

Weapon Focus

Fighters and other combat oriented classes are allowed to focus on the use of specific weapons. These rules replace the Weapon Specialization rules for the Fighter Class.

At various levels a character of the appropriate class will receive weapon focus “slots”. These slots can be spent to focus on a new weapon, or to increase their skill on a weapon they have already focused on.

For any Focus Slots gained after first level, a character must find someone already at the proficiency level they want to achieve in a weapon to train them.

Character Level		Weapon Focus Slots
Fighters	Assassins, Barbarians, Knights, Paladins, Monks, Rangers	
1	3	1
5	7	2
9	11	3
13	15	4
17	19	5
21	22	6

A character starts out a Basic proficiency in all weapons available to their class. They can spend a Focus Slot to increase their proficiency level with a specific weapon. Each additional slot spent on a weapon will raise their proficiency another level.

Proficiency Level	Focus Slots Spent	Affect
Basic	0	No modifier
Skilled	1	+1 to hit/damage
Expert	2	+2 to hit/damage, 2 attacks a round*
Master	3	+3 to hit/damage, 3 attacks a round*
*Crossbows don't gain additional attacks a round, instead they get an extra +2 damage bonus		