

0.1 Titan Mauler Fix v1.0

RAW, the Titan Mauler can't actually use uber-sized weapons all that well; the Massive Weapons ability doesn't allow her to wield weapons she wouldn't normally be allowed to wield. This is due to a mixup when writing Ultimate Combat, since the intent was to allow that. Therefore change the Massive Weapons ability to the following:

Massive Weapons (Ex): At 3rd level, a titan mauler becomes skilled in the use of massive weapons looted from her titanic foes. This allows her to use weapons designed for creatures larger than her size, always treating them as two-handed weapons and applying a cumulative -2 penalty on attack rolls per size category of difference. The total attack roll penalty is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0). This ability replaces trap sense.

Credit: [Jason Nelson](#)