

Weapon Proficiency

A character must be trained to wield a weapon proficiently by someone who knows that specific weapon, or there will be the following adjustments:

-25 offense

-25 defense

Note:

The -25 penalty will lower by 1 for every battle in which you wield an untrained weapon

If the weapon is used only to parry, only the defensive penalty will decrease by 1 per battle.

If the blade is used only to strike, only the offensive penalty will decrease by 1 per battle.

Example:

If you use a weapon without being trained to use it, you will have a penalty of -25 to strike and a -25 to parry with it.

If you use it to both strike and parry, you will increase your proficiency in that blade by +1 per battle.

Special note:

If there is a character present who is proficient in a weapon you are not trained in, you will be able to use this weapon proficiently in 25 lessons. Remember that each lesson must take no less than 1 hour.

Note

It will still cost the 1 Modification Point to train in that weapon, even though you are being trained in its use.