

WEAPON PROFICIENCIES: COMBAT PROFICIENCIES

Positive weapon speeds make your initiative worse. Weapon Speeds: Small: +0, Medium: +1, Large: +2. Weapon Speeds cannot be reduced below 0.

Proficiency:	Slots:	Description:
Agonizing Blast	1	[Warlocks Only] Reduce Eldritch Blast weapon speed by 1 and use Charisma on Strength chart for Eldritch Blast damage bonus.
Bow Style	1	Reduce weapon speed by 1 and get your full strength bonus to damage with a bow.
Brawler Style	1	Gives Group Expertise to the Brawler's body, allowing him to use any part of his body to attack. Includes an "off-hand" attack with a -2 penalty as a Minor Action , but may be any part of the body. Using this style carries a weapon speed of 0 (zero). Also gains Advantage on Grapple checks. (See Ambidexterity NWP) (Average man-sized damage: 1d4)
Cleave	1	[Prq: Mastered in weapon. Melee Only] Use your Reaction during your turn to make an attack on an adjacent target after killing another. 1/round without Combat Reflexes NWP.
Crossbow Style	1	Reduce weapon speed by 1 and gain a +2 to attack when in short range.
Double Weapon Style (2-Headed Weapons)	1	Use a double ended weapon and gain an off-hand attack with a -2 penalty as a Minor Action . Using this style carries a weapon speed of 2. Because of its weight and simplicity, a Quarterstaff carries a weapon speed of 1 and a Bo Staff uses a speed of 0 when used. (See Ambidexterity NWP)
[Group] Expertise	1/Grp	[Prq: Must be Mastered in a weapon from the group chosen.] Your proficiency level with weapons in the chosen group will now always be equal to the highest proficiency level you have attained with any weapon from that group. If the weapon belongs to more than one group, you must select one group per slot. (see Weapon Group Table. Example: Long Blades, Short Blades, Bows, etc)
Interrupt	1	[Prq: Perception NWP] You remain vigilant between attacks, so as a Reaction , you may make an attack on a creature casting a spell or making a Called Shot to attempt to disrupt it.
One Handed Style (Duelist)	1	When using a single one handed melee weapon, reduce weapon speed by 1 when your off-hand has no weapon, shield, or wand. You may use your Minor Action at the end of your turn to set yourself in one of the two stances below. Must renew each round. - Riposte : If an opponent in melee range misses an attack on you, take an immediate free attack on him. (Limited to 1/round.) - En Garde : Choose one adjacent enemy and gain a +2 dodge bonus against him as you turn sideways, ready for his attack.
Powerful Charge	1	On a successful charge, do an additional 2d8 damage. The bonus may be added to the initial damage of a successful Grapple check following the charge.

<u>Proficiency:</u>	<u>Slots:</u>	<u>Description:</u>
Reach Weapon Style	1	Remove -2 pen. to attacking enemies within 5' and reduce weapon speed by 1.
Shield Bash	1-12	Allows you to gain the Offensive benefits of carrying a shield in battle. [See below for rules]
Shield Style	1	As a Minor Action at the end of your turn, put yourself into a defensive stance that allows you to block one incoming weapon attack. Any time during an attack before you learn the damage, you may make a block and make the attacker roll again, taking the lower of the two rolls. You must see the attacker and this cannot be used against "siege weapons." Must be renewed on each of your turns.
Sling Style	1	Reduce weapon speed by 1 (normally a +2) and get the same number of attacks per round as a Bow.
Thrown Style	1	Gain the Juggling nonweapon proficiency. If you catch a small projectile, you may, as your Reaction, immediately throw it as a thrown weapon you are trained in ($Dmg = 1d4 + Str/Dex + Proficiency$).
Twin Weapon Style (Dual Wield 2 Medium Weaps)	1	Prq: Must have Two Weapon Style and be Mastered in the weapons used. Allows you to use two medium sized weapons with only a -2 penalty for off-hand attacks. Using two medium weapons carries a weapon speed of 2.
Two Handed Style (Large Weapons)	1	When using a two-handed weapon (with a single damaging head and melee range of 1), reduce weapon speed by 1 and add your Attack bonus from Proficiency to your damage. Bastard swords and katanas only get this bonus when using them with two hands.
Two Weapon Style (Dual Wield)	1	Use a second small weapon with only a -2 penalty for your off-hand attack as a Minor Action . There is no weapon speed penalty.

Shield Bash:

<u>Slots:</u>	<u>Atk/Dmg:</u>	<u>Slots:</u>	<u>Atk/Dmg:</u>	<u>Slots:</u>	<u>Atk/Dmg:</u>
1	+0/+0	5	+2/+5	9	+4/+9
2	+1/+2	6	+3/+6	10	+5/+10
3	+1/+3	7	+3/+7	11	+5/+11
4	+2/+4	8	+4/+8	12	+6/+12

- You gain a Shield Bash as a **Minor Action** with a -2 penalty to the attack.
- Shield damage is as follows: **Buckler:** 2hp, **Small Shield:** 3hp, **Medium Shield:** 4hp. Adding Spikes gives Bash damage an additional +2hp. A critical hit knocks creatures the same size or smaller than you prone. It does not do double damage.
- The Magical "Shield" enhancement **DOES NOT** count toward attack/damage. Add the "Bash" power to a shield to gain bonuses when attacking.
- The weapon speed for using a Buckler or Small shield as a weapon is 0, while a Medium shield adds a +1 penalty.