

Дополнение к системе оружейного мастерства

Версия 0.1

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WEAPON ABILITIES

With proficiency you can gain access to the following abilities based on the Weapon.-

Ammunition, Awkward, Base DC, Break, Charge, Defensive, Deflect, Entangle, Extra Attack, Extra Missile, Finesse, Knockout, Light, Loading, Mounted, Reach, Retaliate, Set, Skewer, Stun, Thrown, Two-Handed

Weapon Ability – Absorb Spell – If your in an area of effect of a spell or its target, you can spend a reaction to attempt to absorb the spell. Make a weapon attack roll and if you beat the DC of the spell you expend charges of your magical battery up to the level of the spell cast. (Cantrips are treated as first level spells). If you succeed, and have the charges to spend, you absorb the spell without any effect on anyone else. A critical success means you can choose to allow others to be affected or not. Once the spell is absorbed, you regain a spell slot up to the level absorbed, if none have been spent, you instead heal 1d8 per level of spell absorbed.

Associated Weapons – Rod

Weapon Ability – Ammunition – You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack.

(Proficiency) At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

Associated Weapons – Blowgun 1H, Blowgun 2H, Hand Crossbow, Heavy Crossbow, Light Crossbow, Longbow, Shortbow, Sling

Weapon Ability – Awkward – You have disadvantage within this range when attacking with the weapon.

(Skilled Proficiency) At this level of proficiency the weapon no longer has the awkward disadvantage.

Associated Weapons – Horned Shield, Knife Shield, Lance, Sword Shield, Tusked Shield,

Weapon Ability – Base DC – Some of the effects produced by weapons masters has a saving throw to resist. This saving throw is calculated as 8 plus the ability modifier used in the attack roll, your weapon mastery bonus, your Weaponologist bonus, your weapons mastery feats and Archetypes.

Base DC = 8 +Ability Mod +Prof +WM Bonus +Circle Bonus +Feat Bonus +Arch Type Bonus (Martial +2)

Associated Weapons – Bardiche, Bastard Sword, Battleaxe, Bill, Blackjack, Blowgun 1H, Blowgun 2H, Bola, Cestus, Club, Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hand Crossbow, Handaxe, Hat, Heavy Crossbow, Heavy Shield, Holy Symbol, Horned Shield, Javelin, Knife Shield, Lance, Lasso, Light Crossbow, Light Hammer, Light Shield, Lochaber Axe, Longbow, Longsword, Mace, Maul, Medium Shield, Morningstar, Net, Orb, Partisan, Pike, Poleaxe, Quarterstaff, Ransur, Rapier, Ring, Rod, Scimitar, Scythe, Shortbow, Shortsword, Sickle, Sling, Spear, Spetum, Spontoon, Staff, Sword Shield, Tome, Tower Shield, Trident, Tusked Shield, Unarmed or Natural, Voulge, Wand, Warhammer, Warpick,

Weapon Ability – Break – This weapon is fragile. If the attack roll to hit a target is a critical strike (Fumble or hit), then the weapon will break, giving it the broken condition. On a fumble, no extra effect happens. On a Critical Hit, it breaks off in the attacker causing them to lose 5ft from their movement until removed, then it bleeds for 1d4 until treated once removed.

Associated Weapons – Horned Shield, Knife Shield, Sword Shield, Tusked Shield,

Weapon Ability – Cantrip – You prepare an additional cantrip that can only be cast through the attuned magic item.

Associated Weapons – Hat, Holy Symbol, Orb, Ring, Rod, Staff, Tome, Wand

Weapon Ability – Charge – If the attacker can move twenty or more feet in a straight line before attacking, then a hit deals an additional dice of damage.

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lance, Lochaber Axe, Partisan, Pike, Poleaxe, Ransur, Spetum, Spontoon, Voulge,

Weapon Ability – Ceremony – You have access to two abilities, you can request a chat, or heal a friend.

(Request a Chat) Ask to with your deity, spend ten minutes to make a Religion roll and can spend point from your magical battery to add to the roll. If you get 20 or above you have a positive start, a 30 or above and they are helpful. Under 10 and you begin with a reprimand. No rerolls are allowed on this check.

(Heal a Friend) Spend an action and all points from your magical battery to heal as a cantrip healing 1d8 per points spent, plus your proficiency bonus dice. This only works on someone known to you who you consider a friend, or a member of the faith associated to your beliefs.

Associated Weapons – Holy Symbol

Weapon Ability – Counterelement – You can cast a counterspell if you have an opposing element based cantrip prepared. Each level above skilled adds +1 WM Bonus to your ability check. You also gain the WM bonus to saving throws against your opposing element. Your ability to counter range extends as you gain proficiency. Use of this ability costs one point from the Magical Battery.

Associated Weapons – Ring

Weapon Ability – Defensive – If you spend your bonus action this round on this quality you gain a bonus for your armour class until the start of your next round as long as you still have your reaction. Each level above skilled adds +1 WM Bonus to the Shield bonus provided.

Defensive (Skilled Bonus Action) – This weapon provides a +1 Shield bonus to your armour class as long as you still have your reaction. If an attack would have hit you, but misses because of using defensive, you deflect the attack and expend your reaction. (Martial weapons add +1 to the shield bonus, A shield weapon does not use up reactions but can trigger retaliate instead)

Associated Weapons – Bardiche, Bastard Sword, Battleaxe, Bill, Bola, Club, Flail, Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Handaxe, Heavy Crossbow, Heavy Shield, Horned Shield, Lance, Light Crossbow, Light Hammer, Light Shield, Lochaber Axe, Longbow, Longsword, Mace, Medium Shield, Morningstar, Net, Partisan, Pike, Poleaxe, Quarterstaff, Ranseur, Rapier, Scimitar, Scythe, Shortbow, Shortsword, Sling, Spetum, Tower Shield, Tusked Shield, Voulge, Warhammer,

Weapon Ability – Deflect – If you spend your bonus action this round on this quality, you can attempt to deflect attacks with your weapon. Your Base DC becomes your armour class against ranged or melee weapons of your size or smaller until the start of your next round while you still have a reaction. If an attack would have hit you, but is lower than your Base DC, you deflect the attack and your weapon takes half the damage. Each level above skilled adds +1 WM Bonus to the Base DC. (Magical Implements don't take damage from spells or use up their reactions when deflecting spells)

(Expert Spell Deflection) You can redirect the spell to a target with a cone opposite from the spell caster as long as its still within range, expending your reaction to do so.

(Master Spell Deflecting) You can redirect the spell to a target with the remainder of the range, and expend your reaction to do so.

(Grand Master Spell Deflecting) You add your range extension to the redirect.

Associated Weapons – Bardiche, Bastard Sword, Bill, Club, Flail, Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Heavy Shield, Light Shield, Lochaber Axe, Longsword, Medium Shield, Partisan, Pike, Poleaxe, Quarterstaff, Ranseur, Rapier, Scimitar, Scythe, Shortsword, Spetum, Staff, Tower Shield, Voulge, Wand, Warpick,

Weapon Ability – Delay – On a Critical Hit (for a range weapon only in the normal weapons range), the target must make a Encumbered Saving Throw. Once you gained skilled in this weapon you learn the ability Attempt Stun. Each level above skilled adds +1 WM Bonus to the DC.

Encumbered Saving Throw – Strength vs Base DC. Saving throw at the start of their turn with failure causes the Encumbered condition until start of their next turn, when they can make another saving throw. Any number of encumbered conditions can be applied, each reducing the targets speed. One saving throw for all conditions, and anything the roll equals or beats is removed.

(Skilled Bonus Action) Attempt Delay – Against a target you have already hit this round, you can force it to make a Encumbered Saving Throw. The DC is increased by 1 for every addition hit you made against them this round with the Delay weapon.

Associated Weapons – Battleaxe, Hand Crossbow, Heavy Crossbow, Longbow, Shortbow

Weapon Ability – Disarm – As a bonus action, if you have struck an opponent this weapon this round, you can attempt to disarm your opponent with the opponent making a Disarm Saving Throw.

Disarm Saving Throw – Dexterity vs Base DC. Failure causes item in chosen hand to be dropped in targets square. Critical success causes you to drop this weapon instead.

Associated Weapons – Halberd, Lochaber Axe, Longsword, Morningstar, Partisan, Rapier, Shortsword, Sickle, Trident, Warpick,

Weapon Ability – Entangle – A creature up to one size larger is restrained. A creature may make an action to perform an Entangled Saving Throw to free a someone restrained. Dealing 5 slashing damage (AC 10) also frees the creature without harming it and destroying the weapon. On a Critical Hit, the target must make a Paralysis Saving Throw. When you attack with this weapon it is the only attack you can make in the round. Each level above skilled adds +1 WM Bonus to the DC (Net gives bonus starting at Proficient). Once you reach expert level, you crit on roll of a 19-20. Once you reach Grand master level you crit on roll of a 1-2 and 19-20. Entangle Saving Throw – Strength vs Base DC. Failure causes restrained.

Paralysis Saving Throw – Constitution vs Base DC. Failure causes paralysis.

Associated Weapons – Bola, Lasso, Net,

Weapon Ability – Extra Attack – The attack, unlike usual two weapon fighting, adds the ability bonus to damage and does not care what is in the other hand, or that you used your action to make an attack.

(Skilled Bonus Action) Extra Bonus Attack – As a bonus action, an attack can be done with this weapon using the standard attack options.

Associated Weapons – Blackjack, Cestus, Dart, Horned Shield, Knife Shield, Sword Shield, Tusked Shield

Weapon Ability – Extra Missile – Each ranged attack allows you to add an extra missile at the same target as a free action. Each extra missile that hits adds +1 dice to the total damage and +1 to the toxin resistance DC, but all damage counts as one attack for damage reduction. Each level above skilled adds +1 missile and to the DC of the toxin resistance or other effects that use Base DC.

Associated Weapons – Dart, Shortbow, Sling

Weapon Ability – Extend – You can extend the range of a spell through use of the wand which increases as the mastery improves. Use of this ability costs one point from the Magical Battery when not used on a cantrip. You can also use this extension on the area of effect, with the radius increasing by 5ft for every two points you expend from your magical battery.

Associated Weapons – Ring, Wand

Weapon Ability – Finesse – You can choose to use Strength or Dexterity with your attack. You also apply the same attribute to the damage.

(Expert Upgrade) At Expert you can choose to use one for the attack and the other for the damage

(Master Upgrade) At Master level you add both to the attack, but only one to the damage as long as they are positive.

(Grand Master Upgrade) At Grand Master level you add both to the attack and damage as long as they are positive.

Associated Weapons – Dagger, Dart, Rapier, Scimitar,

Weapon Ability – Heavy – Attacks are at disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a non-proficient creature to use effectively.

(Proficiency) Only small creatures have disadvantage.

(Expert proficiency) No creatures have disadvantage.

Associated Weapons – Bardiche, Bill, Glaive, Greataxe, Greatsword, Guisarme, Halberd, Heavy Crossbow, Lochaber Axe, Longbow, Maul, Partisan, Pike, Poleaxe, Ranseur, Voulge,

Weapon Ability – Hook – As a bonus action, if you have struck an opponent with the weapon this round, you can attempt a hook attempt with opponent making Prone Saving Throw.

Prone Saving Throw – Strength vs Base DC. Failure causes the target to drop prone. Critical success causes you to drop this weapon instead.

Associated Weapons – Bill, Gisarme, Halberd, Lochaber Axe, Sickle, Warpick

Weapon Ability – Knockout – If damage from this weapon reduces the target to zero hit points, the target is considered to have failed their Unconsciousness Saving Throw. On a Critical Hit, the target must make a Unconsciousness Saving Throw. Once you gained skilled in this weapon you learn the ability Attempt Knockout. Each level above skilled adds +1 WM Bonus to the DC.

Unconsciousness Saving Throw – Constitution vs Base DC. Failure causes Unconsciousness.

(Skilled Bonus Action) Attempt Knockout – Against a target you have already hit this round, you can force it to make a Unconsciousness Saving Throw. The DC is increased by 1 for every addition hit you made against them this round with a knockout weapon.

Associated Weapons – Blackjack, Unarmed or Natural

Weapon Ability – Knowledge – You prepare a extra spell. From skilled and each level of proficiency you can prepare and extra spell.

(Master Knowledge) You gain a extra spell slot at your highest casting level.

Associated Weapons – Staff, Tome

Weapon Ability – Light – Can be used with Two Weapon Fighting.

(Proficient Bonus Action) Two-Weapon Fighting Additional Attack – Can use this attack if other attack in the round was a light weapon. This attack does not use your mod bonus to damage.

Associated Weapons – Blackjack, Cestus, Club, Dagger, Hand Crossbow, Handaxe, Javelin, Light Hammer, Mace, Scimitar, Shortsword, Sickle, Unarmed or Natural

Weapon Ability – Loading – Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make per round.

Associated Weapons – Blowgun 1H, Blowgun 2H, Hand Crossbow, Heavy Crossbow, Light Crossbow

Weapon Ability – Magical Battery – Casting spells through this ring charges the battery, each spell of 1st level or higher adds a single charge. The ring can hold one charge, and gains +1 charge capacity at Skilled and each level afterwards. You can use the charges as if they were spell slots draining one charge per level of spell. Casting in this way does not add more charges. Battery is always empty at the end of a long rest.

Associated Weapons – Ring

Weapon Ability – Mounted – Designed to be used while mounted with one hand, and when on foot requires two hands and gains the awkward condition. (Proficiency) No longer has the awkward condition when mounted.

Associated Weapons – Lance

Weapon Ability – Poison – Inflict set damage on each round with a Base DC. Failure increases by one stage, success reduces it by one stage. Maximum of d12 for poison.

Stage 1 – 1 dice, Stage 2 – 2 dice, Stage 3 – 3 dice, Stage 4 – 4 dice and Stage 5 – 4 dice.

Associated Weapons – Blowgun 1H, Blowgun 2H, Hand Crossbow,

Weapon Ability – Portable Cover – You gain an expertise die on Dexterity saving throw. When you take the Dodge action while wielding a heavy shield, you may instead take cover behind your shield, gaining an expertise die to your Armor Class until the start of your turn. You have disadvantage on Dexterity (Acrobatics) and Dexterity (Stealth) checks while wielding this shield, and you cannot squeeze through spaces smaller than your size category. Tower shields also gain the following action.

Plant Shield (skilled Tower Shield only) On your turn, you may use an object interaction to plant it in the ground, gaining half cover (+2 bonus to AC, Dexterity saving throws, and ability checks made to hide) and advantage on saving throws made to resist being shoved or knocked prone and while you remain behind it. Unplanting a tower shield requires a bonus action.

Associated Weapons – Heavy Shield, Tower Shield

Weapon Ability – Range – A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Associated Weapons – Bastard Sword, Battleaxe, Blowgun 1H, Blowgun 2H, Bola, Club, Dart, Flail, Greatsword, Handaxe, Heavy Crossbow, Javelin, Light Crossbow, Light Hammer, Light Shield, Longbow, Longsword, Mace, Morningstar, Net, Shortbow, Shortsword, Sling, Spear, Trident, Warhammer, Warpick,

Weapon Ability – Reach – This weapon can reach targets in the listed distance when you attack with it.

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lance, Lasso, Lochaber Axe, Partisan, Pike, Poleaxe, Ranseur, Spetum, Voulge,

Weapon Ability – Retaliate – If you have managed to avoid a hit based on the bonus provided by this weapon using Defensive, then as a reaction you can make an attack.

(Reaction) Extra Attack – As a reaction action with the blocked by weapon trigger, an attack can be done with this weapon using the standard attack options.

Associated Weapons – Horned Shield, Knife Shield, Net, Sword Shield, Tusked Shield,

Weapon Ability – Ritual Focus – Casting rituals using this book is easier, as it provides a +1 WM bonus to the ritual check for skilled proficiency and increases for each level above it.

Weapon Ability – Sacrifice – When you take a critical hit, you can use your

reaction to block it and sacrifice your shield, turning the critical hit into a regular hit. Afterwards your shield is broken, or if your shield is magical it instead becomes mundane for 1 hour.

Associated Weapons – Heavy Shield, Light Shield, Medium Shield, Tower Shield

Weapon Ability – Set – As a reaction, a wilder can set this weapon against a charging foe, receiving a free attack which if it hits, is granted an extra dice of damage. The target must also make a Strength saving throw vs Base DC or be knocked prone (also dismounted if mounted).

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lochaber Axe, Partisan, Pike, Poleaxe, Ranseur, Spear, Spetum, Spontoon, Voulge,

Weapon Ability – Skewer – On a Critical Hit, you can choose to leave weapon in wound causing 1d6 piercing plus any energy damage at the start of the round, and reduce the creatures movement by 5ft on its turn. Can be removed with a Strength check (Base DC) causing 1d6 slashing damage.

Associated Weapons – Spontoon, Trident,

Weapon Ability – Store Spell – When casting a spell, you can choose to cast into this item by using charges of its Magical Battery, the spell remains ready to release until you finish a long rest at which point it harmlessly expires. Until that time, you can spend a bonus action to release the spell as if you had cast it that turn provided the item with the spell is on your hand or held by it.

Associated Weapons – Hat

Weapon Ability – Stun – On a Critical Hit (for a range weapon only in the normal weapons range), the target must make a Stunned Saving Throw. Once you gained skilled in this weapon you learn the ability Attempt Stun. Each level above skilled adds +1 WM Bonus to the DC.

Stunned Saving Throw – Constitution vs Base DC. Failure causes stunned until start of their next turn, when they can make another saving throw.

(Skilled Bonus Action) Attempt Stun – Against a target you have already hit this round, you can force it to make a Stunned Saving Throw. The DC is increased by 1 for every addition hit you made against them this round with the Stun weapon.

Associated Weapons – Battleaxe, Flail, Greatclub, Greatsword, Lasso, Light Crossbow, Light Hammer, Maul, Sling, Spear, Spontoon,

Weapon Ability – Thrown – If a weapon has the thrown property, you can throw the weapon to make a ranged attack.

Thrown (Attack Option) If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Associated Weapons – Bastard Sword, Battleaxe, Club, Dagger, Flail, Greatsword, Handaxe, Javelin, Light Hammer, Light Shield, Longsword, Mace, Morningstar, Net, Shortsword, Spear, Trident, Warhammer, Warpick,

Weapon Ability – Two-Handed – If your not proficient in the weapon, this weapon is used with Disadvantage. Your required to use two hands to use this weapon. (Master proficiency) You add half your strength bonus again to damage.

(Grand Master proficiency) You add your strength bonus twice to damage

Associated Weapons – Bardiche, Bill, Blowgun 2H, Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Heavy Crossbow, Light Crossbow, Lochaber Axe, Longbow, Maul, Partisan, Pike, Poleaxe, Ranseur, Scythe, Shortbow, Spetum, Voulge,

Weapon Ability – Versatile – Does more damage if wielded in two hands. When using two hands upgrade the dice to the next, a d4 becomes a d6, a d6 becomes a d8, a d8 becomes a d10. I don't believe there are versatile weapons that start at d10.

Associated Weapons – Bastard Sword, Battleaxe, Longsword, Quarterstaff, Spear, Spontoon,

ALL WEAPON OPTIONS

Once you gain any level of proficiency from skilled you can learn to use the following abilities. Once learned it can be applied to any weapon your expert or higher in proficiency. – Armour-Piercing Thrust, Arcing Slash, BlackJack, Blinding Binds, Bloody Wound, Blunted Bash, Bruising Blow, Bullwhip, Chain Garrotte, Charge, Chuul Ichor, Close Quarter Combat, Concealed Weapon, Crushing Blow, Dazing Blow, Deathtoad Toxin, Disarming Parry, Distracting Shot, Fearsome Accuracy, Grinding Halt, Headcrack, Hidden Poniard, Hurling Impact, Improvised Clobber, Lock Blades, Main Gauche, Patient Shot, Phalanx, Pinning Hit, Power Shot, Rapid Shot, Rebuff, Repel Charge, Ribshatter, Scorpion Venom, Serrated Twist, Shield Snare, Short Draw, Shrapnel Shot, Snare, Staggering Shot, Sunder Joints, Sundering Strike, Trick Shot, Trip, Underdog Strike, Unmount, Vault, Wing-Wrapping Attack, Wooziness Tonic. Note – You can normally only use one of these options each round.

This is a list of all the weapon options available to the players in my game so far.

Armour-Piercing Thrust (Attack Option) – As an attack, you may pinpoint a weak point of an opponent's armour. This attack pierces armour, treating the target's AC as 10 + their Dexterity modifier. On a hit, this attack does normal weapon damage.

Associated Weapon – Bill, Dagger, Halberd, Horned Shield, Knife Shield, Partisan, Pike, Poleaxe, Ransur, Rapier, Spear, Spetum, Spontoon, Trident, Tusked Shield, Warpick

Arcing Slash (Attack Option) When you attack with this bladed weapon, you may choose to target two creatures within your reach with a single attack. This attack uses the same attack roll for both targets and deals slashing damage equal to half your normal damage to each target.

Associated Weapons – Bardiche, Bastard Sword, Battleaxe, Bill, Glaive, Greataxe, Greatsword, Guisarme, Halberd, Lochaber Axe, Longsword, Poleaxe, Scimitar, Sword Shield

Blackjack (Attack Option) For an attack roll with your weapon against a humanoid target. If the attack hits, it does no damage, but the target must make a Stunned Saving Throw. Each level above expert with the weapon adds +1 WM Bonus to the DC.

Stunned Saving Throw – Constitution vs Base DC. Failure causes target to be stunned until the beginning of its next turn.

Associated Weapons – Blackjack, Cestus, Club, Light Hammer, Mace, Quarterstaff, Unarmed or Natural

Blinding Binds (Attack Option) – Instead of restraining your foe, you may instead wrap the thick cords of your weapon around a single creature's head. A Large or smaller creature hit by the weapon must make a Blinded Saving Throw, and remains so until the weapon is removed. Each level above expert with the weapon adds +1 WM Bonus to the DC.

Blinded Saving Throw – Dexterity vs Base DC. Failure causes blinded.

Associated Weapons – Bola, Lasso, Net, Whip

Bloody Wound (Attack Option) When you hit a creature with a curved blade, you can choose to make a superficial but bloody wound. The attack deals no damage, but the target takes 1d6 bleed damage at the beginning of each of its turns until it makes a Base DC Wisdom (Medicine) check as an action to stop the bleeding or until it receives magical healing. A creature can have only one bloody wound at a time.

Associated Weapons – Scimitar, Sickle

Blunted Bash (Attack Option) – Instead of dealing piercing or slashing damage, you can choose to deal bludgeoning damage by striking the target with another part of the weapon. This attack's damage die is one size smaller than normal.

Associated Weapon – Battleaxe, Dagger, Handaxe, Spear

Bruising Blow (Attack Option) – For an attack roll with your weapon against a living creature. If the attack hits, it deals normal weapon damage and the target must make a Bruised Saving Throw. Each level above expert with the weapon adds +1 WM Bonus to the DC.

Bruised Saving Throw – Constitution vs Base DC. Failure causes the target to lose its Dexterity Modifier (if positive, or double it if negative) to its AC until it takes a short rest or is treated with a successful Wisdom (Medicine) check vs the Base DC.

Associated Weapons – Blackjack, Cestus, Club, Greatclub, Light Hammer, Mace, Maul, Morningstar, Quarterstaff, Unarmed or Natural, Warhammer

Bullwhip (Attack Option) As part of your attack action, make a weapon attack against a beast or a creature with an Intelligence score of 2 or lower. The target must make a Frightened Saving Throw.

Frightened Saving Throw – Wisdom vs Base DC. Failure causes target to be frightened of you until the end of its next turn.

Associated Weapons – Lasso, Whip

Chain Garotte (Attack Option) While wielding this weapon, you may attempt to grapple a creature by looping the chain of your weapon around its neck. While grappled in this way, the creature cannot speak, cannot breathe, and has disadvantage on attack rolls against you. If you surprised the creature with this grapple, it cannot hold its breath and immediately begins suffocating. Creatures that you cannot grapple or do not need to breathe are unaffected by this manoeuvre.

Associated Weapons – Flail

Charge (Attack Option) – If you move at least 20 feet straight toward a creature before hitting it with this weapons attack, the target takes an extra dice of damage and must make a Strength saving throw. On a failure, the target falls prone.

Note – This applies on top of the weapon ability charge.

Associated Weapons – Lance

Chuul Ichor (Damage Option) – A creature hit by a weapon coated with this poison must make a Paralysis Saving Throw. Each successful hit with a weapon covered with this toxin increases the DC by 1.

Paralysis Saving Throw – Constitution vs Base DC. On a failure, it is paralyzed until the start of its next turn when they must make another Paralysis Saving Throw.

Associated Weapon – Blowgun 1H, Blowgun 2H, Dart, Hand Crossbow

Close Quarters Combat (Bonus or Reaction Attack Option) – When you successfully grapple a creature or escape a grapple, you may make a single attack with this weapon as a bonus action. Additionally, whenever a creature fails to escape a grapple with you, you may make a single attack with this weapon as a reaction. Each level above expert with the weapon adds +1 WM Bonus to the DC to escape your grapples, or as a bonus for you to escape a grapple.

Associated Weapons – Blackjack, Dagger, Handaxe, Horned Shield, Knife Shield, Light Hammer, Mace, Scimitar, Shortsword, Sword Shield, Tusked Shield, Unarmed or Natural

Concealed Weapon (Bonus Action) You can make a Dexterity (Sleight of Hand) check opposed by active or passive Wisdom (Perception) check to conceal this weapon as a bonus action. You gain the Surprise Attack option while the weapon is concealed. Each level above expert adds +1 dice to the sneak attack damage.

Surprise Attack (Attack Option) As an action you can attack with a concealed weapon gaining advantage, if you already have advantage then it deals 1d6 sneak attack damage which stacks with any existing sneak attack you might have.

Associated Weapons – Blackjack, Dagger, Dart, Hand Crossbow

Crushing Blow (Attack Option) As an attack, you can make a melee attack roll with your two handed weapon against an armoured or naturally armoured creature within 5ft of you. If the attack hits, instead of damage, the target's AC is permanently reduced by 1 until its armour is repaired. The armour cannot be reduced below 10 + the target's Dexterity modifier. This attack has no effect on creatures with magical armour, unless your weapon is also magical.

Associated Weapons – Battleaxe, Greataxe, Greatclub, Greatsword, Maul, Quarterstaff, Warhammer

Dazing Blow (Attack Option) For an attack roll, you may make a single ranged weapon attack with this weapon. If the attack hits, the target must make a Incapacitated Saving Throw. Each level above expert with the weapon adds +1 WM Bonus to the DC.

Incapacitated Saving Throw – Constitution vs Base DC. Failure has the target incapacitated until the end of its next turn

Associated Weapons – Club, Light Hammer, Mace, Maul, Morningstar

Deathtoad Toxin (Weapon Option) A creature hit by a dart coated with this poison must make a Poison Saving Throw at the start of their turn.

Poison Saving Throw – Constitution vs Base DC. On a failure, it takes +1d6 dice of poison damage for each weapon that struck the target coated in the toxin since their last turn.

Associated Weapons – Blowgun 1H, Blowgun 2H, Dart, Hand Crossbow

Disarming Parry (Reaction Option) When a creature attacks you with a weapon, you may use your reaction to catch their weapon in yours and disarm them. Compare your Base DC with the attack roll and if it exceeds it, their attack misses and they must succeed on a Strength saving throw or drop their weapon.

Associated Weapons – Glaive, Greataxe, Greatsword, Halberd, Ranseur, Sickle, Spetum, Trident, Whip

Distracting Shot (Attack Option) As part of the attack action, make an attack with your ranged weapon. You intentionally miss your target but give an ally of your choice the chance to attack while it is distracted. The next attack roll against the target by that ally has advantage if it is made before the beginning of the target's next turn.

Associated Weapons – Hand Crossbow, Heavy Crossbow, Light Crossbow, Longbow, Shortbow, Sling

Fearsome Accuracy (Attack Option) As an attack, you may throw your weapon at a creature at the very limit of your range. Make an attack roll against a creature exactly at your range maximum. If the attack hits, the creature takes normal damage and must make a Frightened Saving Throw. Each level above expert with the weapon adds +1 WM Bonus to the DC.

Frightened Saving Throw – Wisdom vs Base DC. Failure has the target Frightened of you for 1 minute.

Associated Weapons – Bastard Sword, Battleaxe, Club, Dagger, Handaxe, Javelin, Light Hammer, Mace, Morningstar, Spear, Trident, Warhammer, Warpick

Grinding Halt (Reaction Option) Whenever you must make a Strength saving throw to avoid being moved against your will and you fail the check, you can dig the weapon into the ground as a reaction. If your weapons Base DC equals or exceeds the DC of the saving throw you succeed. If the effect pushing you does not have a saving throw, you move 5ft fewer.

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lochaber Axe, Partisan, Pike, Poleaxe, Ranseur, Spear, Spetum, Spontoon, Trident, Unarmed or Natural

Headcrack (Attack Option) As an attack, you may make a ranged weapon attack with your bludgeoning weapon. If the attack hits, the target must make a Stunned Saving Throw. Each level above expert with the weapon adds +1 WM Bonus to the DC.

Stunned Saving Throw – Constitution vs Base DC. Failure causes target to be stunned until the beginning of its next turn.

Associated Weapons – Blackjack, Bola, Light Hammer, Mace, Sling, Warhammer

Hidden Poniard (Attack Option) If the poniard is still concealed within your weapon, you may make a Dexterity (Sleight of Hand) check opposed by a target creature's Wisdom (Perception) check. If you win this contest, you may make a single attack roll with the concealed poniard (as a dagger) against that target. This attack has advantage.

Associated Weapons – Longsword, Scimitar, Shortsword

Hurling Impact (Attack Option) – As an attack, you can make a melee attack roll with your weapon against a Medium or smaller target. If the attack hits, it does normal weapon damage and the target must make a Strength saving throw vs Base DC. On a failure, the target is pushed up to 5ft away from you taking your weapon with them. On a critical hit, this attack does an extra two dice of damage and the weapon breaks. Each level above expert with the weapon adds +1 WM Bonus to the DC and +5ft to the range the person is thrown.

Associated Weapons – Greataxe, Greatclub, Greatsword, Maul

Improvised Clobber (Attack Option) If you are using an improvised weapon that counts as a club or a club, you may choose to strike with such force that your weapon breaks. On a club attack, when you hit, you may make the attack covert to an automatic critical hit and your weapon breaks.

Associated Weapons – Club

Lock Blades (Reaction Option) – When a creature attacks you with a weapon, you may use your reaction to attempt to lock blades and parry their attack. Add 10 to your attack roll with the weapon and if that equals or exceeds their attack roll, their attack misses and they can't reuse that weapon until the start of your next turn. If you are wielding your bladed weapon with two hands you get to add your Str mod twice. Each level above expert with the weapon adds +1 WM Bonus to the check.

Associated Weapons – Bastard Sword, Dagger, Greatsword, Longsword, Rapier, Scimitar, Shortsword, Sword Shield

Main Gauche (Reaction Option) – While wielding both a bladed weapon and a light bladed weapon, you may use a reaction after being attacked to roll a d4 and add the result to your Armour Class until the end of the attacker's turn. Each level above expert with the weapon adds +1 WM Bonus to your AC.

Associated Weapons – Bastard Sword, Dagger, Knife Shield, Longsword, Rapier, Scimitar, Shortsword, Sickle, Sword Shield

Patient Shot (Attack Option) You carefully align your ranged weapons sites over your target. As an action in a turn that you have not moved, you may make a single ranged attack with advantage, and reduce your speed to zero until your next turn. Each level above expert with the weapon adds +1 to the attack roll.

Associated Weapon – Blowgun 1H, Blowgun 2H, Hand Crossbow, Heavy Crossbow, Light Crossbow, Longbow, Shortbow, Sling

Phalanx (Attack Stance) If you are adjacent to at least two other phalanx trained and equipped allies, your attacks have advantage, you deal an extra dice of damage and you have a +1 teamwork bonus to your Armour Class.

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lance, Lochaber Axe, Partisan, Pike, Poleaxe, Ranseur, Spear, Spetum, Spontoon, Trident

Pinning Hit (Attack Option) – When you make a melee or ranged attack with this weapon, you may attempt to pin a creature up to one size larger to a wall or surface by catching their clothing with the weapons edge or point. This can be used against creatures without clothing at the GM's discretion. If you hit, the target must make a Restrained Saving Throw vs your Base DC. Restrained Saving Throw – Strength vs your Base DC. On a failure the creature is restrained, and can use an action on their turn to make another Restrained Saving Throw to get free.

Associated Weapons – Bastard Sword, Battleaxe, Dagger, Dart, Hand Crossbow Handaxe, Heavy Crossbow, Javelin, Light Crossbow, Longbow, Shortbow, Sickle, Spear, Trident, Warpick

Power Shot (Attack Option) When you make an attack with a ranged weapon, you may take a penalty on your attack roll equal to your Strength modifier. This penalty must be applied before the roll is made. If the attack hits, it deals additional damage equal to twice your Strength modifier. If the attack roll is a critical fumble your weapon is broken.

Associated Weapons – Longbow, Shortbow

Rebuff (Attack Option) As an attack while you are wielding a polearm, you may use the haft of your weapon to rebuff up to two adjacent creatures. Make a single attack roll against one or two adjacent creatures within 5ft of you. If the attack hits either target, you push it up to 10ft away from you.

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lochaber Axe, Partisan, Pike, Poleaxe, Ranseur, Spetum, Spontoon

Rapid Shot (Bonus Action – Attack Option) You rapidly reload your weapon with loading, throwing off your aim but allowing you to make an additional attack this turn. As a bonus action, you may reload your hand crossbow and make an attack with it against a target within 30ft. This attack has disadvantage.

Associated Weapons – Hand Crossbow, Light Crossbow

Repel Charge (Bonus Action – Reaction Option) – As a bonus action, you can set your weapon against a charge. If a creature moves at least 20 feet straight toward you and attacks you, you may use your reaction to make an attack with your weapon. If this attack hits, it deals an extra dice of damage and the target must make a Strength saving throw. On a failure, it falls prone and falls off its mount if it is mounted.

Associated Weapon – Lance

Ribshatter (Attack Option) Make a single attack roll with your weapon against a humanoid target. This attack does normal weapon damage and the target must make a Stunned Saving Throw. If the damage you dealt was greater than half the creature's maximum hit points, it is stunned until the end of its next turn.

Stunned Saving Throw – Constitution vs Base DC. Failure causes target to be stunned until the beginning of its next turn.

Associated Weapons – Cestus, Flail, Greatclub, Light Hammer, Mace, Maul, Morningstar, Unarmed or Natural, Warhammer)

Scorpion Venom (Weapon Option) – A creature subjected to this poison must make a Poison Saving Throw at the beginning of each of its turns. This poison lasts until the target succeeds on three saving throws or is magically cured. Multiple applications of this resets the number of saving throws required.

Poison Saving Throw – Constitution vs Base DC. A target is taking 24 (7d6) poison damage on a failed saving throw, or half as much on a successful one.

Associated Weapon – Blowgun 1H, Blowgun 2H, Dart, Hand Crossbow

Serrated Twist (Bonus Action – Weapon Options)

When you deal damage to a living creature with this weapon (not including damage from the Bloody Wound maneuver), you may twist the serrated blade as a bonus action. The creature must make a Constitution saving throw or take 1d4 slashing damage per rank of mastery in the weapon.

Associated Weapons – Scimitar, Sickle

Shield Snare (Weapon Option) As an attack while wielding this weapon, you may make a single attack roll against a target carrying a shield or a similar defensive tool. This attack ignores any bonus to AC granted by the shield and deals normal weapon damage to the shield. If the attack hits, the target must also make a Strength saving throw. On a failure, its shield is pulled from its grip and lands at its feet.

Associated Weapons – Flail, Net, Sickle, Whip

Short Draw (Attack Option) As an attack, you may draw a sheathed one-handed blade and make an attack roll to strike the enemy with its pommel, leaving the target gasping for breath. This attack deals no damage, but the target is Stunned until the start of their turn. You must have at least one hand free to take this action.

Associated Weapons – Bastard Sword, Dagger, Longsword, Rapier, Scimitar, Shortsword

Shrapnel Shot (Attack Option) As an attack, make an attack with your ranged weapon against an unattended object. The attack deals double damage to the target. If the object is destroyed, it explodes into a cloud of shrapnel. Choose one of the following options: A creature adjacent to the object must make a Blinded Saving Throw or all creatures within 5ft of the object must make a Shrapnel Saving Throw.

Shrapnel Saving Throw – Dexterity vs Base DC. Taking 1d6 piercing damage on a failure. Each level above expert with the weapon adds +1 to the dice of damage. Blinded Saving Throw – Constitution vs Base DC. On a failure, the creature is blinded until the beginning of your next turn. Each level above expert with the weapon adds +1 to the rounds affected with the target getting a saving throw at the start of its turn.

Associated Weapons – Light Crossbow, Longbow, Shortbow, Sling

Snare (Reaction Option) As part of your attack action, you may use your reaction to snap your weapon around a creature or its weapon. If you target the weapon, the creature must make a Disarm Saving Throw. If you target the creature, it must make a Restrained Saving Throw.

Disarm Saving Throw – Strength vs Base DC. Failure causes it to drop its weapon at its feet.

Restrained Saving Throw – Strength vs Base DC. Failure causes it to be restrained. It may repeat this saving throw at the end of each of its turns. You cannot make weapon attacks with this weapon until the restrained condition is ended.

Associated Weapons – Lasso, Net, Whip

Staggering Shot (Attack Option) As an attack while wielding a ranged weapon, you may make a ranged attack. If this attack hits, the enemy takes full weapon damage and must make a Restrained Saving Throw.

Restrained Saving Throw – Constitution vs Base DC. On a failure, the target is restrained until the end of its next turn.

Associated Weapon – Heavy Crossbow, Light Crossbow, Longbow, Shortbow, Sling

Sunder Joints (Attack Option) When you make a melee weapon attack with this weapon against a creature in medium or heavy armour, you may choose to damage the joints of their armour instead of dealing damage to the creature. If the attack hits, that armour takes the damage, and the creature must make a Joint Saving Throw.

Joint Saving Throw – Dexterity vs Base DC. Failure causes target to be Slowed by 10ft until they remove or repair the armour. This reduction is not cumulative.

Associated Weapons – Cestus, Club, Flail, Greatclub, Horned Shield, Light Hammer, Mace, Maul, Morningstar, Quarterstaff, Scythe, Unarmed or Natural

Sundering Strike (Attack Option) As an attack, make an attack roll with your weapon against a creature wielding a weapon, including natural weapons. If the attack hits, the weapon is damaged, and all attacks made with this weapon have disadvantage. Another sundering strike destroys the weapon. This attack has no effect on magical weapons unless your martial weapon is also magical.

Associated Weapon – Greataxe, Greatsword, Maul, Warhammer

Trick Shot (Attack Option) As an attack, make a stylish bow attack with disadvantage. If the lower roll would also hit the target, you automatically score a critical hit. Associated Weapon – Longbow, Shortbow

Trip (Attack Option) As a melee weapon attack while you are wielding this weapon, you may sweep your opponent's legs in an attempt to trip them. Make an attack roll against a creature one size larger or smaller. If the attack hits, it must succeed on a Prone Saving Throw.

Prone Saving Throw – Strength vs Base DC. Failure causes the Prone condition.

Associated Weapons – Glaive, Halberd, Handaxe, Javelin, Lasso, Quarterstaff, Ransur, Scythe, Sickle, Spear, Unarmed or Natural, Warpick

Underdog Strike (Attack Option) As an attack, you may make a single ranged weapon attack with your bludgeoning weapon against a creature at least 1 size category larger than you. This attack deals normal weapon damage, and an extra dice bludgeoning damage per size category difference and for each level of weapons mastery over expert.

Associated Weapons – Sling

Unmount (Attack Option) As an attack while wielding this polearm, you may make a melee attack against a mounted creature. If the attack hits, the target must make a Prone Saving Throw.

Prone Saving Throw – Strength vs Base DC. On a failure, the target is dismounted and falls prone.

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lochaber Axe, Partisan, Pike, Poleaxe, Ransur, Spear, Spetum, Spontoon

Vault (Action and Attack Option) You can use your weapon as an action to double the length of your long jump, allowing you to leap a number of feet up to twice your Strength score (this jump is part of your movement). If you land adjacent to a creature at the end of this jump, you can make a single attack with your weapon as part of this action.

Associated Weapons – Bardiche, Bill, Glaive, Guisarme, Halberd, Lochaber Axe, Partisan, Pike, Poleaxe, Quarterstaff, Ranseur, Spear, Spetum, Spontoon, Trident

Wing-Wrapping Attack (Attack Option) Instead of restraining a flying creature, you may entangle its wings in your weapon. A winged creature up to one size larger hit by the weapon when you use this maneuver has its fly speed reduced to 0 (but is not restrained) until the weapon is removed. Each level above expert with the weapon adds +1 WM Bonus to the DC.

Grounded Saving Throw – Strength vs Base DC. Failure causes flying speed reduced to 0 (but is not restrained).

Associated Weapons – Bola, Lasso, Net, Whip

Wooziness Tonic (Weapon Option) – A creature hit by a dart coated with this poison must make a Poison Saving Throw.

Poison Saving Throw – Constitution vs Base DC. On a failure, it is poisoned until the start of its next turn when it makes another Poison Saving Throw.

Associated Weapons – Blowgun 1H, Blowgun 2H, Dart, Hand Crossbow