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Weapon mastery feats pathfinder

You can combine multiple fighting styles together. Prerequisite(s): Any two style performances from different styles, basic assault bonus +6, gun training class function with melee gun. Benefit(s): Choose one gun style (style feat that lists Weapon Focus as an assumption) that you have. You can have the selected style and the second style active at once. Starting a position providing a style feat is still a quick action, but you can assume both the selected weapon style attitude and a different style of attitude simultaneously using that action. This ability does not stack with other abilities that allow you to have multiple styles active at the same time. Normal: You can only have one style active at a time. Type: General, Fighter Source: Player Manual II You have mastered a wide range of weapons. Your training with one particular weapon now applies to other weapons of a similar kind. Prerequisite: Knowledge with selected weapon, Weapon Focus with selected weapon, Specialization of weapons with selected weapon, basic attack bonus +8. Advantage: When you select this performance, choose bludgeoning, piercing, or chopping. You must have a Gun Focus and a gun specialization with a melee gun that deals with this type of damage. When you use any melee weapon that has the type of damage you have chosen, you will get a +2 bonus on attack rolls and +2 bonus on damage rolls. Special: You can choose this performance more than once. You can always select a new type of damage. The fighter can choose Melee Weapon Mastery as one of his fighter bonus performances. Einige Word-Funktionen können in Google Docs nicht angezeigt werden und werden bei Änderungen entferntDetails anzeigenLetzte Änderungen anzeigen Prerequisites: Knowledge with a weapon. Strength or agility score of 13 or higher You have mastered your unique weapon that only you alone has. When you get this power, choose a unique weapon that you are proficient in your possession and in your possession, such as a certain named weapon. You need to be able to wield this weapon before you get the power. When used with the selected weapon, you get the following advantages: In attack, you can score a critical hit at 19-20. As long as you haven't had an attack with another weapon this move and won't attack with another weapon this move, you will get +2 on your attack rolls. When you attack with your mastered weapon, its weight class will be reduced by one, the heavy weapon will no longer be heavy, the weapon without a heavy attribute is now light. Now your weapons can never fall out of hand or inventory by physical means. You can take this exercise several times, each time you choose another unique weapon. Back to Main Page . Se Homebrew . Feats found this page using the link to Cut From Air. according to the navigation links at the top, it's a sub-page of the main performances page, but there's no links to it on the Feats page (although there's a link to it from Fighter Advanced Weapon Training of the name). It is further described how ... someone (I'm assuming fighters?) can replace a better unarmed strike as a prerequisite for any style feat with weapon focus. what's cool, but why is it on this site? Only 1 of the Weapons Mastery performances listed has anything to do with style performances, and I actually can't find any decision anywhere else that talks about the characters (again, suppose the warriors?) will be able to swap ius with WF to qualify for style feats. I've been told by someone there's advanced gun training that's doing it, but finding better on the warrior side brings no hits. Finally, in the row over the list of weapons mastery feats, they are called magical items of mastery feats. Why? What is it? are they the same as gun mastery feats? are they actually usable only with magical objects? if so, what items? How? Also, can anyone clarify who can replace IUS with WF as a prerequisite for using style performances? Page 2 6 comments Although most combat techniques are general enough to be categorized as combat feats, some require such high levels of combat skills that they are instead categorized as weapon mastery feats. Weapon mastery feats count as combat feats for all purposes, including which class you can choose as bonus performances, and you get the benefits of gun mastery performance only when you control a weapon that belongs to a group of fighter weapons that you have selected with combat weapon training class functions (the appropriate weapon), and any effect of these performances related to attacks applies only to attacks from those weapons, unless the performances provide otherwise. Characters who don't have gun training class features can access gun mastery feats by doing a Martial Focus feat. There are three feats that the vast majority of Dungeon Masters consider broken, according to this Think DM survey. One is Lucky, the only exercise to get banned on my desk, and one that I discussed earlier on this blog (and which in turn generated scores of conflicting comments, with many people rushing to his defense. I'll let you read their reasons yourself). Another is Sharp Shooter, which maybe I'll talk about another time. The third, and today's theme, is the Great Weapon Master. It's an interesting performance for sure... The player's guide states: Great Weapon Master You have learned to put the weight of the weapon to your advantage, let his momentum strengthen his strikes. You get the following advantages: On your part, when you score a critical hit with a melee gun or reduce the creature to 0 hit points with one, you can make one melee gun attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to make a -5 penalty to attack the roll. If the attack hits, you add +10 to the damage attack. The concept is simple. You are a great brave brute who sacrificed the shield (and the ability of the modifier to make this performance) to make the most of damage to each blade swing. The first of the two advantages raises a few eyebrows ... Critical hits are nevertheless quite rare, as are reducing creatures to zero hit points. The second advantage is where the dispute comes from. Another 10 damage is huge. If you think big word does an average of 7 damages, it's a little crazy that there's a performance that allows you to do another 143% of that damage as part of the same attack. Everything depends on it -5 modifier ... But in a game of low ACs and high hit bonuses, not to mention various potential ways to gain an advantage on your attacks, is that enough punishment to justify that huge damage haul? Ready to do serious damage ... Some maths ... I'm not going to go super nerd on it either... This is Hipsters & Dragons to remember! I have some art house movies to watch with locally cooked IPA later in the evening (ok, another episode of Vikings, with some cheap Spanish wine...), but let's do some simplified amounts. I'm doing this on the fly ... in other words, I haven't drawn a definitive conclusion about the performance myself yet. Plus math can be a shoal, so stay sharp. If we take as an example a fighter jet on the 5th Let's say he has 18 forces, and a +1 sword now. His name is Ted. For ease of view I will discount how critical hits impact math, and assume that there is no advantage to these roles for now. Without power (5th level fighter) Ted has hit bonus +8, which means he needs 7 to hit AC 15 (70% chance). He has 2d6 +5 hits per hit (12) and has six hits in three rounds. Therefore, $0.7 \times 12 \times 6 = 50.4$ damage total. With a performance (5th grade fighter) With his -5 penalty, Ted now only has a +3 bonus, which means he needs 12 hits (45%). Makes $2d6 + 15$ damage to hit (22) times 6 attacks. Therefore, it does $0.45 \times 22 \times 6 = 59.4$ damage total. Hmmm, it's not too strong. Only 9 hit points difference, and if you decided to increase your strength by 2, instead of choosing this power, you would have dealt with an extra 4.5 hit points in those six attacks. That said, I feel that the damage outputs should be closer, if not even. With outputs like this, it just means that you decide to harness the power almost every time, and reliably come out on top. Anyway let's run the same example with 10. Ted's already on the 10th rung and he's got +2 swords. Without power (10th level fighter) Ted has hit a +10 bonus, which means he needs 5 to hit ac 15 (80% chance), with a 96% chance advantage. He has $2d6+6$ (13) per hit. So in two rounds he makes $0.8 \times 13 \times 4 = 41.6$, and in the last round $0.96 \times 13 \times 2 = 24.96$. So the grand total = 66.56 damage With performance (10th level fighter) With his -5 penalty, Ted has now hit a bonus of +5, which means he needs 10 to hit AC 15 (55% and with an advantage (79.75%). He has $2d6 +16$ (23) per hit. So in two rounds he makes $0.55 \times 23 \times 4 = 50.6$, and in the last round $0.7975 \times 23 \times 2 = 36.685$. So the grand total = 87.285 damages. Ok now I'm starting to see what people are complaining about. That's pretty big gains in just three rounds. This performance is sure to begin with the non-balancing of the game at higher levels, especially if it's paired with other skills such as barbarian's ruthless attacking features to gain an advantage more often. Generally I like the concept ... take risks, and get rewarded ... I probably wouldn't go far to say that the performance is broken, but with 5. Hipster fix the first part of the feat works just fine in my experience, and is especially fun when popping up low level mooks in combat. I'm glad I'm going to leave it so well. As for the second part, here are my suggestions... Option 1 The easiest way to fix the problematic part of this exercise would be to keep the same risk, but reduce the reward. In general, flat 10 extra damage doesn't sit well with me. It's too boring, and too guaranteed, and it doesn't scale to critical (annoying from a player's perspective). So I would simply replace +10, for 2d6 more damage, which is a) more fun and b) a little less powerful, i.e. more balanced. When you keep in mind that most characters using the Great Weapons Master feat will also have chosen a larger Weapon Fighting style that allows you to reschedules 1s and 2s, then the average damage is actually 8.33 (not 7), so only slightly nerfed out of 10. Especially since between 5 and 10% of the time (i.e. when you get critical hits), you'll do 16.67, which will bring the average up to some more. Option 2 Another way to get a fix would be to say you can only land these killer +10 punches when you have an advantage on the attack roll. Only when you've sneaked on your opponent invisible, or they're rolling around prone on the floor, do you have time to put your full strength into the wound and have some hope of hitting. This means that you don't get to use it as often, but when you do, it tends to pay off big. Option 3 The third thought I had would be simply to say... Whenever you have the advantage of a melee attack roll with a heavy weapon you will deal additional 1d6 damage. No punishment for interference. Simple and situational, it saves on any mathematics and also indecision that sometimes accompanies this act (should I take the punishment or not? Uh, uh.) which can eat up valuable game time. Option 4 Only the idea of the fourth option. You could deal with the additional damage of relying on the use of bonus shares as well. There seems to be some logic ... Such a powerful blow can take a little more time to work through as you adjust your attitude and end up on defeat. This is perhaps the best way to keep GWM on the table as written, but prevents it from getting out hand, as it would limit its use once an hour. The same solution works well to limit burst damage to the divine laugh. Hmmm, this does bolt with the first part of the feat when you get to make a free melee attack as a bonus action if you kill/crit creature. You could, however, give another attack as a free action on these occasions. Option 5 Easy fix you might like came to the comments section. Here you go! How did you get on with the Great Weapon Master feat on your desk? Have you come up with a fix that works for you? Please comment below, and feel free to pull me on my tired, probably incorrect math, obvious things that I forgot to take into account and anything else. Just keep it polite, as usual. By the way, did you check the 5e magic guns I was in nothing at home? They are free to use in your game. Related Related