



Northern Steppes Proficiency System (V1.1)

This document is meant to serve as an explanation for the Proficiency System for the Northern Steppes. It will break down the various weapon types, RP and Non-Combatant Classes, and the requirements for each title.

Fighting within the Northern Steppes remains free, however in order to partake in the system requires membership dues to be secured.

**Note from Magnus*

Going through these, you may see wording pointing this towards a different ruleset, this has been modified from that ruleset and is undergoing renovations to remove specific wording for it. If you have any questions, please ask.

Section One: Proficiency

Process

-1st: Speak to Leadership about training to pass desired proficiency, or to learn more about the RP/Non-Com Classes. They will go over the requirements for what you are interested in and either practice with you or point you in the direction of someone to train with.

-2nd: Return to Leadership with the approval of the Warden/Seneschal, and request to test for the desired proficiency.

-3rd: You will fight 1 on 1 with a designated fighter of the required skill level. You will be observed by Leadership, who will make sure you are competent and safe with the weapon style.

-4th: You will then continue with the rest of the trials with the weapon style you are testing for, per the standards and requirements listed in this document.

-5th: If you pass the tests, you will be awarded the appropriate accolade at the following month's KGC. For the base level styles, you will be able to test as many ranks in one gathering as you want. For the advanced styles, you will only be able to test for one rank per gathering. If you have not passed the test, you will not be able to retest until the next gathering (Unless at an event when if available you may test every day of the event). You may test as many different styles in a gathering as we are able to provide appropriate challenges.

Section Two: Proficiency Styles

- 1) Basic Classes
 - a) Peasant
 - b) Savage
 - c) Harbinger
- 2) Adv. & Prestige Classes
 - a) Scout
 - i) Archer
 - ii) Ranger
 - iii) Vanguard
 - b) Soldier
 - i) Recruit
 - ii) Foot Soldier
 - iii) Cavalier
 - c) Thief
 - i) Footpad
 - ii) Highwayman
 - iii) Master Thief
- 3) Non-Combatant Classes
 - a) Armorsmith
 - b) Entertainer
 - c) Blacksmith
 - d) Bookbinder
 - e) Brewer
 - f) Candlemaker
 - g) Clothier
 - h) Cook
- i) Fletcher
 - j) Foamsmith
 - k) Herald
 - l) Herbalist
 - m) Hunter
 - n) Leatherworker
 - o) Magistrate
 - p) Medic
 - q) Merchant
 - r) Scribe
 - s) Silversmith
 - t) Weaponsmith
 - u) Woodworker
- 4) Basic Styles
 - a) Single Sword
 - b) Sword & Board
 - c) Dual Wield/Florentine
- 5) Advanced Styles
 - a) Flail
 - b) 2-Hand Weapon (Under 6ft.)
 - c) Spear
 - d) Polearm (Over 6ft.)
 - e) Dagger
 - f) Archery
 - g) Javelin

Base proficiency in each style awards the fighter with a braided cord in the designated colors. A fighter may use borrowed weapons to complete the initial rank, but Adept and Master ranks require the fighter to own the weapon style needed.

Section Three: Classes

Basic Classes

1. Peasant

- a. This is the basic rank all participants start off with in the Northern Steppes
- b. Must have waiver on file

2. Savage

- a. Must have waiver on file
- b. Must have membership dues paid
- c. First Rank in Single Sword / Sword & Board / Rock / Javelin
- d. Alternatively Start a Non-Combatant Class

3. Harbinger

- a. Must be Savage Rank
- b. Must own veteran level garb.
- c. Achieve first rank in all proficiencies OR reach second rank in a Non-Combat Class

Advanced Classes

Scout

a. Novice

- i. Must be Savage of the Northern Steppes
- ii. Adept in two proficiencies

b. Trailrunner

- i. Harbinger of the Northern Steppes
- ii. Adept in four proficiencies.
- iii. Must have 3 points of "Light" armor.

c. Master Scout

- i. Harbinger of the Northern Steppes
- ii. 1 Ranged Master Proficiency
- iii. Must have 6 points of "Light" armor.

Scout Prestige Classes

1. Archer

- a. Must take Fletcher as a Non-Combat Class
- b. Must have Novice Rank in Scout
- c. Master 1 Proficiency (Archery)
- d. Adept in 2 Proficiencies (2 of choice, one must be Melee)
- e. Bullseye 5 Called Shots on the field

2. Eagle Eye

- a. Must have Master Scout Rank
- b. Must have Archer Rank
- c. Master 2 Proficiencies (Archery & 1 other)
- d. Adept in 4 Proficiencies (4 of choice, 1 must Melee)
- e. Must own a bow & quiver. (May not test using another fighters bow.)
- f. Must own at least 4 passing arrows.
- g. Bullseye 10 called shots on the field

3. Master Eagle Eye

- a. Must have Eagle Eye
 - b. Must win an Archer Duel or Archery Competition against another Eagle Eye
 - c. May be challenged once a month per challenger & only once per practice.
-

1. Ranger

- a. Must have a Non-combat Class
- b. Must have Trailrunner Rank in Scout
- c. Must have 1 Master Proficiency (Archery)
- d. Must have 2 Adept Proficiencies (Blue, Sword&Board, or Red)
- e. Must train Scouts to be effective in their craft.

2. Farstrider

- a. Must have Ranger Rank
- b. Must have Master Scout Rank
- c. Must have 2 Master Proficiencies (1 Melee & 1 Ranged)
- d. Must have 4 Adept Proficiencies
- e. Must train additional rangers to be effective in their craft.
- f. Provide support to an offensive by crippling a defensive line

3. Master Farstrider

- a. Must have Farstrider
- b. Must beat out other Farstriders
- c. May be challenged once a month per challenger & only once per practice.

1. Vanguard

- a. Must take Bard as a Non-Combat Class
- b. Must have Trailrunner in Scout Rank
- c. Must garb and RP the class on the field and off at events
- d. Master 1 Proficiencies (Archery)
- e. Adept 2 Proficiencies (2 of choice. 1 Must be Melee)
- f. Must have a healing poem. (Healing poem must be checked by a QM & at any event)

2. Harper

- a. Must have Vanguard
- b. Must have Master Scout Rank
- c. Must garb and RP the class on and off the field at events
- d. Master 2 Proficiencies (Archery, & 1 other)
- e. Adept in 4 Proficiencies (4 of choice At least 1 must be Melee)
- f. Must have healing poem memorized.
- g. Must have full leather armor
- h. Provide Defensive/Offensive healing support at, at least 2 events.

3. Master Harper

- a. Must have Harper
- b. Must win a bardic duel against another Harper
- c. May only be challenged once a month per challenger and once per practice.

Soldier Classes

1. Recruit

- a. Savage of the Northern Steppes
- b. Two Adept Level Proficiencies(Must be Melee)

2. Foot Soldier

- a. Harbinger of the Northern Steppes
- b. Three Melee Adept Proficiencies and 1 Ranged Adept Proficiencies
- c. Must own Three Points of Armor

3. Cavalier

- a. Harbinger of the Northern Steppes
- b. One Master Proficiency
- c. Must own six points of Armor

Soldier Prestige Classes

1. Berserker

- a. Must gain a non-combat class
- b. Must have Recruit rank in Soldier
- c. Master 1 Proficiency(Red, Polearm)
- d. Adept in 2 Proficiencies (Red/Florentine/Polearm & 1 other)
- e. Must have light/unobtrusive armor
- f. Induce fear in your enemies! (roar, yell, warpaint etc)

2. Ravager

- a. Must have Berserker
- b. Must have Cavalier rank in Soldier.
- c. Master 2 proficiencies(Red, Polearm)
- d. Adept in 4 Proficiencies (Red/Polearm & 3 others of choice)
- e. Must have 3 points of light/unobtrusive armor
- f. Must help train fighters to be effective support line fighters
- g. Induce fear in your enemies (roar, yell, warpaint etc)
- h. Destroy a line of 4 or more fighters

3. Master Ravager

- a. Must have Ravager
- b. Must beat out other Ravagers
- c. May be challenged once a month per challenger & only once per practice.

1. Paladin

- a. Must have a non-combat class
- b. Must have Foot Soldier rank in Soldier
- c. Must garb and RP the class on the field and off at events

- d. Master 1 Proficiencies (Sword/Board, Flail or Red)
 - e. Adept 2 Proficiencies (Sword/Board, Flail, or Red)
 - f. Must have a healing poem. (Healing poem must be checked by a QM & at any event)
 - g. Must lead groups of fighters on the field
2. Primarch
- a. Must have Paladin class
 - b. Must have Cavalier Rank in Soldier
 - c. Must garb and RP the class on and off the field at events
 - d. Master 2 Proficiencies (Sword/board, flail or Red)
 - e. Adept in 4 Proficiencies (Sword/board/Flail/Red & 3 others of choice)
 - f. Must have healing poem memorized.
 - g. Must have full armor leather/chain/plate
 - h. Must lead groups of fighters on the battlefield at an event to a win.
3. Master Primarch
- a. Must have Primarch
 - b. Must beat out other Primarchs
 - c. May be challenged once a month per challenger & only once per practice.
-

1. Shaman
- a. Must have a non-combat class
 - b. Must have Foot Soldier rank in Soldier
 - c. Must garb and RP the class on the field and off at events
 - d. Master 1 Proficiencies (Florentine, Flail or Polearm)
 - e. Adept 2 Proficiencies (Florentine, Flail, Polearm or Rock)
 - f. Must have a healing poem. (Healing poem must be checked by a QM & at any event)
 - g. Must lead/inspire groups of fighters on the field
2. High Shaman
- a. Must have Shaman class
 - b. Must have Cavalier Rank in Soldier
 - c. Must garb and RP the class on and off the field at events
 - d. Master 2 Proficiencies (Florentine, flail or Polearm)
 - e. Adept in 4 Proficiencies (Florentine/Flail/Polearm & 3 others of choice)
 - f. Must have a healing poem memorized.
 - g. Must have full leather armor
 - h. Must lead groups of fighters on the battlefield at an event to a win.
3. Master High Shaman
- a. Must have High Shaman
 - b. Must beat out other High Shamans
 - c. May be challenged once a month per challenger & only once per practice.

-
1. Shieldman
 - a. Must have a non-combat class
 - b. Must have Foot Soldier Rank in Soldier
 - c. Master 1 Proficiency (Sword/board or Flail)
 - d. Adept 2 Proficiencies (Sword/board/Flail & Javelin)
 - e. Must help train fighters to fight effectively in a line fight
 2. Guardian
 - a. Must have Shieldman
 - b. Must have Cavalier Rank in Soldier
 - c. Master 2 Proficiencies (Sword/board/Flail or 1 other of choice)
 - d. Adept 4 Proficiencies (4 of choice)
 - e. Must help train fighters to fight effectively in a line fight
 - f. Successfully defend a point/flag/king/castle against insurmountable odds(5 or more)
 3. Master Guardian
 - a. Must have Guardian
 - b. Must beat other Guardians
 - c. May be challenged once a month per challenger & only once per practice.
-

1. Spearman
 - a. Must have a non-combat class
 - b. Must have Foot Soldier Rank
 - c. Master 1 Proficiency (Spear)
 - d. Adept 2 Proficiencies (Glaive & 1 other of choice)
 - e. Place in a tournament of Master Proficiency
2. Impaler
 - a. Must have Spearman
 - b. Must have Cavalier Rank in Soldier
 - c. Master 2 Proficiencies (Spear & 1 Other of choice)
 - d. Adept 4 Proficiencies (Glaive & 3 others of choice)
 - e. Must train other Spearman in their craft & be seen as a leader of support/second-line fighters
 - f. Win a tournament in Master Proficiency
 - g. Successfully defend a point/flag/king/castle against insurmountable odds(5 or more)
3. Master Impaler
 - a. Must have Impaler
 - b. Must beat out other Impalers
 - c. May be challenged once a month per challenger & only once per practice.

Thief Class

-Will receive a Thieves challenge from a quartermaster. Ribbons will be handed out to certain people, ribbons cannot be tied, but may be placed in pockets or on ones person. If a Thief is caught, he must wait a week before trying again.-

1. Footpad
 - a. Savage of the Northern Steppes
 - b. Steal 10 Ribbons without being caught
2. Highwayman
 - a. Harbinger of the Northern Steppes
 - b. Steal 20 Ribbons without being caught
3. Master Thief
 - a. Must look the part
 - b. Steal 30 Ribbons without being caught, and replace each with a calling card

Thief Prestige Classes

1. Assassin

- a. Must gain a non-combat class
- b. Must have Footpad Rank in Thief
- c. Master 1 Proficiency (Dagger or Blue)
- d. Adept in 2 Proficiencies (Dagger/Blue and two others.)
- e. Have at least 3 points of armor (Arms, Legs, Torso, or Head)
- f. 100 Back Kills in a Season
- g. Place in a NS approved Assassins Tournament

2. Shadow Blade

- a. Must have Assassin
- b. Must have Master Thief Rank
- c. Master 2 Proficiencies (Dagger & Blue)
- d. Have 6 points of armor(Arms, Legs, Torso & Head)
- e. Adept in 4 Proficiencies of choice.
- f. Win an Assassins Tournament

3. Master Shadowblade

- a. Must be Shadowblade
- b. Must beat out other Shadowblades
- c. Can be challenged once a month per challenger & Once per practice

1. Rogue

- a. Must have non-combat class
- b. Must have Footpad in Thief

- c. Master 1 Proficiency(Dagger, Blue, Florentine)
- d. Adept in 2 Proficiencies(Dagger, Blue, Florentine)
- e. Have at least 3 points of armor(Arms, Legs, Torso or Head)
- f. Place in a Tournament of chosen master proficiency

2. Blade Dancer

- a. Must have a non-combat class
- b. Must have Master Thief
- c. Master 2 Proficiencies(Dagger, Blue, Florentine)
- d. Adept in 4 Proficiencies(Dagger, Blue, Florentine & 2 others of choice)
- e. Have at least 6 points of armor (Arms, Legs, Torso & Head)
- f. Win a tournament of chosen master proficiency
- g. Place in a tournament of chosen adept proficiency

3. Master Blade Dancer

- a. Must have Dread Rogue
- b. Beat out other Dread Rogues
- c. Can be challenged once a month per challenger & Once per practice

1. Swashbuckler

- a. Must have Non-combat class
- b. Must have Footpad in Thief
- c. Master 1 Proficiency(Florentine)
- d. Adept in 2 Proficiencies(Blue, & 1 other))
- e. Have at least 3 points of armor (Arms, Legs, Torso & Head)
- f. Must help train fighters to fight effectively as a flanking support fighter

2. Dread Pirate

- a. Must have Swashbuckler
- b. Must have Master Thief
- c. Master 2 Proficiencies (Blue, Florentine)
 - i. Cannot use clubs for Mastery
- d. Adept in 4 Proficiencies (Blue, Florentine & 3 others of choice)
- e. Have at least 6 points of armor (Arms, Legs, Torso & Head)
- f. Must help train fighters to fight effectively as a flanking support fighter
- g. Must lead groups of flankers at events (home or away.)

3. Master Dread Pirate

- a. Must have Blade Dancer
- b. Must beat out other Blade Dancers
- c. Can be challenged once a month per challenger & once per practice

Non-Combat Professions

*A note on "Professions." These are a fluid list and will go as far as you're willing to take them, you get out of it what you put in. They were designed to be a stepping stone to guide folks to finding hobbies within the sport they may enjoy doing, or always wanted to try but never could. You can have as many professions as you wish, as multiple of these may overlap with each other, and can hold multiple mastery titles as you wish. If we are missing anything, please talk with us and we'll gladly see about implementing it.

Basic Non-Combat

Scribe: Beginner knowledge of the belegarth rules (patch: a quill)

Lore Keeper: Advanced knowledge of the belegarth rules, able to apply the rules when training and helping newcomers (patch: open book)

Maester: Masterful knowledge of the belegarth rules. Able to accurately apply the rules when training and helping newcomers. (patch: open book with a quill)

Herald

Crier: Basic knowledge of heralding (patch: trumpet)

Herald: Advanced knowledge of heralding and games (patch: ?)

Master Herald: Master knowledge of heralding, different belegarth games and willing to help at events. (Patch: Trumpet & ?)

Noble: Basic knowledge of admin tasks such as waivers/troll/etc

Official: Working knowledge of admin tasks, including waivers, troll, event check in and basic event tasks.

Magistrate: Master knowledge of admin tasks. Able to handle waivers, troll, check in, work with an event staff to delegate or handle tasks for an event.

Armorsmith

Novice

Know basics of armorsmithing. Craft at least one piece of passing armor out of leather or steel. (Patch: Helm)

Journeyman

Show advanced knowledge of armorsmithing. Craft at least 6 pieces of fitted armor with tooling. (Patch: Helm w/ Hammer) Win an arts and sciences competition.

Master

Show mastery knowledge of armorsmithing. Craft at least two full sets of armor(Head/Torso/Arms/Legs). One leather, one steel, tooled and etched. Get an armor commission.

(Patch: Helm w/ 2 crossed hammers)

Entertainer

Muse

Beginning knowledge of entertaining/storytelling/instruments/dance. Whatever you are interested in that falls within the category. (Patch: Comedy/Tragedy)

Minstrel

Advanced knowledge in entertaining, memorize poems, a song, or a monologue.

Enter a bardic tournament

(Patch: A Lute)

Bard

Master knowledge in entertaining. Create your own piece in whichever form you wish. Perform the piece at a bardic tournament. Win a bardic tournament.

(Patch: A harp)

Blacksmith

Novice

Show basic understandings of blacksmithing. Craft your own tongs and toolbox.

(Patch: Anvil)

Advanced

Show advanced blacksmithing techniques. Make an item using canister damascus. Enter an A&S competition.

(Patch: Anvil & Hammer)

Master

Show advanced blacksmithing techniques. Provide projects that meet all of the following. Forge Weld, Ladder Damascus, Acid Etching, San Mai, canister damascus. Win an A&S tournament.

(Patch: Anvil and two hammers.)

Bookbinder

Novice

Show basic understanding of bookbinding.

Advanced

Show an advanced understanding of bookbinding. Craft your own bound journal. Enter an A&S tournament.

Master

Show master understanding of bookbinding practices and techniques. Craft at least three different journals bound in different styles and one classic fantasy styled TOME.

Brewer

Novice

Show basic understanding of brewing. Brew a gallon of wine/beer/mead/rootbeer.

Advanced

Show advanced understanding of brewing. Brew different types of wine/beer/mead. Enter an Arts and Sciences competition.

Dry & Sweet Mead
Red & White Wine
Ale & Stout for beer

Master

Show master understanding of brewing. Brew and bottle a line of your choice. Win an A&S competition.

Candlemaker

Novice

Show a basic understanding of candle making. Make your own standard white candle.

Advanced

Show an advanced understanding of candle making techniques. Craft your own series of candles. Enter an A&S tournament.

Master

Show advanced understanding of candle making techniques. Craft a dozen scented candles featuring at least 2 different colors and scents.

Clothier

Novice

Show basic techniques in sewing. Sew your own tunic.

Advanced

Show advanced techniques, sew your own trimmed garb using period accurate cloth, hand embroider something of your choice. Enter an A&S competition.

Master

Show mastery techniques, dye your own cloth using period accurate methods(including at least one purple piece), to sew garb with added trim. Win an A&S competition.

Cook

Novice

Show basic knowledge of cooking. Help with a feast for an event.

Sous

Show advanced understanding of cooking. Provide a dish for a feast. Enter an A&S tournament using techniques you have learned.

Iron

Show mastery knowledge of cooking. Win an A&S Tournament and use that winning dish as a main dish for a feast. Run a feast

Fletcher

Novice

Basic understanding of fletching. Put together your own Bel-grade arrows. Have 3 passing arrows.

Journeyman

Advanced understanding of fletching. Build your own arrow-heads and arrow shaft, have at least 6 passing arrows.

Master

Master understanding of fletching. Craft your own bow of the appropriate draw limit, and arrows, have 9 passing arrows.

Foamsmith**Novice**

Show basic knowledge of foamsmithing. Create a Cosplay/wearable piece or passing BEL weapon/shield

Advanced

Show advanced knowledge of foamsmithing. Craft a COSplay piece/weapon or passing BEL Weapon/shield with use of plastidip. Enter an A&S tournament

Master

Show mastery knowledge of foam smithing. Craft intricate pieces using plastidip and 3d foam sculpting techniques. Win an A&S competition.

Herbalist**Forager**

Show Basic knowledge of herbology. Plant your own herbs or teas.

Herbalist

Show advanced knowledge of herbalism. Have a small vegetable garden. Dry your herbs

Gardener

Show a master knowledge of herbology. Create your own spice blend using what you have grown. Harvest your garden.

Leatherworker**Novice**

Show a basic understanding of leatherworking. Make a pair of cuffs or bracers.

Advanced

Show an advanced understanding of leatherworking. Enter an A&S tournament. Craft at least three different leather projects utilizing dye, and tooling.

Mastery

Show a mastery understanding of leatherworking. Win an A&S tournament. Craft a total of six different leather projects using all your skills. Tan your own leather/hide using traditional/modern techniques.

Medic

Show a basic understanding of first aid. Receive First Responder training/CPR certification.

Advanced

Show an advanced understanding of first aid. Volunteer as help for medic at an event.

Mastery

Show a mastery of first aid. Volunteer as a medic for events. Be head medic at a large event.

Merchant**Novice**

Show a basic understanding of merchanting. Have a merchant booth at an event.

Advanced

Show advanced understanding of merchanting. Source a variety of merchandise to sell. Vend at at least 5 different events.

Mastery

Show a mastery over merchanting.

Silversmith

Novice

Show basic knowledge of silversmithing. Craft a simple ring. Enter an A&S tournament.

Advanced

Show advanced understanding of silversmithing. Craft at least 3 projects using precious or semi-precious metals. Win an A&S tournament. Receive a project commission.

Weaponsmith

Novice

Show a basic understanding of weaponsmithing. Craft a railroad spike knife.

Advanced

Show an advanced understanding of weaponsmithing. Craft a hidden tang knife with a guard and a full tang knife with a guard. Enter an A&S tournament

Mastery

Show a mastery knowledge of weaponsmithing. Craft a series of 6 knives in different styles with a damascus blade. Win an A&S tournament and receive a commission for a blade.

Woodworker

Novice

Show a basic understanding of woodworking. Make two simple wooden projects. A Candle holder and a toolbox.

Advanced

Show an advanced understanding of woodworking. Make six small woodworking projects, and a stargazing chair. Enter an A&S Tournament

Mastery

Show a mastery understanding of woodworking. Win an A&S tournament, receive a commission for a project.

Weapon Proficiency

Single Sword Proficiency

This is the first test for a savage of the Northern Steppes.

-To pass your first rank in Single Sword, one must be observed using a Single Sword competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. The Recruit will then be observed fighting on the field of battle.

-Adept-

To gain the rank of Adept Single Sword a Savage must pass 2 trials and both must be passed in order, you will retain credit for passing 1st trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent using Single Sword 2 of 3 times.
2. Defeat 2 proficient unarmored opponents using Single Sword.(Opponents must move as a unit.)

-Master-

To gain the rank Master of Single Blue a Warrior must pass 3 trials, and all must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May call worn armor.

1. Defeat an adept opponent also using Single Sword 3 of 3 times.
2. Defeat an adept opponent using Sword'n'Board 2 of 3 times.

3. Defeat 3 opponents, 2 (1 adept and 1 proficient) Single Sword users and 1 adept Sword & Board user.

*Opponents must move as a unit and are unarmored.

Sword & Board Proficiency

*This is the second test for a Savage of the Northern Steppes.

*Club maybe used in place of Sword

*May use own weapon, loaner, or borrow.

-To pass your first rank in Sword & Board, one must be observed using Sword & Board competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. The Recruit will then be observed fighting on the field of battle.

-Adept-

To gain the rank of Adept Sword & Board a Savage must pass 2 trials and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent, also using Sword & Board 2 of 3 times.

2. Defeat 2 proficient unarmored opponents both using Sword & Board.

*Opponents must move as a unit and are unarmored.

-Master-

To gain the rank Master of Sword & Board a Warrior must pass 3 trials , and all must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May call worn armor.

1. Defeat an adept opponent also using Sword & Board 3 of 3 times.

2. Defeat an adept opponent using a separate weapon style (Spear, Polearm, Florentine, Red, etc...) 2 of 3 times.

3. Defeat 3 opponents, 1 adept Sword & Board and 2 using different weapon styles no shield.(1 adept and 1 proficient)

*Opponents must move as a unit and are unarmored.

Dual Wield Proficiency

*Must own weapon

This proficiency may be gained anytime after Savage level proficiencies have been earned.

-To pass your first rank in Dual Wield, one must be observed using dual wielded weapons competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. They will then name the Recruit proficient.

-Adept-

To gain the rank of Adept, a Savage must pass 2 trials and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent also using Dual Wield 2 of 3 times.

2. Defeat 2 proficient opponents using D.W.

*Opponents must move as a unit and are unarmored.

-Master-

To gain the rank Master of D.W. a Warrior must pass 3 Trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May use back shield or buckler.

*May call worn armor.

1. Defeat an adept opponent also using D.W. 3 of 3 times.

2. Defeat an adept opponent using Sword & Board 2 of 3 times.

3. Defeat 3 opponents 2 using D.W. (1 adept and 1 proficient) and 1 adept using Sword & Board.

*Opponents must move as a unit and are unarmored.

Flail Proficiency

*Must own weapon

*May use Florentine with Flail but same rank must be attained first before attempting this proficiency with a secondary weapon and Flail.

-To pass your first rank in Flail, one must be observed using a Flail as in Flail & Board or in dual wield combos competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. Leadership will then name the Recruit proficient with Flail.

-Adept-

To gain rank of Adept Flail a Savage must pass 2 trials and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent also using fighting style of Flail & Board or Florentine 2 of 3 times. (same as tester preferred)

2. Defeat 2 proficient opponents also using fighting styles Flail & Board and/or Florentine.

(same as tester preferred)

*Opponents must move as a unit and are unarmored.

-Master-

To gain rank of Master Flail a Warrior must pass 3 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May use shield, back shield, or buckler.

*May call worn armor.

1. Defeat an adept opponent also using fighting style Flail & Board or Flailentine 3 of 3 times. (same as tester preferred)
2. Defeat an adept opponent using a different weapon style 2 of 3 times.
3. Defeat 3 opponents 2 adept Flail & Board and 1 using different weapon style no shield.(1 adept and 1 proficient)

*Opponents must move as a unit and are unarmored.

Two-Hander Proficiency(Under 6')

*Must own weapon

-To pass your first rank in Red Two Hand, one must be observed using a Red Two Hand competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. Leadership will then name the Recruit proficient with Red Two Hand.

-Adept-

To gain rank of Adept Two Hand a Savage must pass 2 trials and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent also a two-hand 2 of 3 times.
2. Defeat 2 proficient opponents using a two-hand.

*Opponents must move as a unit and are unarmored.

-Master-

To gain rank of Master Two Hand a Warrior must pass 3 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May use back shield or buckler.

*May call worn armor.

1. Defeat an adept opponent also using a two-hand 3 of 3 times.
2. Defeat an adept opponent using Sword & Board 2 of 3 times.

3. Defeat 3 opponents 1 adept Sword & Board, 2 using different weapon style no shield.(1 adept and 1 proficient)

*Opponents must move as a unit and are unarmored.

Spear Proficiency

*Must own weapon

-To pass your first rank in Spear, one must be observed using a Spear competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. Leadership will then name the Recruit proficient with Spear.

-Adept-

To gain rank of Adept Spear a Savage must pass 2 trials and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent also using a spear 2 of 3 times.

2. Defeat 2 proficient opponents also using spears.

*Opponents must move as a unit and are unarmored.

-Master-

To gain rank of Master Spear a Warrior must pass 3 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May use back shield or buckler.

*May call worn armor.

1. Defeat an adept opponent also using a spear 3 of 3 times.

2. Defeat an adept opponent using Sword & Board 2 of 3 times.

3. Defeat 3 opponents 1 adept Sword & Board and 2 using different weapon style no shield.(1 adept and 1 proficient)

*Opponents must move as a unit and are unarmored.

Polearm Proficiency(6' and up)

*Must own weapon

-To pass your first rank in Polearm, one must be observed using a Polearm competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. Leadership will then name the Recruit proficient with Polearm.

-Adept-

To gain rank of Adept Polearm a Savage must pass 2 trials and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent also using a polearm 2 of 3 times.

2. Defeat 2 proficient opponents also using polearms.

*Opponents must move as a unit and are unarmored.

-Master-

To gain rank of Master Polearm a Warrior must pass 3 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May use back shield or buckler.

*May call worn armor.

1. Defeat an adept opponent also using a polearm 3 of 3 times.

2. Defeat an adept opponent using Sword & Board 2 of 3 times.

3. Defeat 3 opponents 1 adept Sword & Board and 2 using different weapon styles no shield.(1 adept and 1 proficient)

*Opponents must move as a unit and are unarmored.

Dagger Proficiency

*Must own weapon

-To pass your first rank in Dagger, one must be observed using a Dagger competently and safely on the sideline in a 1 on 1 fight under the supervision of Leadership. Leadership will then name the Recruit proficient with Dagger.

-Adept-

To gain rank of Adept Dagger a Savage must pass 2 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

*Unarmored

1. Defeat a proficient opponent using same fighting style 2 of 3 times.

2. Defeat 2 proficient opponents using same fighting style.

*Opponents must move as a unit and are unarmored.

-Master-

To gain rank of Master Dagger a Warrior must pass 3 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*May use back shield or buckler.

*May call worn armor.

1. Kill a single fighter 12 times by only dagger kills. Fighter will be named by Leadership. You have the gathering's battles to complete this.

2. Defeat an adept opponent using same fighting style 3 of 3 times.

3. Defeat 2 adept opponents using same weapon style.

*Opponents must move as a unit and are unarmored.

Javelin Proficiency

*Must own weapon

-To pass your first rank in Javelin, one must hit a medium shield 7 of 10 times. The Shield will be stationary at distance of 12 paces (the distance traveled in a step). The Recruit will also be observed safely using the weapon in a 1 on 1 close range green stabby fight. To be supervised by Leadership.

-Adept-

To gain rank of Adept Javelin a Savage must pass 2 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

*Must own weapon

1. Kill a single fighter 6 times by only Javelin kills. Fighter will be named by Leadership. You have the gathering's battles to complete this.

2. Hit a stationary target (small buckler paper plate size) 8 times from a distance of 12 paces in a 2 min time limit. Must use only your own javelins.

-Master-

To gain rank of Master Javelin Proficiency a Warrior must pass 3 trials, and must be passed in order, you will retain credit for passing any trial.

*This may only be attempted once per gathering.

1. Kill a single fighter 12 times by only Javelin kills. Fighter will be named by Leadership. You have the gathering's battles to complete this.

2. Kill 5 different fighters in a single battle by only Javelin kills.

3. Hit a mobile target 8 times in 2mins. Target will start 12 paces away and only move within an area of 20 paces diameter circle walking. Must use only your own javelins.

Archery Proficiency

*Must own bow and at least 5 legal arrows

- Before taking any skills tests, the tester must demonstrate a working knowledge of the Belegarth archery rules, by being quizzed briefly by Leadership. Once they answer satisfactorily, they may continue.

-Proficient-

A medium-sized shield will be placed or held at roughly 25 feet. The tester must make 7 out of 10 hits within 2 minutes, and all 10 arrows must be fired.

-Adept-

Zombie Test: The archer begins in the middle of a 50ft circle, with their bow and 2 arrows in hand. 8 more arrows are scattered around the circle. At the edge of the circle, are 5 zombies, spaced out at Leadership's discretion.

Zombies move at a shambling walk (Romero Dead), towards the archer with the goal of eating (grabbing) the archer. In order to pass the test, the archer must hit each zombie 3 times. When hit, a zombie will freeze in place for a loud 10 count before continuing. The archer may move around the circle, but cannot exit it. The test ends when all zombies have been hit 3 times, or a zombie reaches the archer.

-Master-

Test of the Four Winds: The archer begins with full loadout of bow and a max of 10 arrows. 4 runners start out 50ft away from the archer, as if points on a compass. Leadership will privately designate each runner as either a Slow

Walker, a Normal Walker, a Jogger, and a Runner. The archer begins the test unloaded, and is unable to move from their designated location, and the test ends when either one runner reaches the archer, or all four have been hit (not necessarily killed). The goal is to prioritize the targets in order of threat.