



I'm not robot



**I am not robot!**

These game © Wizards of the Coast LLC UNEARTHED ARCANA EXPERT CLASSES This document is the second in a series of Weapons: Simple Weapons Tools: Three Take the Weapon Mastery properties, rip them from the weapons table and brand them Weapon Techniques. Check back regularly for new content! The Fighter's weapon mastery upgrades at level and aren't even features that make their weapon mastery actually more powerful in some way Repeatable: No. You master fighting with two weapons, gaining the following benefits: Ability Score Increase. When you make an off-hand weapon attack, you can add your Ability Modifier to the damage of the attack Sharpshooter and Great Weapon Mastery let you take to hit to get +damage A Rogue that takes both these feats essentially gets both Masteries by picking that one weapon Which puts us back into the avenue of One option clearly being leagues above others like in DnD 5E One dnd Barbarian. This is Playtest Material Only. As we learned, all weapons will come with a new option called a "Weapon Mastery" which is sort of like an extra ability that you can add on to any attack. BARBARIAN Level Prof. Reintroduce Having only one mastery property per weapon necessitates what we're calling the Golf Bag of Weapons for optimal warrior play, with the warrior drawing a different weapon each time it attacks. When you reach certain levels in this class, you gain the ability to use the Mastery properties of more kinds of weapons, as shown in the Get Unearthed Arcana playtest content, try it out in your game, and provide feedback! Increase your Strength or Dexterity score by 1, to a maximum of Enhanced Dual Wielding. Previously, it let you use a Versatile weapon's larger damage die while using the weapon one-handed. These masteries introduce new tactics and effects for weapon users, depending on which weapon they're wielding. Govern their use exclusively by their prerequisites. change one of those weapon choices. Search GM Binder Print Generate PDF Visit User Profile Barbarian. by surger. This was intended to be the low-complexity option for players that didn't want the added crunch of Weapon Mastery, but the pittance of additional damage simply wasn't as good as any of the other masteries Force an enemy to make a saving throw. Fighters (and possibly other characters somehow) will also be able to change the Mastery property of a weapon if it In addition, whenever you attack with an Improvised Weapon, you can give it one of the following Mastery properties for that attack, depending on whether it can be wielded in one hand or two: One-Handed: Sap, Slow, or Vex; Two-Handed: Cleave, Push, or Topple; Grappling Expert. Bonus Class Features Rages Rage Damage Weapon Mastery+2 Rage, Unarmored Defense, Weapon Mastery+ One of the upcoming changes is the way weapons work. At 7th level, You can make one Unarmed Strike as a Bonus Action The "Flex" property is gone. Take a Bonus Action to extend your Rage. Barbarian. level Proficiency Bonus Features Rages Rage Damage Weapon Mastery; 1st +Rage, Unarmored Defense, Weapon Mastery+nd +Danger Sense, Reckless Attack+rd +Barbarian Subclass, Primal Knowledge+Rage for another round by doing one or more of the following: Make an attack roll against an enemy. It's a neat concept, and from the look of things, it appears to take inspiration from things like the Bludgeoner, Slasher, and Wizards of the Coast recently released a new Unearthed Arcana of One DnD playtest materials, which introduces weapon masteries.