

# One dnd weapon mastery pdf

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You could also add new Types, such as Flexible for Whips and Flails, with an Entangle Mastery for free grapple attempt on hit using your weapon rather than a free hand. The “Flex” property is gone. Unofficial A place to discuss Dungeons & Dragons. Dagger Entertainer’s Pack Leather Armor Musical Instrument (one of your choice) Shortsword GP Introduced in the previous UA, the Weapon Mastery feature and Mastery weapon properties were a huge hit, so we’re continuing to playtest them. The following sections were introduced in a previous article and are provided here for reference: Weapons. Additionally, the War Domain cleric can access the Mastery property for one weapon. Repeatability: No. Features: Ability Score Increase, Mastery Property. New and revised spells are included. 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. Unearthed Arcana 6 brings a lot of exciting things: classes, multiple subclasses for each of them, and tweaks to the exciting new Weapon Mastery system. Especially when you hit Lvand get Extra Attack, allowing the Extra Attack to either help keep one particular enemy away, multiple enemies partially away, or just a wale on a dude like typical Fighter Finesse: Attempt to disarm. For more D&D discussion: Discord: Lemmy: k/When you take the Attack Action on your turn and attack with a Light weapon in one hand, you can make one extra attack as part of the same extra attack must be made with a different Light weapon in You don’t have to invest in any other Weapon Mastery type and already these weapons offer you such interesting tactical ision making. Feats Weapons: Simple Weapons Tools: Three Musical Instruments of your choice ARMOR TRAINING Light Armor STARTING EQUIPMENT As a 1st-level character, you start with the following equipment, or you can forgo it and spend GP on equipment of your choice. Two-Handed: \* Str modifier to damage like e. There’s a lot to be excited about here, and this is the first UA document where the design team could include major improvements to class design based on community feedback, and the resulting changes are immediately apparent. Druid, and Monk. Prerequisite: Expert or Mage Group. Spells. Weapon revisions are included. You cannot apply more than one mastery property. Weapon Master [1] (feat) (pointer) 4th-Level Feat. While wielding a weapon that has a mastery property, you can apply its mastery property when you make an unarmed strike. Thrown/Ammunition: Remove penalty for ranged attacks within 5’. Loading: Load as a Bonus action. Previously, it let you use a Versatile weapon’s larger damage die while using the weapon one-handed. Each one includes one subclass: Path of the World Tree (Barbarian), Circle of the Moon (Druid), and Warrior of the Hand (Monk). The following classes get the Weapon Mastery feature in Player’s Handbook Playtest: monk, paladin, ranger, and rogue.

 Difficulté Très facile

 Durée 243 jour(s)

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