

# Homebrew Arcana: Weapon Master

This document introduces playtest options for the fighter class.

## This Is Playtest Material

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by design iterations or full game development and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

It will be refined based on your feedback.

## Fighter Archetype

At 3rd level, a fighter gains the Martial Archetype feature. Here are new options for that feature: the Weapon Master.

## Weapon Master

A gladiator hurls their spear across the battlefield, wounding their opponent. He quickly pulls out a longsword, and charges into combat, blocking every attack with their weapon alone.

A hunter prepares to strike their prey, readying their arrow to thread between the thick trees of the forest. The deer is struck, the arrow binding it to the tree behind it. She notches another arrow, ready to make the kill.

An orc warrior slams the ground with his greatclub, knocking his opponents off balance. He then pulls out his greataxe, cleaving through two of them in one swing, their limp bodies falling to the ground, dead.

Whether they be classically trained or not, weapon masters use their tools in combat to their advantage. Their tactics are considered dirty by some, yet admirable by others. All fighters know their way around a weapon, but a weapon master becomes one with their weapons, thinking of them as an extension of themselves, living for battle.

## Quick Switching

Starting at 3rd level, you learn how to stow and draw weapons with lightning speed. When you draw or stow a weapon with your Object

Interaction on a turn, you may also draw or stow a different weapon as part of the same Object Interaction.

## Weapon Groups

Starting at 3rd level, you begin to show to the world your true skill with weapons of many types. There are the following groups of weapons:

**Blades.** Dagger, greatsword, longsword, rapier, shortsword, scimitar.

**Cleavers.** Battleaxe, greataxe, handaxe, sickle, war pick.

**Cudgels.** Warhammer, club, flail, greatclub, light hammer, mace, maul, morningstar.

**Polearms.** Glaive, halberd, javelin, lance, pike, quarterstaff, spear, trident.

**Projectiles.** Hand crossbow, light crossbow, heavy crossbow, longbow, shortbow, dart.

**Exotic.** Whips, nets, and slings.

## Weapon Techniques

Starting at 3rd level, you gain the ability to perform a special technique with your weapon. Depending on the type of weapon you are wielding at any given time, you can use a different technique. Once you use a technique given by this feature, you must wait until you finish a short or long rest to use another one.

Starting at 10th level, you may use this feature twice per short or long rest.

Starting at 18th level, you may use this feature three times per short or long rest.

**Saving Throws.** Some of your techniques require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

**Weapon Master DC** = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

## Blades

**Parry.** You learn the art of parrying. As a reaction when an enemy targets you with an attack, you may add a bonus equal to your proficiency bonus

to your AC against all attacks made against you until the start of your next turn.

### **Cleavers**

**Pushing.** You learn to put an insane amount of force behind your attacks. When you hit a target with an attack, you can force the target to make a Strength saving throw against your Weapon Master DC or be knocked up to 10 feet away from you.

### **Cudgels**

**Reflect Missile.** As a reaction taken when you are attacked with a ranged weapon, you may attempt to bat away a form of ammunition. Make an attack roll against the triggering attack's attack roll. If your attack roll is higher, the attack is reflected back at the attacker, using your attack roll against their AC. The attack deals damage equal to (the damage listed for the weapon used for the initial attack + your Strength modifier).

### **Polearms**

**Punish.** As a bonus action, you may ready your polearm to accept a charge. If a creature enters the melee reach of your weapon before the start of your next turn, you may make an attack against them as a reaction. If this attack hits, you may add an additional weapon damage die to the damage.

### **Projectiles**

**Pin.** When the target that you hit with your weapon attack is next to a wall or similar surface, they must make a Strength saving against your Weapon Master DC or be considered grappled, as you pin them to the surface. They can end this grapple by removing the weapon as an action.

### **Exotic**

**Net.** When you hit a target with an attack using a net, you can make it so the net requires an amount of slashing damage equal to five times your proficiency bonus instead of 5 slashing damage to be broken.

**Whip.** As a bonus action, you may prepare yourself to attack an approaching enemy. If a creature enters the melee reach of your weapon before the start of your next turn, you may make an attack against them as a reaction. If this attack hits, you may add two additional weapon damage dice to the damage.

**Sling.** As a bonus action, you set up your sling to increase its range temporarily. Until the start of

your next turn, you ignore disadvantage on ranged weapon attacks with your sling due to attacking at long range.

## **Remarkable Warrior**

Starting at 7th level, your physical abilities are enhanced beyond what most can reach. You gain proficiency in the Athletics skill or the Acrobatics skill. You also may add twice your proficiency bonus to skill checks made with the chosen skill.

## **Weapon Stances**

Starting at 10th level, you learn to take on particular stances while fighting to grant yourself additional benefits depending on what type of weapon you are wielding at any given time.

### **Blades**

**Flurry.** You learn the art of quick repetitive strikes. When you take the Attack action on your turn, you may use your bonus action to make another weapon attack with the weapon that was used for the Attack action. If this attack hits, it deals damage equal to your proficiency bonus + your Strength modifier, or Dexterity modifier if the weapon has the finesse property.

### **Cleavers**

**Follow Through.** When you land a critical hit with a melee weapon attack, you can make an additional weapon attack against another target within 5 feet of both you and the initial target. You may do this once per round.

### **Cudgels**

**Siege.** When you hit an object, structure, or construct with a weapon attack, you can choose to deal twice the normal damage.

### **Polearms**

**Powerful Arms.** You master the art of throwing your weapons. If a polearm already has the thrown property, you may ignore disadvantage for throwing at long range. If a polearm does not have the thrown property, you instead ignore disadvantage from attacking prone targets from more than 5 feet away.

### **Projectiles**

**Enhanced Accuracy.** You ignore one-half and three-quarters cover when making attack rolls.

### **Exotic**

**Net.** You do not suffer disadvantage for making a ranged weapon attack at long range, or within 5 feet of your target.

**Whip.** You can shove a target using the range of your whip. It still follows the other normal rules for shoving.

**Sling.** You ignore one-half and three-quarters cover.

### **Prepared for Battle**

Starting at 15th level, you learn to prepare yourself for anything. At the end of a long rest, you may select one type of saving throw that you do not have proficiency in. You gain proficiency in that type of saving throw. This proficiency lasts until you use this feature again.

### **Advanced Techniques**

Starting at 18th level, you gain access to various techniques more powerful than those you have used in the past. Once you use a technique given by this feature, you must wait until you finish a short or long rest to use another one.

### **Blades**

**Gleam.** If you are in an area of bright light, you may, as an action, attempt to blind your opponent by reflecting the light along your blade. Select one creature that you can see that can see you within 15 feet of you. This creature must make a Constitution saving throw against your Weapon Master DC. On a failed save, the target is blinded until the end of your next turn.

### **Cleavers**

**Look At Me.** You learn how to get an enemy's attention with the damage from your attacks. When you hit a target with a weapon attack, you can attempt to make them focus on you. The target must make a Wisdom saving throw against your Weapon Master DC. On a failed save, the target suffers disadvantage on all attack rolls against any target except you until the end of your next turn. If the creature that failed its saving throw was concentrating on a spell, it automatically loses concentration on that spell. On a passed save, the creature makes its Constitution saving throw to maintain concentration at disadvantage.

### **Cudgels**

**Quake.** You may replace one of your attacks on your turn with a slam onto the ground around you. Any creature on the ground within 15 feet of you must make a Dexterity saving throw against your Weapon Master DC. On a failed save, the creature is knocked prone.

### **Polearms**

**Sweeping Strike.** You may, as an action, attempt to swing your polearm in a way that will hurt every target within its range. Any creature within the melee reach of your weapon must make a Dexterity saving throw against your Weapon Master DC or take damage as if being hit by the weapon regularly.

### **Projectiles**

**Piercing.** You may, as an action, overdraw your ranged weapon and add more force to your attack. Instead of making an attack roll, all creatures in a 5-foot-wide line out to a distance equal to your weapon's normal range must make a Dexterity saving throw against your Weapon Master DC or take damage as if being hit by a weapon attack with the weapon.

### **Exotic**

**Net.** When you hit a target with a net, you can choose to have the escape DC of your net increase to be equal to your Weapon Master DC.

**Whip.** When you hit a target with a melee weapon attack using a whip, you may attempt to grapple it with the whip as a bonus action. Instead of a Strength (Athletics) check, you may make a Dexterity (Sleight of Hand) check, which is then contested by the target as with a regular grapple. While a target is grappled in this way, you may not make weapon attacks using the whip.

**Sling.** When you hit a target, you can force the target to make a Constitution saving throw against your Weapon Master DC. On a failed save, the target is then stunned until the end of their next turn.