

# OUTLANDISH SHAPE WEAPONS

ADDITIONAL BATTLE SCULPTS FOR THE SCULPTOR



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## BATTLE SCULPTS

A sculptor's battle sculpt represents not only their fighting style, but very often their personality. Shape weapons are extremely difficult to form, and are exponentially more difficult to summon quickly for uses in real combat, so sculptors choose the form of their shape weapon with care and consideration, training their minds and bodies over years to use it effectively.

### SHAPE OF THE CHAKRAM

Your shape weapon is a chakram, a large ring with blades protruding from its circumference that lends itself to stylish trick shots, if its wielder is skilled enough to execute the precise calculations. Sculptors who choose this battle sculpt prefer a more intellectual approach, applying physics and geometry to attack with their shape weapon from advantageous angles.

#### RICOCHET RING

When you sculpt your mana into your shape weapon, it is a melee weapon with the *thrown 20/60* property that deals 1d8 slashing damage. If you make a ranged weapon attack with your shape weapon, it returns to your hand after the attack through a series of banks and ricochets.

#### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Geometry.** Ranged weapon attacks you make with your shape weapon against creatures within its short range ignore half cover, and being within 5 feet of a hostile creature does not impose disadvantage on the attack roll.

**Precision Tossing.** Attacking at long range doesn't impose disadvantage on ranged weapon attack rolls you make with weapons with the *thrown* property. Additionally, you gain a +1 bonus to the damage rolls of ranged weapon attacks you make with weapons with the *thrown* property within their short range.

#### CENTRIFUGAL CYCLONE

Starting at 6th level, when you take the Attack action with your shape weapon, you can use your bonus action to generate a small cyclone in your space until the beginning of your next turn, utilizing the centrifugal force generated by your shape weapon's spin. While the cyclone persists, other creatures' ranged weapon attacks that would pass into or through your space are made with disadvantage. As you move, the cyclone remains centered on you for its duration.

#### COMPLEX CALCULATION

At 11th level, you gain the ability to mentally perform a quick geometric calculation, allowing you to strike multiple targets with a single throw of your shape weapon, causing it to ricochet from one to the next. As an action, choose a number of creatures and objects up

to your Intelligence modifier (a minimum of 2 targets) that you can see. Each of these targets must be within 60 feet of you, and within 20 feet of at least one other target. Make a ranged weapon attack roll with your shape weapon as though you were attacking the closest target. You use that attack roll for each target, but make separate damage rolls for each target you successfully hit.

#### MANA SEEKER

At 15th level, you learn to leave traces of your mana on enemies you hit with your shape weapon, traces that your shape weapon can unerringly seek. When you hit a creature with an attack using your shape weapon, you can choose to mana mark that creature for 1 minute. While a creature is mana marked, you don't have to be able to see it to make shape weapon attacks against it as long as it's within range, and your shape weapon attacks against the creature ignore all cover (including full cover) and any disadvantage you may have on the attack roll.

Once you mana mark a creature, you must finish a short or long rest before you can do so again.

### SHAPE OF THE FLAIL

Your shape weapon is a flail whose chain you can extend or retract at will. Sculptors who choose this battle sculpt prefer the flexibility that a chain provides, striking foes from afar, or enwrapping objects and enemies with it. Of course, though, having a dense ball on a chain always has the temptation of just smashing foes to oblivion.





### THE OLD BALL AND CHAIN

When you sculpt your mana into your shape weapon, it has the statistics of a flail, though it has a reach of 15 feet. When you use your shape weapon to attack a creature farther than 5 feet from you while there is a hostile creature within 5 feet of you that can see you and isn't incapacitated, you make the attack with disadvantage.

### BONUS PROFICIENCY

Also at 1st level, you gain proficiency with shields.

### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Defense.** While you are wearing armor, you gain a +1 bonus to AC.

**Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Chain Weaving.** You don't suffer disadvantage on attacks rolls you make with your shape weapon due to a hostile creature being within 5 feet of you. Additionally, attacks you make with your shape weapon ignore half cover.

### CONTRABAND CONFISCATION

By 6th level, you've become practiced enough in the use of your shape weapon that you can attempt to wrap it around objects in the midst of your strikes. When you hit a creature with a melee weapon attack using your shape weapon, you can immediately use your bonus action to attempt to disarm the target, forcing it to drop an item of your choice that it's holding. If you do, the target must succeed on a Strength saving throw against your spell save DC or drop the object you choose. The object lands at its feet.

### ENTANGLING CHAIN

Beginning at 11th level, you can attempt to wrap enemies in your shape weapon's chain, restricting their movements. When you hit a creature within 5 feet of you with a melee weapon attack using your shape weapon, you can immediately use your bonus action to force the creature to make a Strength saving throw against your spell save DC. On a failed save, the creature is restrained. A creature that is at least one size category larger than you automatically succeeds on the saving throw. A creature restrained this way can repeat the saving throw as an action during each of its turns, freeing itself on a successful save. While the creature is restrained, if you make an attack using your shape weapon, or you sculpt your mana into something else, you free the creature.

While you have a creature restrained this way, you can use your action to hurl the creature at a space you can see within 15 feet of you. The creature takes 3d8 damage of the type dealt by your shape weapon, is knocked prone in the nearest unoccupied space, and is no longer restrained. If the chosen space is occupied by a creature, that creature must succeed on a Dexterity saving throw against your spell save DC or take the same damage as the hurled creature and be knocked prone.

### WRECKING BALL

Starting at 15th level, you can use your action to empower your shape weapon with additional mana, making it larger and more destructive. Your shape weapon is empowered for 1 minute, gaining the following benefits:

- Its reach increases to 25 feet.
- When you hit a creature with an attack using your shape weapon, it releases a shockwave that damages nearby creatures. The target, and each creature other than you within 5 feet of the target, takes 1d6 damage of the type dealt by your shape weapon.
- Your shape weapon deals double damage to objects and structure.

Once you empower your shape weapon, you must finish a long rest before you can do so again.

### SHAPE OF THE KUNAI

Your shape weapon is a long dagger ideal for combat both near and afar. Sculptors who choose this battle sculpt prefer a more nimble and stealthy approach to encounters, focusing on mobility, subtlety, and unleashing quick and ferocious flurries of attacks before retreating back to safety.

### BUKIJUTSU

When you sculpt your mana into your shape weapon, it has the statistics of a dagger. If you make a ranged weapon attack with it, you can immediately sculpt your mana into a new copy of your shape weapon (no action required) after the attack.

Additionally, if you make a weapon attack using your shape weapon as part of the Attack action, and you aren't wearing heavy armor or wielding a shield, you can make an additional melee weapon attack with it this turn as a bonus action.

### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you would later get to choose again.

**Dueling.** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Mariner.** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

**Precision Tossing.** Attacking at long range doesn't impose disadvantage on ranged weapon attack rolls you make with weapons with the thrown property. Additionally, you gain a +1 bonus to the damage rolls of ranged weapon attacks you make with weapons with the *thrown* property within their short range.





### NIMBLE STRIKER

Starting at 6th level, while you aren't wearing heavy armor or wielding a shield, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

### SUDDEN TRANSMISSION

At 11th level, you learn to teleport yourself to your shape weapon in a burst of mana. Once per turn when you hit a creature with a ranged weapon attack using your shape weapon, you can teleport to the nearest unoccupied space to that enemy. If you do, and you aren't wearing heavy armor or wielding a shield, the attack deals an additional 1d6 damage of the type dealt by your shape weapon.

### TORRENT OF BLADES

Beginning at 15th level, you can use your action to conjure hundreds of copies of your shape weapon, throwing them out in a volley to pin your foes to the ground and nearby walls. Each creature in a 60 foot cone originating from you must make a Dexterity saving throw against your spell save DC. Creatures further than 20 feet from you have advantage on the saving throw. On a failed save, a target takes 5d8 damage of the type dealt by your shape weapon, and, if the target is within 5 feet of the ground or an object of its size or larger, the creature is restrained for 1 minute. On a successful save, a target takes half damage and is not restrained.

A restrained creature can use its action to make a Strength (Athletics) check against your spell save DC, freeing itself on a success. Alternatively, an unrestrained creature within 5 feet can use its action to free a restrained creature.

Once you use this feature, you must finish a long rest before you can do so again.

## OPTIONAL FEAT

### THROWN WEAPON MASTERY

You master the art of throwing weapons in combat. You gain the following benefits while using weapons with the *thrown* property:

- You gain a +1 bonus to attack rolls you make with the weapon.
- The short and long range of the weapon are doubled.
- Once per turn when you hit a creature within the weapon's short range with a ranged weapon attack, you can have the attack deal no damage, instead attempting to disarm the target of an item it's holding or carrying. If you do, the target must succeed on a Strength saving throw, if you try to disarm it of an item it's holding, or a Dexterity saving throw, if you're trying to disarm it of an item it's carrying (like a coin purse or backpack), or drop the chosen item. The DC for both saving throws is equal to 8 + your proficiency bonus + your choice of your Strength modifier or your Dexterity modifier.

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### Art Credits in Order of Appearance

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"Minotaur Sculptor" by Rui Ferreira

"Abyssal Kunai" by Ners

"Divine Chakram" by Ners

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