

WEAPON GRANDMASTER

The Weapon Grandmaster (hereby WGM) is a martial Archetype for the Fighter class. To become a WGM, a Fighter must be of Lawful alignment.

Rings of the WGM

At 3rd level, the WGM learns how to summon two arcane Rings, one for each hand; the Rings emit a faint aura of evocation and transmutation. As a Bonus action, the WGM can manifest the arcane energy of the rings, moulding it into the shape of any weapon she can wield. Each ring can be used separately, or together to form a 2H weapon. The rings cannot be used if the WGM's hands are otherwise occupied.

Any weapon created with the Rings is considered effectively as a weapon of that type, retaining all its attributes. The WGM cannot sheath her Ring weapons, but he cannot be disarmed of them, and they cannot be broken, as long as she wears the rings.

Variable Styles

At 3rd level, the WGM may channel the energy of her Rings through a specific combat style. Using a Style requires both rings, which cannot be used in any other way until the end of the Style's effect. The WGM cannot use more than one Style each turn.

The WGM learns two Styles at 3rd level, and an additional style at 7th, 10th and 15th level. She can use this ability twice per Short or Long rest. The DC for a Style is equal to 8 + prof. + Cha. Its attack bonus is equal to prof. + Cha. If a style transforms the shape of the Rings, they regain their previous form when the Style's effect ends.

Versatile Warrior

At 7th level, the weapons generated by the Rings are considered Magical. When the WGM uses a Style as an Action, she can make a single weapon attack as a Bonus Action, provided no Style is active when she does so. She adds her Cha to the attack and damage bonus of the attack.

Endless Energy

At 15th level, when the WGM enters combat after having expended all her uses of *Variable Styles*, she gains 1 use of the ability to expend during the fight.

Mastery of the Rings

At 18th level, when the WGM uses her class ability Action Surge, and uses a Style as an Action, she can use her second Action to duplicate the effects of the Style, as if she used it a second time (For example she could throw 2 *Ensnaring Chains* or use 2 *Ethereal Scythes*) piercing stab

Style List

- **Ensnaring Chains:** as an Action, the WGM can release a Chain of pure energy to ensnare a foe within 30 ft. The target must succeed a Strength or Dexterity ST or be knocked prone. A Huge or Larger creature has Advantage on this ST. The target is Restrained until the WGM's next turn, at which point she can expend an Action to extend this effect for another round. If so, the Chain deals bludgeoning damage to the target equal to the WGM's Cha. At 7th and

15th level, this damage increases by 1d8. The target can repeat the ST as an action during her turn. The WGM can, as a Bonus action, drag the target to an adjacent square.

- **Ethereal Scythe:** as an Action, the WGM can weave her Arcane Rings' energy into the shape of a Scythe, slicing the air in front of her in a 10 ft cone. Each foe in the area receives Force damage equal to 1d6 + Cha, or half as much on a successful Dexterity ST. At 6th, 12th and 18th level, the damage increases by 1d6.
- **Luminous Axe** (10th level): as a Reaction upon striking a Critical Hit, the WGM can transform the weapon she's holding into a Greataxe of pure light, which inflicts Radiant damage equal to 1d12 + Cha (which replaces the damage she would've dealt otherwise). Creatures struck by the Axe who are not resistant to Radiant damage, are considered vulnerable to it. Those who are resistant, lose their resistance to the Axe's attacks. If the target of the Critical dies or drops to 0 HP as a result of the hit, the Axe lingers in existence until the end of the next turn of the WGM. If it delivers the killing blow again, extend the duration another round (multiple kills during the same turn do not stack).
- **Partial Manifestation:** as a Bonus action, the WGM can alter the energy emitted by the Rings, manifesting it only partially, allowing her to penetrate her foes' defences with ease. Until the end of her turn, the WGM uses her Style attack bonus, and has Advantage on any such attack. The weapons generated by the rings are amorphous and insubstantial; they deal Force damage equal to 1d4 + Cha.
- **Protection:** as a Reaction, the WGM can focus her arcane energy in front of her to defend herself. She is considered as if she cast the spell *Shield*. This Style can only be used once per Long rest, and twice at 11th level.
- **Piercing Stab:** the WGM thrusts forward a magical Rapier, which extends in a line 20 ft long, piercing all those in the way. She makes a single attack using her Style attack modifier against all creatures in the area. Those who are hit suffer piercing damage equal to 1d8 + Cha. This damage increases by 1d8 at 6th, 12th and 18th level.