

WEAPON PROFICIENCIES: COMBAT PROFICIENCIES

Only one style may be used per turn, chosen at the beginning of each turn.

Proficiency:	Slots:	Description:
Agonizing Blast	1	[Warlocks Only] Gain Improved Critical (20x3) with Eldritch Blast and use Charisma on Strength “Melee Dmg” chart for Eldritch Blast damage bonus.
Bow Style	1	Gain Improved Critical with Bows and use your Strength on the “Melee Dmg” chart for bow damage.
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. (Average man-sized damage: 1d4)
Cleave	1	Once during your turn immediately after killing a creature, you may move up to 5 feet and make a free Basic Attack on an adjacent target. If you have Combat Reflexes, you may make a second Cleave attack if you killed the target of your previous Cleave attack.
Combat Reflexes	1	Gain a 2 nd Reaction per round.
Crossbow Style	1	Gain Improved Critical when using this style 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. Gain Improved Critical when using this style.
[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)
One Handed Style (1HS) (Duelist)	1	When using a single one-handed melee weapon and your off-hand has no weapon, shield, or wand you gain Improved Critical and, at the end of your turn, choose one adjacent enemy and gain a +2 Dodge bonus against them as you turn sideways, ready for their attack. Versatile weapons only gain the benefit of this style when used one handed. Only one style may be used per turn, chosen at the beginning of your turn.
Reach Weapon Style	1	Gain Improved Critical when using this style and remove -2 penalty to attacking enemies within 5’.

Proficiency: Shield Expertise (Sword & Board)	Slots: 1	Description: This proficiency has three effects. First, it allows you to use a shield as a weapon with only a -2 penalty for an off-hand attack as a Minor Action . Second, it allows you to select a weapon to use with your shield as part of your expertise. As long as you are using that weapon with your shield, you will have equal proficiency with your shield attacks. Under Weapon Proficiencies on your character sheet, you will write, for example: "SE – Longsword." As long as you use your shield with your longsword, your shield will share its level of proficiency. Third, you gain Improved Critical with your shield and weapon when using this style.
Sling Style	1	Gain Improved Critical with slings 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 ($Dmg = 1d4 + Str/Dex + Proficiency$). You also gain Improved Critical when throwing the weapon, if you don't already have it from another proficiency.
Twin Weapon Style (Dual Wield 2 Medium Weaps)	1	Allows you to use two of the same medium sized one-handed weapons with only a -2 penalty for an off-hand attack as a Minor Action . Using this style gives Improved Critical to both weapons. You may use one of your weapons alone and retain Improved Critical, but do not gain the other benefits of One-Handed Style.
Two Handed Style	1	When using a two-handed weapon (with a single damaging head and melee range of 1), you gain Improved Critical when using this style and you add your Attack bonus from Proficiency to your damage. Versatile weapons only gain the benefit of this style when used two handed. Only one style may be used per turn, chosen at the beginning of your turn.
Two Weapon Style	1	This proficiency has three effects. First, it allows you to use a light weapon with only a -2 penalty (Usually -4) for an off-hand attack as a Minor Action . Second, it allows you to select a main-hand weapon to use with your off-hand weapon as part of your expertise. As long as you are using that two weapon combination, you will have equal proficiency with them. Under Weapon Proficiencies on your character sheet, you will write, for example: "2WS – Longsword/Dagger." As long as you use those two weapons together, your off-hand weapon will share your main-hand's level of proficiency. Third, you gain Improved Critical with both weapons when using this style. While you may use each weapon alone in a round with your proficiency level, you may not use a different combination of weapons with your proficiency level.
Versatile Weapon Style	1	When using a Versatile weapon, at the beginning of each turn, choose to gain the effects of One Handed Style or Two-Handed Style, depending on how you are using the weapon. If using One Handed Style, your off-hand must have no weapon, shield, or wand. These effects last until the beginning of your next turn, when you may choose again. You also gain Improved Critical when using this style.