Weapon tracks

Weapon

Talent	PreReq	Description	Tags
Weapon Expertise		Choose a weapon type: one-handed, two-handed, or hand-and-a-half. Choose a range: melee, ranged, thrown, or reach. Gain **+1 to attack and damage rolls** with weapons that have both chosen qualities. A weapon may only benefit from this talent once.	Combat, Weapon
Weapon Mastery	Weapon Expertise	Choose a specific weapon that matches a type for which you have Weapon Expertise (for example, a longbow if you have two-handed, ranged expertise). Gain **+1 to attack and damage rolls** with that weapon. A weapon may only benefit from this talent once.	Combat, Weapon
Improved Weapon Mastery	Weapon Mastery	Choose a weapon for which you have Weapon Mastery. Increase its **crit range by +1**. A weapon may only benefit from this talent once.	Combat, Weapon

One-Handed

Talent	PreReq	Description	Tags
Duelist		When using a one-handed weapon and not holding any other weapons, add +1 to the attack and damage rolls you make with that weapon.	Combat, One-Handed Fighting
Lunge		When using a one-handed weapon and not holding any other weapons, you may first move 5 ft as part of the same action when spending AP to make an attack. You gain +1 TA on the attack if you move in this way.	Combat, One-Handed Fighting

Two-Handed

Talent	PreReq	Description	Tags
Bristle		Gain the **Bristle** ability. You may only use this ability while wielding a two-handed weapon with a Reach of 10 ft or greater. **Bristle (1/Round).** When a creature moves into your weapon's reach, you may attack it reactively by spending AP equal to the weapon's normal APC.	Combat, Two-Handed Fighting
Rend	STR 2	Gain: **Rend (END/Rest).** - When you make an attack with a two-handed melee weapon using STR, or with a hand-and-a-half weapon wielded with two hands, add **double your STR** to the damage roll instead of only adding your STR.	Combat, Two-Handed Fighting
Rend II	Rend	Rend becomes **END/Recoup**.	Combat, Two-Handed Fighting
Rend III	Rend II, STR 6	Rend becomes **END/Catch Breath**.	Combat, Two-Handed Fighting
Great Rend	Rend, STR 4	Gain: **Great Rend (2/Recoup).** - When you kill an enemy with a two-handed melee weapon using STR, you immediately gain **1 AP**.	Combat, Two-Handed Fighting
Great Rend II	Great Rend, STR 8	Great Rend becomes **2/Catch Breath**.	Combat, Two-Handed Fighting
Great Rend III	Great Rend II, STR 10	You may use your **Great Rend** ability indefinitely.	Combat, Two-Handed Fighting

Dual Wielding

Talent	PreReq	Description	Tags
Basic Dual Wield		You can effectively use two light weapons at once. When you make a melee attack with a light weapon and are holding a light weapon in your other hand, you can make a melee attack with the second weapon using 1 fewer AP than normal (min 1). You can only reduce the APC of your attack this way once per turn.	Combat, Two-Weapon Fighting
Advanced Dual Wield	Basic Dual Wield	When making a melee attack with a weapon while holding a weapon in your other hand (both light and one-handed), you can make a second attack with 1 fewer AP (min 1). You can reduce the APC of subsequent attacks if you alternate weapon attacks each time.	Combat, Two-Weapon Fighting
Blade Blocker	Basic Dual Wield	While using two weapons, you gain Resist Physical +2 against melee attacks.	Combat, Two-Weapon Fighting
Blade Blocker II	Blade Blocker, Dual Wield IV	Blade Blocker becomes Resist Physical +4.	Combat, Two-Weapon Fighting
Dual Wield	Basic Dual Wield	You can reduce the APC of attacks using your Dual Wield even if only one weapon has the light tag.	Combat, Two-Weapon Fighting
Dual Wield II	Dual Wield	You can reduce the APC of attacks using Dual Wield even if neither weapon has the light tag (both must still have the one-handed tag).	Combat, Two-Weapon Fighting
Dual Wield III	Dual Wield II, STR 2	You can reduce the APC of attacks using Dual Wield even if one weapon has the hand-and-a-half tag.	Combat, Two-Weapon Fighting
Dual Wield IV	Dual Wield III, STR 4	You can reduce the APC of attacks using Dual Wield even if both weapons have the hand-and-a-half tag.	Combat, Two-Weapon Fighting