# Northern Steppes Proficiency System

This document is meant to serve as an explanation for the Weapon Proficiency System for the Northern Steppes. It will break down the various weapon types, and the requirements for each rank.  
  
  
  
  
  
  
  
  
  
**Section One: Proficiency Process**

-1st: Speak to Leadership about training to pass desired proficiency. They will go over rules for said weapon style (If necessary) 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 trainer, 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 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 everyday 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**

**Basic Styles**

- Single Blue

- Sword & Board

- Dual Wield  
  
  
**Advanced Styles**

- Flail

- Red Weapon (Under 6ft.)

- Spear

- Polearm (Red over 6ft.)

- Dagger

- Archery

- Javelin

Base proficiency in each style awards the fighter with a braided cord in the designated colours. 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: Style Breakdowns**

Single Blue Proficiency

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

-To pass your first rank in Single Blue, one must be observed using a Single Blue 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 Blue 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 also using Single Blue 2 of 3 times.

2. Defeat 2 proficient opponents using Single Blue.

\*Opponents must move as a unit and are unarmored.

-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 Blue 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 Blue 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 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 Flailentine 2 of 3 times. (same as tester preferred)

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

(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.

Red Proficiency

Under 6ft

\*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 Red 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 red two-hand 2 of 3 times.

2. Defeat 2 proficient opponents using a red two-hand.

\*Opponents must move as a unit and are unarmored.

-Master-

To gain rank of Master Red 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 red 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

6ft and over

\*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 Dagorhir 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 with 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.