

Advanced Warrior Skills

Note: These skills may only be purchased with permission from the ref team.

Weapon Journeyman

Cost: 5

Requires: Weapon Initiate, Chosen Weapon

Description: Allows the warrior to perform 4 double combats per day

Weapon Master

Cost: 8

Requires: Weapon Journeyman, Chosen Weapon

Description: Allows the warrior to use the Double Call when fighting with their chosen weapon.

Advanced Weapons Initiate

Cost: 8

Requires: Weapon Master, Chosen Weapon

Description: Allows the warrior to use the Triple Call for one combat when fighting with their chosen weapon.

Ambidextrous Weapon Initiate

Cost: 5

Requires: Chosen Weapon

Description: As per the Weapon Initiate skill however the user may call double with both weapons when wielding two of the characters chosen weapons.

Ambidextrous Weapons Journeyman

Cost: 8

Requires: Ambidextrous Weapon Initiate, Chosen Weapon

Description: As per the Weapon Journeyman skill however the user may call double with both weapons when wielding two of the characters chosen weapons.

Ambidextrous Weapons Master

Cost: 11

Requires: Ambidextrous Weapon Journeyman, Chosen Weapon

Description: As per the Weapon Master skill however the user may call double with both weapons when wielding two of the characters chosen weapons.

Armour Proficiency Initiate

Cost: 3

Requires: Armour Care, Must nominate one type of armour at purchase.

Description: The character is sufficiently familiar with his chosen type of armour he is able to use it to best effect. This effectively increases the value of the armour worn by one.

Armour Proficiency Journeyman

Cost: 5

Requires: Armour Care, Armour Proficiency Initiate.

Description: The character is sufficiently familiar with his chosen type of armour he is

able to use it to best effect. This effectively increases the value of the armour worn by two. (Does not stack with Armour Proficiency Initiate)

Armour Proficiency Mastery

Cost: 8

Requires: Armour Care, Armour Proficiency Initiate, Armour Proficiency Journeyman.

Description: The Wearer is so skilled with the use of this type of armour that he is able to absorb an extra special armour damaging effect. This means light armour could take a crush and heavier armours would be able to take two. Note that light armour even if it takes a crush when the wearer has this skill is destroyed and cannot be repaired.

Defensive Mastery

Cost:5

Requires: Armour Care, Armour Proficiency Initiate, Must nominate either plate or chain at purchase and this skill will only work with that armour type.

Description: A fighter is so comfortable in his armour he is able to stack a layer of light armour with his metal armour. In game terms this means he may wear furs or leather armour under his metal armour and get the bonuses of both at the same time.