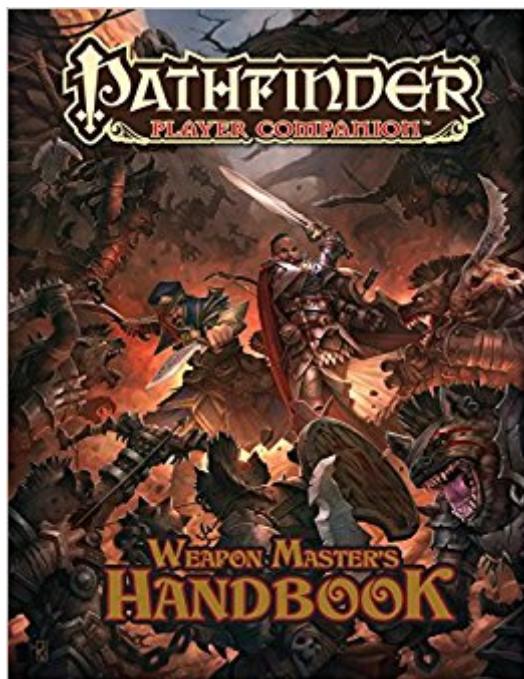


The book was found

Pathfinder Player Companion: Weapon Master's Handbook



Synopsis

Being proficient with a weapon is a good start, but you can become a true artist of combat with the secrets of the Pathfinder Player Companion: Weapon Master's Handbook! Within the volume's pages are the benefits of studying at the great schools of war, details on fighting techniques honed over centuries of gladiatorial combat, and rules for learning several divine fighting techniques. Also featuring new feats, magic items, archetypes, and expanded options for the stamina and combat trick rules first presented in Pathfinder RPG: Pathfinder Unchained, this player-friendly volume contains everything you need to become a master with any conceivable weapon!

Book Information

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Average Customer Review: 4.5 out of 5 stars (See all reviews) (13 customer reviews)

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Customer Reviews

The Weapon Master's Handbook is a 2015 release from Paizo Publishing for their Pathfinder Player Companion series. The authors are Alexander Augunas and David Nicholas Ross and the cover art is by Jaime Martinez. Presentation Like most of the products in this line, this is a 32 page book in full color from cover to cover. The exteriors are on heavy paper and the interiors are on semi-gloss stock. The layout and proofreading are up to the usual high standards of Paizo. Content This book provides options for characters who wish to become masters of weapons. It offers a variety of ways to become better than average with your weapon. The book has 13 sections offering specific techniques. The book starts with For Your Character which explains which characters can best benefit from the content of the book. Not surprisingly the list is Fighters, Paladins, Rangers, and Warpriests with other characters able to utilize combat traits, magic mastery and some of the new

items and abilities profiled. The section ends with an index to the feasts and rules options provided in the book. The Introduction is two pages and covers some regional fighting styles and groups. There are both national and regional styles. Each style has a name and a game effect. The names are very descriptive and intriguing. The next section covers archetypes common to the lands of the Inner Sea. There is one each for the ranger, warpriest, paladin, fighter, and swashbuckler. Fighting Tricky is the next section. It provides a new feat called Weapon Trick which allows a different category of tricks each time it is taken. The tricks include weapon groups (like One-handed weapons or polearms).

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