roll twice and gain the benefits of both; if you choose to roll only once, you can choose which of your existing two buffs to replace with the new one. If you would have the same buff twice, you can choose your second option.

Additionally, you have trained to maximize the use of all your weapons; if you have any weapon or shield with at least a +1 magic bonus, you can share that magic throughout your arsenal of weapons. You may apply that bonus to the attack and damage rolls of any of your attacks, even if they were made with a different weapon. This uses the largest magic bonus within your arsenal, so if you have a +2 dagger and a +3 rapier, you can use a +3 bonus for all your attacks; this replaces any existing magical bonus on the weapon, rather than stacking. This also means the damage of any attacks benefitting from this feature are magical.

Additional Fighting Style

At level 15, you gain an additional fighting style from the list of options available to Fighters. When you finish a short or long rest, you can swap your choice for another one available to you.

Also at 15th level, you can further modify your arsenal weapons over a short or long rest. You can add a second property from your 7th-level feature to each weapon.

Master of Arms

Starting at level 18, you can maintain a third armament buff and can roll up to three times whenever you roll on the Armament Buffs table.

Additionally, once per turn, when you use your Action Surge or Second Wind features, you can choose an additional option from the Armament Buffs table and gain its benefits temporarily. This choice lasts until the end of your next turn, when you lose its benefits.