

Weapon Proficiency Groups

As is described in the **Campaign Guide**, weapons are divided into weapon proficiency groups according to shared similarities. All weapons in a proficiency group are considered to be related to each other.

Cultural Weapon Groups

This section presents cultural weapon proficiency groups – weapons that are related to each other because they are commonly used in the same culture or area, not because the weapons are similar to each other.

So rather than grouping weapons by type – swords, bows, clubs, polearms etc. – they are instead grouped by common background – Tyrian infantry weapons, Unikite cavalry weapons and the like.

Weapon Group Affinity

All characters start play having affinity with one cultural weapon group – the one that most closely matches their background. The character should choose their starting weapon proficiencies from that cultural weapon group.

Warriors are proficient with all weapons, but still choose a cultural weapon group with which they have affinity. This is relevant if the warrior wishes to specialise in the new fighting styles described hereafter.

It is also relevant to fighters, who can gain weapon expertise in an entire cultural weapon group for a single weapon proficiency slot.

Every time a character gains another weapon proficiency slot, they can gain affinity with another cultural weapon group at no cost, with the DM's approval. The character needs to have been exposed to or established some connection with the culture in question through play.

A character can also gain affinity with a cultural weapon group by spending a weapon proficiency slot.

Familiarity

All characters are automatically familiar with any weapon related to a weapon they are proficient in. As noted above, weapons are related if they are part of the same cultural weapon proficiency group.

For example, if a character has affinity with the Tyrian infantry weapon group and is proficient in the use of the long sword, then they are familiar with the warhammer because they're part of the same cultural weapon group.

Familiarity is not as good as proficiency, but it beats not knowing anything about a weapon at all. Characters only suffer half the normal non-proficiency penalty when attacking with weapons they are familiar with. They may attempt any normal attacks (the familiarity penalty still applies), and suffer no initiative or rate of fire penalties.

Familiarity does not allow the wielder to use any special weapon attacks that require proficiency in the weapon.

As noted above, fighters can gain expertise in an entire cultural weapon group at the cost of a single weapon proficiency slot.



Cultural Weapon Proficiency Groups

Aarakocra Lancer

Javelin
Lance
Long bow
Net
Spear
Spear, long

Balican Legionnaire

Dagger
Dart
Javelin
Net
Sword, hook
Talisman

Balican Navy

Dagger
Harpoon
Net
Sword, short
Trident
Wrist razor

Bard

Bard's friend
Blowgun
Dagger
Garrotte
Master's whip
Widow's knife

Draji Eagle Knight

Dejada
Hawk hatchet
Javelin
Long bow
Spear, long
Sword, khopesh

Draji Jaguar Knight

Dejada cestus
Javelin
Long bow
Spear, long
Sword, two-handed
Wrist razors

Dray Enforcer

Crossbow, hand
Dagger
Javelin
Mancatcher
Morning star
Sword, bastard

Dwarf Defender

Battleaxe
Crossbow, heavy
Handaxe
Sword, long
Sword, short
Warhammer

Elf Raider

Composite long bow
Composite short bow
Dagger
Long bow
Short bow
Sword, short

Gulgan Champion

Dagger
Long bow
Shield, spike
Spear, double-bladed
Sword, bastard
Talisman

Gulgan Judaga

Blowgun
Long bow
Net
Spear
Staff-sling
Sword, mandible

Halfling Hunter

Blowgun
Composite short bow
Dart
Dagger
Short bow
Sling

House Guard

Club
Dagger
Short bow
Spear
Sword, long
Sword, short

Jozhal Runner

Axe, hand
Dagger
Dart
Short bow
Sling
Sword, short

Lizardfolk Kreel Rider

Club
Harpoon
Javelin
Lance
Spear
Trident

Nibenese Phalanx

Crusher
Datchi club
Gouge
Spear, long
Sword, two-handed
Tortoise blades

Nibenese Shocktrooper

Bard's friend
Cahulaks
Dragon's paw
Gouge
Singing sticks
Tortoise blades

Nikaal Explorer

Blowgun
Club
Javelin
Spear
Sword, long
Tkaesali

Pterran Pterrax Rider

Javelin
Lance
Puchik
Slodak
Spear
Thanak

Raamin Kuotagha

Bard's friend
Chain whip
Garotte
Sword, hook
Whip
Whip, master's

Raamin Mansabdar

Club
Club, great
Mancatcher
Net
Scourge
Whip

Ssurran Trader

Alhulak
Carrikal
Spear
Spear, long
Sword, mandible
Tortoise blades

Tarek Berserker

Axe, great
Club, great
Handfork
Heartpick
Sword, great
Wrist razors

Tari Tunneller

Blowgun
Dagger
Knife
Short bow
Sling
Sword, short

Thri-kreen Kak

Chatkcha
Gythka
Ko•
Kyorkcha
Lajav
Zerka

Tribal Warrior

Alhulak
Blowgun
Carrikal
Knife
Short bow
Sword, mandible

Tyrian Guard

Cahulak
Crossbow, heavy
Dagger
Lotulis
Mancatcher
Sword, long

Tyrian Infantry

Dagger
Puchik
Short bow
Spear
Sword, long
Warhammer

Urikite Cavalry

Dagger
Flail, cavalry
Javelin
Lance
Short bow
Sword, short

Urikite Scout

Dagger
Flail, infantry
Hamanu's staff
Long bow
Staff-sling
Sword, long

New Fighting Styles

Just like in the Campaign Guide, characters can specialise in different methods of fighting by spending a weapon proficiency slot. Below are two new fighting styles for the cultural weapon proficiency group system.

These styles are used with the cultural weapon proficiency groups. A character must have affinity with one or more cultural weapon groups to specialise in these fighting styles.

Cultural Affinity Fighting Style

This fighting style details basic applications of cultural weapons groups, improving a character's skill with weapons in those groups.

- **Cultural Familiarity:** You suffer no non-proficiency penalty for any weapon that is part of a cultural weapon group that you have affinity with.
- **Improved Expertise:** Gain a +I bonus to damage with one weapon with which you have expertise in a cultural weapon group that you have affinity with.
- **Manoeuvre Expert:** Gain a +I bonus on CMB checks with all weapons in the same cultural weapon group.
- **Well-Practised:** Reduce the speed factor of all weapons in a cultural weapon group that you have affinity with by one point.

Cultural Excellence Fighting Style

This style expands a character's command of cultural weapons, developing the scope of benefits when using culturally related weapons.

- **Broad Approach:** When you specialise in a weapon, you gain expertise in two other weapons in the same cultural weapon group.
- **Cultural Adaptation:** Add two weapons to a cultural weapon group that you have affinity with.
- **Cultural Overlap:** Pick a weapon that is part of a cultural weapon group you have affinity with. You now have affinity with another cultural weapon group that also contains that weapon.
- **Well-Maintained:** Weapons in a cultural weapon group you have affinity with never risk accidental breakage.