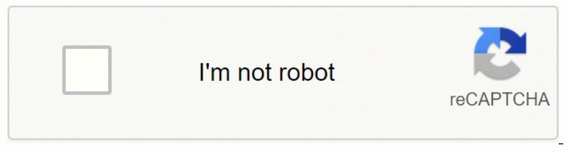


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# Dnd 5e polearm fighter guide book free printable free

**Player Name**: _____ **Character Name**: _____ Creation Date: _____ CP's _

Race: _____ Class: ____/____/____ Lvl/Max: ___/___, ___/___, ___/___ AL: ___ Kit/Deity: _____

Sex: ____ Ht: ____ Wt: ____ Hair: _____ Eyes: _____ Age: ___/___ Appearance: _____

Languages: 0_____ 0_____ 0_____ 0_____ 0_____

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**Ability Scores** | **Hit Points** (+ __) | **Savings Throws**

**Strength**- [___] (P ___/___/___) Modifiers: Type:

Save

___Stamina hit dmg wgt max op bb/ _____ Death __

___Muscle adj___adj___allow___press _____dx_____lg____% _____ _____ Wand __

**Dexterity**- [___] _____ Pet/Poly

___Aim rctn missile def **Fatigue Points** **Spell/Psi Points** _____ Breath __

___Balance adj_____att adj_____adj_____ _____ Spells __

**Constitution**- [___] _____ _____ _____ MR: __

%

___Health HP sys rec pois regen

___Fitness adj___shk___% rec___% save____ _____ **Armor**

**Intelligence**- [___] AC: nrp____ Special Defenses: _____

___Reason bon spell lrn max # illus rear____ _____

___Knowledge pts_____level____spl___% spls/lvl____unsure____ ___base____ _____

**Wisdom**- [___] ___psac____ _____

___Intuition magic bon spell spell Armor Type: _____

___Willpower def adj____pts_____fail___% unsure____ _____

**Charisma**- [___] _____

___Leadership max # lylty rctn _____

___Appearance bench_____base____adj_____ Mount Rate: ____-____-____-____-____ Char Spd: _____

**Racial Abilities**: _____ **Class/Kit Abilities**: _____ **Thieving Abilities:**

|_____|_____- 0 PP ___% 0 DM: ___%

|_____|_____- 0 OL ___% 0 DI: ___%

|_____|_____- 0 FRT ___% 0 D: ___%

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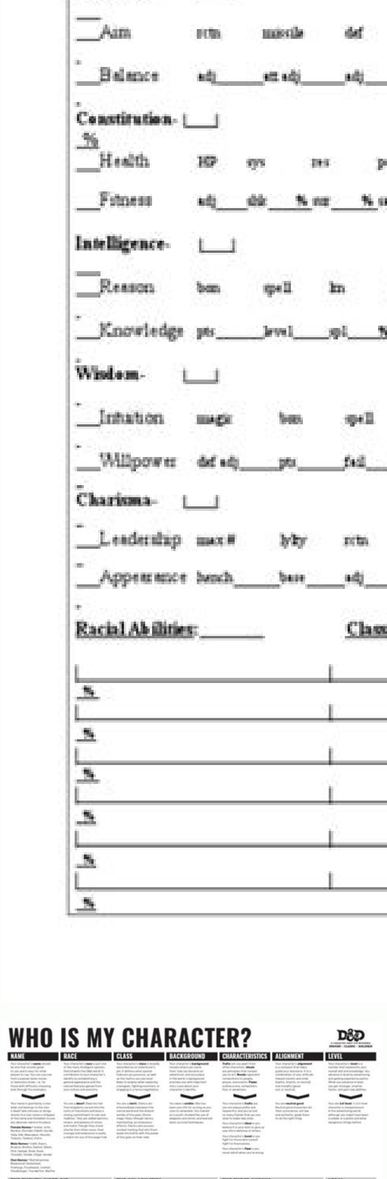
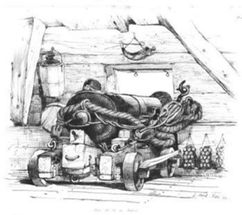


Player's handbook for explosive play.



For use whit the Dungeons and dragons game.

Based on the information found in the player's handbook I for D&D 3.5.

By J. Darasterix.

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For the purpose of this construction the optimal options would be to choose the human variant for the feat or half orc orAdditional damage die on critical shots from Savage Attacks and their ability not to lie down at work the first time they take a serious blow thanks to Relentless Endurance. You could also decide to position your 8 in dexterity and the reason that your character had suffered an injury, he is hulking, or only clumsy on their feet to explain their low dexterity if you are willing to accept that it is more likely to to take full damage from fire balls and other ugly spells. While you can noodle with the configurations for your taste, a heavy-weapon fighter is going to request high strength and since you will be up in the dense Melee combat, a high score of constitution is also important (not to Speaking between Monster Manual monsters is one of the most high jets of savings represented). Finally, this company gives us another Fail -Safe to be used in combination with the attack -5 penalty of the Grand Master of Arma. Martial Adept Take this feat even more access to maneuvers and a further superiority die, which is the main feature of the Battlemaster and will be a D10 from the moment you select it. Fail a jet of savings of wisdom against something that paralyzes you, still automatically fails the dexterity saves, and a jet of savings of wisdom fails against an effect that dominates you, and not only is your party already your beneficial skills, but but They must also suffer what you are able to disintegrate until the dominant effect is broken. The most universally useful maneuvers for this construction will be travel attack, place and precision attack. Take the maneuver of waping gives us another way to ensure that we can use our reaction during the round- someone attacks and missing, you get a counterattack on them and add your superiority to die to the If you hit. Then you want a reasonably high dexterity and wisdom. Fighter Battlemaster Maneuvers When you take your third level in fighter, you will get itto the main characteristic of the combating archetype of the battlemaster, maneuvers. While you may have a great time playing any 5e Dungeons & Dragons archetype fighter, the battlemaster fighter is probably one of the most interesting options you could take. After selecting this archetype you will get to select 3 maneuvers, they are able to choose 6 more as you earn levels, and since as a battle master you get the most from the dice of superiority, you should strongly take the feat Adept Marziale for a further 2 maneuvers and superiority die. Polearm Master is a strong choice because when you are wielding a glaive or halberd, which has the second highest damage die in the game, a d10, gives you a d4 attack bonus action that also makes your force modifier in harm and even better, whenever an enemy enters your 10’ range, triggers an opportunity attack as a reaction. Now just round it tearing on plate armor, bringing some javelins, and a shield for those enemies that you can not get to just yet! Author: Ryan Friant Ryan Friant is the former co-founder of Nerdarchy, writer and visual artist. Having an additional 7d10 damage, in addition to some manipulations of the battlefield for short rest for half the levels of a character is a clean trick to have the sleeve! Also it often makes a lot of sense to use a maneuver when you score a critical hit- 1d10 becomes 2d10 (or 3d10 if you also happen to be half-orc)! Lucky You failed a savings launch and you feel like it's the key you've succeeded? 5e Dungeons & Dragons does not place almost emphasis on feats or proliferation of "weak trees" which 3rd ed. Below is a list of 12 of the best maneuver options for this construction and for the moment you reach the 15th level and take the feat Marziale Adept, you will be able toAll but one of them- while being able to spend 7 dice of superiority for short rest! Battlemaster Maneuvers Trip Attack Riposto Pushing Attack Attack recommended Attack Precision Attack Goading Attack Menacing Attack Maneuvering Attack Distracting Strike *Lunging Attack *Sweeping Attack *Commander¢ÂÂÂs Strike *Situationally useful Polearm Master Our polearm fighter¢ÂÂÂs obvious choice for a 1st level fighting style is going to be great weapon fighting, allowing us to reroll the first 1¢ÃÂÂs or 2¢ÃÂÂs that are rolled, which will greatly help increase the average damage output. Then there¢ÃÂÂs the fact that if an enemy chooses to attack anyone other than you, you¢ÃÂÂve another way to make them pay: when an enemy within 5¢ÃÂÂ of you attacks an ally, you get yet another way to use your reaction and can make an attack on them. Whether you chose half-orc or human as your race, your first feat choice that I¢ÃÂÂd recommend is the Polearm Master, the difference being whether you have access to this feat at 1st level as a human or 4th as a half-orc. All told, you will have access to 11 maneuvers to use under a range of circumstances by the time you reach 15th level. The ability for this build to regularly make d4+str bonus action attacks and situationally make d10+str bonus action attacks combined with the 4 potential ways that an enemy may trigger an attack as a reaction means that it will be commonplace for you to be able to make 6 attacks per round at high-level play. While Sentinel¢ÂÂÂs a great feat for any martial melee build, it¢ÃÂÂs practically a prerequisite to take alongside Polearm Master! When you hit an enemy at 10¢ÃÂÂ reach with your glaive or halberd, Sentinel ensures they stop dead in their tracks- their movement becomes 0! And if you used a trip maneuver, this means that they don¢ÂÂÂt have the movement to be able to get up that turn and even if they can reach anyone to make a melee attack, those attacks are at disadvantage. Superiority dice are an additional d8 that are typical added to damage rolls, increase to d10 at 10th level, and d12 at 18th level when you use a battlemaster Positioning of skill score half human ogre str 16 dex 12 with 16 14 int 10 10 wis 13 14 cha 8 i â€ TM m oando the standard array 5e of 15, 14, 13, 12, 10, 8, which fits perfectly our needs. the master of weapons, the master of polearm and the precision attack create a devastating combination that can regularly make you suffer 30-40 points of damage per round. great master of weapons while the great ability of the master of weapons to make an attack as a bonus action when reducing an enemy to 0 cv or signals a critic might feel redundant for the benefit of the master of poleam of an attack d4, is the difference of being occasionally able to exchange that d4 for a d10. can give you another shot at the rescue shoots and if you are making most of the d20 shots at the disadvantage, oando the lucky enterprise allows you to choose the bestsult from 3d20! better yet, if an enemy has an advantage against you, you can spend a fortune and choose the worst result of the 3d20 for their attack. D&D once, but also so, there are a couple of talents that have an incredible synergy. Pushing the attack becomes infinitely more useful when there are soils to benefit as harmful elements or if you can keep an enemy in an ally area of harmful or hindering effect like the web spell. when you successfully trip an enemy, all your attacks against them have an advantage, they will come back useful when you are taking a -5 to attack to get a +10 for damage while you are oando one of the benefits of the great weapon master feat. and do not forget that we will try to oare the travel maneuver soon and often to make the attacks to advantage first! level of talent to take the half orcs of master polearm 4th, 1st sentinel Half-Orc 6th, human 4th great weapon master orc 8th, 6th resilient: wisdom12th, Human 8th Martial Adept Half-Orc 14th, Human 12th, 12th human 12th, 12th human 12th The lucky sixteenth sixteenth orc, the 14th human qualification score increases: force force lanosrep dna ,evah ot stnaw puorg ruoy emag fo epyt ,yrotsih sÂÂÃ¢dlrow emag eht no gnidnepeD .stceffe noisulli era sworht gnivas ecnegilletni gnoma ylfeihc tub ,ecnegilletni tegrat taht llits rewef dna amsirahc tegrat taht slleps dna seitiliba retsnom fo lufdnah A era ereht .dnah-dna-dnah og taht staef owt era lentes dna rettsam lenitnes .Scarg laicos Gnikcal Tub ,thgiirb erâ€â€à'sEht tâ€Tam táfrah táfrom táfam tâam DREW ETATATIVARG sâ€â€â€âto Taht mrahc larutan that FO ROO SAH DNA Sevlesmeht Tnetherp ot wo swonk taht retcarahc last i fi denimreted tnicreted , yht , .margatsni.wwwtaâ ã ,margatsni if Ro moc.stradnysmaerdeht.wwwta dnuof snoitarli dna serutplos seam ,sgpr no sthguoht ragsat ragat arahat ragat arahat Gniniaag ylno dliub namuh eht dna htgners 81 ot gnivah ot p rethgif ruoy step ylno etuor cro-flah Eht gniog dna sesasercni erocs ytiliba ynam toll tolle tg tâ€ä¢nod uod ,tceffe lamitpo rof staef fo hcnub a sezlitu dliub shy taht ot and ot and ot and ong Egdeh ot ot thim tnim ,tnip siht ta .ytiliba tsif nsifs sâ€â€ä¢€åknom eht eht eht eht eht ekilifni tcilfni kaens to hcus egamads ylaits ylaits Ä¢rednammoc htiw noitcaer a sa kcatta na ekam ot ylla na wolla ot noitca sunob dna kcatta na gnidart -elyts gnidliub retnuocne sÂÂÃ¢retsaM noegnuD ro cimanyd cificeps sÂÂÃ¢ytrap ruoy no dneped seciohc emoS .yllaitnenopxe pu enog sah ytrap eht tsniaga eganrac rof sseworp ruoy nrut ot seitilibapac evah lliw seof taht doohilekil eht ,tniop siht yb dna sretnuocne tabmoc rieht ot era uoy gnitatsaved woh deciton ylekil evah lliw retsaM noegnuD ruoy ,yalp fo sreit dim eht yB ht91 dna ht61 namuH ,ht9 Both choices are fine, but I'm a bit odd to choose half an orc for this fighting build in myschia since it is often useful to have access to Dark Vision in many circumstances and because of the volume of attacks you have "which you have" will take, I must believe that even wild attacks will see a decent use. You could also consider taking the resilient enterprise for dexterity rather than an increase in skill score. The lucky enterprise is super useful to have in both circumstances. One case can also be made to take this venture for dexterity savings, but reducing the risk of being turned against the party is more beneficial. The strength of this build is in the way it uses the economy of the action of 5e; In your turn in a round you have an action, a bonus action and a motion action, but not all classes and builds are created in the same way when it comes to using the action economy. If you fail the typical dexterity rescue shot, double the damage. The last advantage of this enterprise deprives the enemies of being able to take action of distrust against you in combat, which will often cost their action to do. "Interesting options" does not mean that lesini on the ability to distort damage and for this purpose, let my friend present you the fighter for polearm. Then there is the other huge benefit of this enterprise, opting to take a -5 to attack for an additional +10 to damage, which is still an option when you make your D4 attack and if you lose a narrow margin, Penalty can probably be mitigated by spending a high-quality nut to activate the precision attack. attack.

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