

Dual wielding and One-Hand Tracks

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 |

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 |