

WEAPON MASTER  
by  
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#### ROLE

All types of warrior are good in melee combat, BUT the Weapon Master is the deadliest. They are single-class fighters who dedicate their life to perfecting their skill with weapons. While other warriors may specialize in a weapon, Weapon Masters can truly master a weapon. There are only a handful of Weapon Masters in existence.

#### DISTINCTIVE APPEARANCE

All Weapon Masters are extremely fit with chiseled features. Their weapons and armor are of the finest quality. Most Weapon Masters are very intimidating, due to their skill and/or race.

#### MINIMUM ABILITY SCORES

To be a Weapon Master, a character needs at least a 12 in Strength, Intelligence and Constitution, an 18 in Dexterity, and a 14 in Wisdom.

#### NON-WEAPON PROFICIENCIES

Bonus: Quickness (-2 to initiative), Iron Will  
Required: Blind-fighting, Endurance  
Recommended: Alertness, Tumbling, Weaponsmithing

#### WEAPON PROFICIENCIES

Bonus: Ambidexterity, any weapon style (choose one)  
Required: Any blade  
Recommended: Longsword, shortsword, any bow

#### SPECIAL BENEFITS

Due to his great understanding of weapons and skill, he receive a +3 to reaction rolls with any type of warrior, and certain priests and thieves.

+2 saving throw against all mind related attacks.

At 4th level, his morale goes to exceptional(14).

At 8th level, his reputation spreads to all parts of the realm. In turn, he gains 1d4 loyal followers who start out as first level warriors. The Weapon Master can then choose to train them for 2 years. After training, they become second level Weapon Masters. If he doesn't train them, they will become ordinary fighters.

At 8th level, the Weapon Master's moral becomes fearless(18).

Since a Weapon Master is ambidexterous, he is allowed to attack with a weapon in either hand without suffering any penalties. In order for a character to attack with 2 weapons simultaneously and without suffering any penalties, the following conditions must be met:

1. Each weapon must be small or medium.
2. Each weapon can be wielded with one hand.
3. The character must spend a total of 3 weapon proficiency slots towards "two-weapon fighting style".
4. The character must be ambidexterous.

When all 4 conditions are met, the character is able to use both weapons without any penalties.

(Ex. Max is a first level Weapon Master. He specializes in a longsword. He devotes his remaining 2 proficiency slots to two-weapon fighting style in addition to his bonus proficiency in any style. Thereby, he has a total of 3 proficiency slots in two-weapon fighting style and satisfies all the conditions. Max can now use two longswords simultaneously without any penalties. As a result, his total number of attacks doubles from 3 attacks/2 rounds to 3 attacks per round.)

The Weapon Master has the ability to specialize in any number of weapons but they prefer to master one weapon to complete perfection. To master a weapon, the character must devote a proficiency slot to that weapon, beyond the normal specialization. At

first level, he can only specialize. At fourth level, he can master a weapon. At eight level, he can further master a weapon. Finally, at 12th level, he can be a Grand Master with a weapon. Look at the chart below to see the number of proficiencies required in a particular weapon in order to gain the following benefits.

#### Melee Weapons

Level	#At	Prof. Spent	Benefits (cumulative)
1-3	3/2	2	+1 to hit, +2 damage (specialization) AC -2
4-7	2	3	+2 to hit, +1 damage (mastery) May parry once without losing attack If attack roll exceeds by 5, 2x damage
8-11	3	4 (high mastery)	May parry twice without losing attacks If attack roll exceeds by 5, 3x damage Speed factor reduced by 2 Called shots at only -3 penalty
12+	4	5 (grand mastery)	May parry 3x without losing attacks Called shots at only -2 penalty ***Death Blow***; If attack roll exceeds by 5, opponent dies in 1d2 rounds. (No Saving Throw)

#### Bow

Level	#At	Prof. Spent	Benefits (cumulative)
1-3	2	3	+1 to hit, +2 damage (specialization)
4-7	5/2	4	+2 to hit, +1 damage (mastery) Range increases by 25% If attack roll exceeds by 5, 2x damage
8-11	3	5 (high mastery)	Range increases by 50% If attack roll exceeds by 5, 3x damage Speed factor reduced by 2 Called shots at only -3 penalty
12+	4	6 (grand mastery)	Range doubles Called shots at only -2 penalty ***Death Blow*** If attack roll exceeds by 5, opponent dies in 1d4 rounds. (No Saving Throw)

\*\* Death Blow -- occurs when an attack hits a creature, regardless of size, in a vital organ (heart, brain, etc.) which causes the creature to die in 1d4 rounds. Creatures that don't have vital organs (golems, worms, undead, etc) take 4x damage instead.

If the character decides to only specialize in a weapon, then follow the Player's Handbook attack progression table.

#### DISADVANTAGES

The ability scores required is the biggest disadvantage.

The process of mastery is a very long a tedious one. In order for the character to advance each stage, he must train for 5 years in order to develop different maneuvers and perfect them. It takes 5 years of rigorous training to advance from regular specialization to mastery. Another 5 years of training to advance from mastery to high mastery. Finally, 10 more years of training and adventuring in order to learn your opponents weakness and develop/perfect nearly all the possible maneuvers ever imagined.

Since patience is a key factor in becoming a Weapon Master, only elves can become Weapon Masters (preferable Drow and Moon elves).

Weapon Masters cannot wear any armor heavier than chain mail, nor use a shield or helm.

The only wealth a Weapon Master can possess is whatever he can carry.

Weapon Masters are finatics when it comes to training. Their top priority is to train and develop their technique. If anyone hinders their training, the Weapon Master will practice his maneuvers on them; either killing them or just teach them a lesson. That's why they suffer a -6 penalty to reaction rolls with people who are not considered warriors, and any class not related to melee combat.

## WEALTH

They start out with one exceptional weapon (which translates to +1 in game terms) of their choice and  $(1d4+1) \times 20$  gp.