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Masterwork weapons 5e

Dungeons " " Dragons "3rd edition had a lot of cool features. One of them is a master. Masterwork items simulated well-crafted weapons, armor, and items found in the world that give you small bonuses when used. The most popular of these were masters of weapons. At low levels, masterwork weapons provided much needed 1 to strike and were useful when the characters did not have any magic weapons. This bonus, derived from the quality of mastery, did not accumulate with a magic bonus (in fact, a weapon had to be of mastery quality to become a magical element). So, after a hero had a magic sword +1, the quality of mastery no longer mattered. Unfortunately, D"5th edition is moving away from masterwork and ignoring it. I suggest you bring the masters back to work in D", including the rules in the 5th edition. I even started to implement this in my last dungeon crawl campaign. I've transformed this below, and while masterwork weapons and objects need little or no conversion, master armor needs a little reworking. Masterwork Weapon As I mentioned above, the rule of masterwork weapons in the 3rd edition was quite straight ahead: weapon mastery is a finely crafted version of a normal weapon. Wielding provides +1 bonus accessory on attack rollers. The quality of work adds 300 gp to the price of a normal weapon (or 6 gp to the price of a unit of ammunition, such as an arrow). It's just a rule that's even more at home in the magic-deprived (lower levels) 5th edition of the game. And it allows you to add some non-magical treasure to reward your players, or just to poison your bad guys. 5th edition conversion rule I see no reason why you can not play this rule as it is – there is really no need to change it. Design notes: You can easily change this to +1 damage instead of hitting, which would equate more with the 5th edition design, but I don't mind +1 hitting a fix. Masterwork Armor and Shields The rules for master armor are slightly different. No, it doesn't give you +1 on your AC (or even hit, assuming you want to hook someone with your shield). The rules of the 3rd edition are as follows: As with weapons, you can buy either artisanal versions of armor or shields. Such a well-made element functions as the normal version, except that its bumper check fine is less than 1. A suit of armor or shield costs an additional 150 gp above the normal price for this type of armor or shield. 5th edition rule conversion masterwork armor is proving a little more difficult as there is no Armor Check punishment in D"5th edition" or rather has changed from a number of penalty shootouts to a number of to be simply a disadvantage of stealth checks. However, the D&d 5th edition has a power requirement for Armor. It also has the maximum quality of dexterity for medium armor. I would suggest we make medium armor armor, give 1 to maximum dex modifier, which can add to its air conditioner when wearing the bumper. And for heavy armor, a bonus of +1 Dexterity can be given (if the user's murmur is high enough) or perhaps a lower force required to carry it by 1. This would mean that a master shirt chain would cost 200GP, but offers AC of 13+ Dex modifier (max 3). While a master armor armor suit will cost 1,650GP, but offers an AC of 18+ modifier Dex (max 1) OR can be worn by someone with a force of 14. Masterwork elements Another master type are the elements. The most popular of them are tools of thieves of masters. The idea with the master products was that you would get +2 bonus for the circumstances you checked when using them. Here's the official rule: This well-made element is the perfect tool for the job. It provides a +2 bonus for the circumstances of a relevant skill test (if any). Some examples of this kind of element... includes tools for making the master composition, tools for master thieves, masked set, set for climbers, set healer, and master musical instrument. Masterwork tools cost 50GP each, except for masterwork thieves' tools that cost 100GP. 5th edition conversion rule as weapons, I am quite happy to leave the rule as it is. Bonus +2 for skill testing sounds like a lot, but I think the quality of the items will give you this kind of bonus. To set an example, imagine the difference between a violinist playing Stradivarius poems of them playing the violin at primary school. I will only provide this bonus to someone who has proper Tool proficiency however. Someone who isn't impaired playing the violin will make the Stradivarius sound awful. Design Note: You can make this bonus + 1 if you wish. The creation of Masterwork Items A character (or NDK) can craft master items in the D&3rd edition – they simply had to check dc20 for vessels (to be equivalent to the instrument in 5th edition) to be successful. 5th edition rule realization In the 5th edition character can make elements according to the rules in the management of Xanatar as follows: In addition to the appropriate tools for the object to be made, the sign needs raw materials worth half the cost of selling the item ... Items that cost more than 50 gp can be completed over longer periods of time as long as it is stored in a safe place at the time of execution... The character must be appropriate to the tools necessary for the manufacture of a device and have access to the appropriate equipment. I would suggest that you simply add cost of creating a masterwork item (300GP for weapon, 150GP for armor and 50GP per item) and then calculating the time it takes with the new total. So, one weapon will take another 6 days to I'll also need a skill test – DC 15 is not unreasonable – to see if an element of the master has been created. To add in some quality items gives your lower-level characters to aim for, and gives you the non-magic treasure you can give as rewards or add to the loot stacks. It also adds to the taste of the world and allows characters (and NPCCs) the ability to use their elevated skill levels. [link to the skill article] Do you think? Will you bring some masterful articles to your campaign? A player (who is more familiar with the third edition) wants to buy a master weapon for his character in D&d" All players are on level 4 or 5, and only one of them has a magic weapon (and it's not him). We're in the biggest city in the campaign! Surely, if they are available everywhere, they should be here! Another factor I'm considering: he has the strongest fighter in the party, and he's probably the smartest. -_- So while on the one hand, his character is not so blessed with magical objects "talk about plots like some of the other computers, and I think he deserves something cool soon, OTOH he already kicks most in battle anyway. Should I let him do it? I'm not as informed about 5e as some might be, but I wasn't under the impression that there was a Masterwork quality. I suppose you might be thinking about the 1th weapon, effectively? Selling magical items goes against the 5e design philosophy, and I think it's always been a weak decision. However... There must be something extraordinary about this, not only + 1 sword. Maybe it's Prince Dorrian's Blade, who fought the Wraith King at the Battle of Elmore' pass. Perhaps as they look around the players, they find an old scientist who talks about how legends tell of him breaking away from the weeping goblins that would terrorize the kingdom at night. But unfortunately, the blade got lost in the battle, and the prince died of his wounds. Now the player has a hook - go to Elmore Pass, find the blade. Maybe the Prince has become a mighty prince, and now he's guarding the passage where the blade is. Maybe it gives +1d6 damage to Undead except to be +1 sword. Make the player work for him a little, give the element a story and something special about him. This makes it all in particular than to some bazaar, where a dude is just giving away +1 longing for a few GP. Edit: I think maybe I did not understand the initial question, which seems better to be, can I make master weapons in 5e, although they are not in the rules, to which I would say, yes, completely. +1 on attacking rolls without changing damage? Of course it works. I'd still like to join the search. As, in order to make a real weapon, the local blacksmith needs some from a nearby mine recently run over by beasts. Although this may cost more than less improvement. Last updated: August 12, 2015 Jason Bradley Thompson said: Player (who is more familiar with the third edition) wants to buy a master weapon for his character in D'd'a. Game. All players are on level 4 or 5, and only one of them has a magic weapon (and it's not him). We're in the biggest city in the campaign! Surely, if they are available everywhere, they should be here! Another factor I'm considering: he has the strongest fighter in the party, and he's probably the smartest. -_- So while on the one hand, his character is not so blessed with magical objects "talk about plots like some of the other computers, and I think he deserves something cool soon, OTOH he already kicks most in battle anyway. Should I let him do it? One thing the savage worlds like to do in some respects is to overturn penalties instead of giving bonuses. This can make a weapon better without just making it more powerful. So, you can make masters weapon to undo a disadvantage in certain situations. (Before you take advantage of this). One thing the savage worlds like to do in some respects is to overturn penalties instead of giving bonuses. This can make a weapon better without just making it more powerful. So, you can make masters weapon to undo a disadvantage in certain situations. (Before you take advantage of this). There are also silver weapons, which I think are covered with 5e (as a non-magical way of damaging ghosts and the like). So he can buy a silver sword. It's kind of tidy. With limited accuracy, +1 to hit is quite powerful and probably over-beyond what you would expect from a finely made but still earthly weapon. And a little more powerful to smash some gold coins for. I agree with the comment above that it might be better to buy a treasure map or hint or something like that that gives him the location of a more powerful weapon, but he still has to work for it. If he really just wanted to buy the best weapon in town, I would give him effects without a fight; Maybe it's lighter than a regular weapon and prioritizes persuasion or intimidation once a day until you plunder this glorious pattern of gun-craft? Something like that. There are no weapons in 5th Ed. They were a bad idea, in my opinion, in the 3rd edition anyway. Raw +1 bonus simply encourages players to contextualize everything in raw math bonuses. The game works very well without them anyway, especially if the field is not full of Dark Souls 2 style armored knights in every room. If I had to trust a gun rule, I'd let a master weapon ignore it. break it once for a long period of rest. The same goes for master armor. I'm a history lover, so I'm attached to objects that don't fail, or otherwise turn against computers. Consider the battle of the mound in Conan the Barbarian, when Conan Atlanta's Atlanta sword broke the steel sword his father forged in a collision. It's a master's job. Starting point: My players are on level 8. Only one of them has a magic weapon. It's devastating. I also have helmet equipment cards that I hand out as loot. Destroy helmet equipment card to unhook all damage from one source, indicating that the helmet was lost, but you were not. It's simple but powerful, and so far everyone is a big fan. Starting point: My players are on level 8. Only one of them has a magic weapon. It's devastating. I also have helmet equipment cards that I hand out as loot. Destroy helmet equipment card to unhook all damage from one source, indicating that the helmet was lost, but you were not. It's simple but powerful, and so far everyone is a big fan. Nice. Another idea in this regard; regular statistics, but a special ability. During a short break, if you do not heal or during any long rest, you can sharpen the sword to a vicious end. It will then handle +1 damage in all attacks until you roll 10 or less on an attack throw, at which point your barber end is dulled to regular sharpness. Last edit: August 12, 2015 Here is a thread that I found quite interesting and inspiring. They came up with a few ideas that don't violate the idea of 5th insane mastery with a compromise in allowing some fantastically enhances the capabilities of weapons/armor. Here are a few of the ----------: consider bonuses other than attack and damage. For example: cunning grip - an advantage for resistance to attempts to disarm. Hooked - an advantage in the attempts to disarm. Especially severe - an advantage of shoving/prone attempts. Unpleasant looking - an advantage of attempts at intimidation. - Yes, to Douglas Adams. ---------- Some ideas for bulletproof vest - everything costs between 150-200% of the original; Narcissus - armor only - increases AC against attacks with 1 Reinforced - medium and heavy only armor - increases AC vs tilt attacks by 1 Silk Padded - gives DR+1 against Master Mounted arrows - weight reduction by 20% Bandit Mail - removes stealth punishment from the armor of chainmail ---------- Masterwork Armor will have one of the following: +1 vs specific attack style (cut, piercing, etc.) Reduced weight Increase max dex. Permissible by armor of 1 Design intentions seems to be that objects and weapons have a very magical taste. I usually roll up a name and a bunch of quirks for all the guns+ 1, give them a little story. I'il be inclined Make a weapon for making a non-magical weapon. And then load for 1000gp for it. Only Only Few specific weapons will be available because they are made by masters who specialize in certain types of weapons and they do not sell these things to everyone. Jason Bradley Thompson said: 'Come on, we're in the biggest city in the campaign! Surely, if they are available everywhere, they should be here! To. If. I'm sympathetic to the idea that he deserves something cool soon, but that doesn't automatically mean he'll decide what that cool thing is. Especially when this cool thing is something that doesn't usually exist in the game. On the other hand, a 3e-style weapon is made completely obsolete by even a simple weapon 1. You can give him one of these. It's not like you allow other computers to get magic loot, but you plan to deprive it of the same forever, right? Page 2 To keep limited accuracy, I would do it + 1 damage no bonus to hit. But the principle is that you should avoid small bonuses as they make a bigger difference in 5e. But the principle is that you should avoid small bonuses as they make a bigger difference in 5e. This will be the way to go if you need to have sub-magic weapons with a bonus. My preference would be not to do this, but to give him the opportunity to strive to acquire the actual weapon +1, the best work of the great Smith smith, say (and treat it like magic). Receiving it should try to take advantage of money. Given that published adventures can't collect and sell the weapons to enemies, I'm going in the opposite direction - rank-and-file weapons (especially low CR humanoids) are of low quality and incapable of taking critical hits. Any weapon possessed by PCs and types of drivers is effectively already under control. I also have helmet equipment cards that I hand out as loot. Destroy helmet equipment card to unhook all damage from one source, indicating that the helmet was lost, but you were not. It's simple but powerful, and so far everyone is a big fan. I mean, I like this idea! It seems that any equipment - secular, masterful or magical - should have a chance to be lost/destroyed. I think of Perseus in the old Clash of the Titans - he gave gifts to the gods, but in the end he lost the helmet of invisibility forever in the swamp, and his shield melted in his confrontation with Medusa. But there does not seem to be a mechanical way described in 5e for such an event. But sacrificing objects to avoid damage or to save is a simple, neat solution. I gave a few weapons to strike with no damages bonus. Masterwork armor is a lighter, like the correct AC, but having the weight, strength requirements and stealth penalties of a bumper type lighter on the list. Only if you really want to, I don't think they should be added. This 5E is quite restrained with bonuses (tends to be only Skill + Proficiency + magic, if any) I don't think there's much room for it. Master armor already exists in 5E: It's a breastplate, a half tile, a shin and a bumper plate. (And leather with studs to a lesser extent). All armor is too expensive for level 1. Silver weapons allow you to hurt devils, lycanthrops, anger and ghosts. But I really like Zet's ideas. ... However, given how few monsters and NPCS are experienced in athletics or acrobatics, I find many computers are quite effective in Shove, Grapples and disarms already. (Seriously, it's little more than monkeys, centaurs and giants...) I do not see a problem in weapons that are +1 to hit or damage and is not considered magic as a kind of step up to +1 weapons. Or in the same way, magic weapons without bonuses for the same reason. If you're going to end up handing out 1 and +2, handing out +1/2 weapons a little earlier, it doesn't seem to be a problem. If you are planning a low-magic campaign, so LVL 10 mostly do not have at least +1 weapons, of course, this is very different. But if the magic weapons eventually come, a way to give rewards is outlined in the middle of the road without breaking the curve. To maintain limited accuracy will make it + 1 damage, not a punch bonus. But the principle is that you should avoid small bonuses as they make a bigger difference in 5e. Once I thought +1 for damages would be a smaller bonus than +1, but after creaking some numbers, it does not seem to be the case. In most cases, it seems that the damage is better than +1. With that in hand, I'm ing implementing weapons into my game. It's not like making 1 bonus, which is obsolete from the first magic weapon that computers have found, will be smashing games. My players love this thing and are ready to untie the coins for it. I don't mind peting them. Given that published adventures can't collect and sell the weapons to enemies, I'm going in the opposite direction - rank-and-file weapons (especially low CR humanoids) are of low quality and incapable of taking critical hits. Any weapon possessed by PCs and types of drivers is effectively already under control. I like it, too. But this introduces in the book to note what is a lower weapon, and will make my players wonder how enemies receive critical blows with their lower weapon. I once thought that +1 for damage would be a smaller bonus than +1, but after creaking some numbers, it does not seem to be the case. In most cases, it seems that the damage is better than +1. With that in hand, I'm ing implementing weapons into my game. It's not like making 1 bonus, which is obsolete from the first magic weapon that computers have found, will be smashing games. My players love this thing and are to use the coins for it. I don't mind peting them. If you go down this route, keep in mind that the Master's weapon will not require actua. This can actually make it more attractive to the computer, depending on how many magical objects they have, and actually suggests that masterwork is better, or at least equals a work speller. I mean, I like this idea! It seems that any equipment - secular, masterful or magical - should have a chance to be lost/destroyed. I think of Perseus in the old Clash of the Titans - he gave gifts to the gods, but in the end he lost the helmet of invisibility forever in the swamp, and his shield melted in his confrontation with Medusa. But there does not seem to be a mechanical way described in 5e for such an event. But sacrificing objects to avoid damage or to save is a simple, neat solution. I'm glad you like it and steal. Here are a few more details: I was inspired by Anti-Hammerspace item Tracker Matt Rundell and there was a sale in Paiso to clear a bunch of equipment cards and my game was set in Golarion so it had more money than the point I bought them. Using them in the game proved difficult though: I tried to write weights on them, but that only went so far. The cards themselves also do not take the pen very well, despite the advertising, which made the written mechanics on them a problem. And if players are not mechanically engaged with the cards, they lose track of the cards they have, which I obviously did not want, since it was almost the same as recording objects as a note on the sheet of signs. But some of the players also play magic, so destroy this card to get x effect style mechanic came naturally. Other players grew up with Sierra adventure games. So it's a fictional alternative. I use Magic to organize the equipment I've made for this campaign, and then print out the cards I need and put the rules on the back of the gamers equipment cards where the notes will be. Scissors, time and PVA glue. It's not that hard, as I know what equipment is coming. If I had to do it again, I probably wouldn't even bother with gamemastery cards, but the text of taste and a lot of art is nice and saved me some work. To cope with weights, each character can only have 10 read cards at any time. At first I wanted an 8, for a bolder game and to reduce my workload, but the current campaign is more of a scavenger, so I allowed them to have ten. Capacity classes that increase load capacity (e.g. Barbarian) can prepare two additional equipment cards. However, each turn gets a free interaction with objects, such as opening a door, and I allow the computer to use their interaction with objects to use readied objects (exchange of weapons, Example Fighter Load bridge: Armor weapon shield secondary weapon range range Ammunition Ring Helmet Wand Potion up to ten small cards can be in the package, but you need to spend action, getting un-read items from your packaging, promoting load planning and proper use of minions. Weightlifting is an option if you want to wear more objects or more large items (an additional bumper suit, for example), although they have discovered that floating disk magic can be thrown as a ritual, so now they have aeromanic porters that follow with the loot when the pile is not in full stealth mode. However, the objects in the package are considered to be protected from the heaviest dungeons, so they are protected from environmental hazards (diving in water, blow with fire-extinguishing, etc.). In general, I am pleased with the system. Time spent searching for effects in the rules is down. There was never any confusion about who was wearing what, as everyone can quickly check if they have this card. Players now think it's fair when I destroy their stuff, as they are used to the idea that they can acquire more things and that ordinary things are more useful. Carrying 20,000 GP from the dungeon never happens: the loot is handled by looting the deck, which are all cards that look like valuables or relics, most of which have GP values on them, and if I have a pile of 20,000 coins than I clearly move 400 lbs of free items. Looting is quite easy now, as I can just pull out of the pile of cards when appropriate, and there are at least two or three damn cards in the deck, which helps convey this tone to pulp adventurers and the hub of the looting tombs. The shops are also simple: gone are you can buy everything on the day sheets. Now, I hand over a pile of cards and say look at the merchants. Weapons break and resistance to the damage of one of beating/drilling/slicing appears with various monsters, encouraging weapon exchange and sacrifice cards now and again. And helmet cards saved the day more than once. Favorite moment: a first bite of a tyrant lizard against the jungle fighter choking ruins of Kho would have caused 48 damage, but the player excitedly announced NOPE! He clung to my head, but instead he took my helmet! You didn't swallow me today! Just as a mechanic in a game a sign to players that trading equipment to get out of trouble is an opportunity, so they voluntarily sacrifice other item cards at events reminiscent of clash of titans and other things in the genre. They had a precious map and I allowed them to exchange it on a hungry hoorn for information and services, for example, and in a very early battle they threw a length of steel chain on the floor to kidnap a rusty monster acting like a guard dog. They're only level 7, so they loathe losing something magical and powerful. Also, annoying and chattering things like Alchemist see more use, as as now is not a wasted time to watch them work. The rules are right there on the back of the map. Many mundane things see more use now, which makes magical objects rarer and more interesting and the rental of exotic, but ordinary facilities take their place. Some examples: Sweet Water /Superior Portions - Consume to regain the level of exhumation of a short break. Destroy this card, and GM will give a rerol if your actions please capricious deity. Scroll case: holds up to three scrolls. If any effect would destroy one or more of the scrolls instead of destroying the scrolls. Crowbar: The power advantage of ability checks where leverage can be used. Makeshift 1D4 clubs are causing damage. Damage.

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