Weapon Master

A weapon master studies the use of weapons, learning how to utilize them in more sophisticated ways than your run of the mill soldier. Some of them favor a single type of weapon above all others, while other weapon masters utilize a wide variety of weapons to suit the situation at hand. Their skill is unparalleled.

Circle 1: Weapon Specialist - You are unmatched in your skill with weaponry, and can utilize your weapons even more effectively than most. Choose 3 abilities. You must be wielding a weapon with the listed property to use the ability, and can take the ability as many times as the weapon has the property. .You can change this selection whenever you switch weapons \*Text from weapon feats here\*

[Arcane] - You may treat this weapon as being [Arcane] or not [Arcane] simultaneously; it retains its item bonus to attack rolls, and enchantments still trigger on hits with the weapon.

[Barbed]- If your weapon is sticking in an opponent within [Melee] range, you may use a swift action to draw it. You resume wielding the weapon, and deal damage to the opponent as if they had removed the weapon, plus your level in damage.

special- you may keep this ability even when you are not wielding a [barbed] weapon

[Brutal] - Once per round, you may inflict [hp reduction] equal to the damage from [brutal] to an opponent you just hit.

[Deft]- You gain a +1 bonus to reflex saves

[Devastating] - the DC to resist your bull rush attempts is increased by 1

[Disarming] - You may pick up an item as a swift action when you successfully disarm it.

[Distant] - Your range for ranged attacks with this weapon increases by 20ft. If you take this twice, it increased by 80ft. If you take it three times, it increases by 200 ft.

[Elemental] - Once per round, an enemy hit by your attack starts [Burning].

[Guardian] - You may grant all allies within [Melee] range a +1 deflection bonus. This counts as the bonus from a [Guardian] weapon.

[Holdout] - Once per [Encounter],when you draw this weapon, one opponent within range of this weapon must make a reflex save (DC 10+1/2 level + your KOM) or be [Flat footed]

[Magnum] - You ignore AC bonuses your opponents have from [Covered]

[Parrying] - You may parry attacks made against allies within your [Melee] range

[Point blank] - You do not provoke attacks of opportunity from the target of your attack when attacking with this weapon

[Reach] - You gain a +2 bonus to AC against charges

[Reacting]- You may take an additional 5ft step on turns you do not move.

[Quick draw] - You can [Dazzle] one opponent within range of your current weapon when you switch between [Quick draw] weapons

[Scything] - If you miss your first attack of a pair when scything, the second gains a +2 bonus.

[Thrown] -

[Traumatizing] - Your crit range expands by 1

[Tripping] - When an opponent fails their save against your trip attempt, you may force another opponent within [Melee] range to make a reflex save (DC the same as your trip DC) or fall [Prone]

[Unbalancing] - Your crit range expands by 1

2nd Circle- Weapon finesse

You rely on your skill with a weapon, not on some silly magic. You gain a +1 item bonus to attacks with weapons for every circle of weapon master you possess.

3rd circle- Weapon focus

Choose a weapon property. You may add this property to any weapon you wield or are about to wield. You may now use 4 abilities from weapon specialist at once.

Choose one of the following abilities. This choice is permanent.

Critical strike- As a move action, you may double your crit range for 1 [Round]. This does not stack with other effects which multiply your crit range.

Swift blows- You may take a [Bonus attack] whenever you use an attack action, and have a 10ft bonus to your movement speed.

4th circle- Weapon style

Your unique weapon style is hard for other people to understand. Attempts to identify abilities you use involving a weapon have a +5 to their DC. You have a +5 bonus to saves against the disarm combat maneuver. Additionally, gain a bonus [Weapon] feat. You may use 2 [Weapon] feats at the same time, chosen any time you pick up, draw, or switch to a weapon, or as a swift action or part of a move action.

5th circle- Weapon Supremacy

Choose a weapon property. You may add this property to any weapon you wield or are about to wield. You may now use 5 abilities from weapon specialist at once.

Once per [Round], you may make an attack roll with a weapon you are wielding, and use the result in place of your AC or a save.

6th circle- Weapon Mastery

Choose one of the following abilities. This choice is permanent.

Critical perfection- Your skill with weapons lets you deliver the perfect blow. Once per [Round], you can make a successful attack into a critical hit, inflicting all normal effects

of critical hits.

Battle Sense- You are one with the battlefield, and are keenly aware of what is going on around you. You shall not be fooled. You are [Immune] to the in-combat use of acrobatics, intimidate, perception, bluff, and diplomacy. Once per [Round], you may turn a crit against you into a normal hit.

7th circle - Ultimate Weapon

Once per [Encounter], as a swift action, you can achieve perfection with your weapons. for 1 [Round], all attacks you make with weapons automatically hit AC and are not subject to miss chance.