

## WEAPONIST

by

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Main Class: Warrior  
Races allowed: Any  
Hit Dice: d10  
Saving Throws: As Fighter  
XP: As Fighter  
THACO: As Fighter; see below  
Wpn's allowed: Must suit the race (i.e., long/short sword for an elf; axe/hammer for a dwarf; but, as always, DM's discretion).  
Ability Reqs: Str 14, Dex 14, Int 12

A weaponist is a sub-class of warrior, one whom has devoted most of his life to the study and perfection of use of a single weapon and a style affiliated with it (two-weapon style may be taken, but the wielder must use his/her weapon of choice <see below>). S/he forfeits any training with weapons outside a very tight group. This training, of course, is in lieu of better skill, and, of course, less skill when using other weapons.

Weaponists may wear any armor, but the armor tends to reflect the weapon they use (someone fighting with a rapier while wearing plate mail?). They may also use a shield if they take sword-and-shield style.

Special Benefits: When created, the player must choose one melee (and melee only) weapon in which to practice with. This is called their weapon of devotion. They automatically MUST specialize in the selected weapon, and in a fighting style with which this weapon can be used. The following table denotes the attack rates, to hit, damage, and initiative bonuses, which a weaponist receives as he progresses in levels. The to hit and damage modifiers are above and beyond his specialization bonus, or any further slot expenditure (i.e., a 1st level Weaponist has +2 to hit, +4 to damage, not including strength or racial bonuses).

LEVEL	ATTACKS/RND	TO HIT	DMG	SPEED
1st to 3rd	2/1	+1	+2	-1
4th to 5th	5/2	+2	+3	-2
6th to 7th	3/1	+3	+4	-3
8th to 9th	7/2	+4	+5	-4
10th to 11th	4/1	+5	+6	-5
12th to 13th	9/2	+6	+7	-6
14th to 15th	5/1	+7	+8	-7
16th to 17th	11/2	+8	+9	-8
18th and up	6/1	+10	+12	-9

Note: If a weaponist uses two weapons (with the two-weapon style), each weapon gains the rate of attack and listed to hit and damage bonuses.

Note: A weapon's speed factor may never be reduced below 0.

Also, when a weaponist uses a shield (with sword-and-shield style), s/he gains an AC bonus of 1/2 his/her level (round up), due to the time spent training in this manner.

Disadvantages: A weaponist may never become proficient in any more than two other weapons--EVER! He may never specialize in these. These weapons must also be of the same group (S/P/B). He may also never learn any other fighting styles, but may

continue to put slots into their current style. Also, a weaponist fights for the testing of their skill--s/he will never fight for money (duels, pit fighting, but not including adventures), and may never own more than s/he can carry on her-/himself (no pack animals or hirelings, folks). S/he also starts out with her/his weapon(s) of devotion, her/his armor, shield (if able to use), and 10d4 gp. A weaponist must be of lawful alignment.