



WEAPON MASTER (L)

The weapon master has dedicated his life to mastering the use of his weapon. He desires to be the most skilled practioner of his chosen weapon in the world.

Note: This is revised from the Martial Arts Companion and RMSR versions.

Time to Acquire: 110 months

Starting Money: Normal

Special:

Weapon, +10 non-magical	50
Victory in regional tournament	40
Weapon, +5 non-magical	30
Rival armsman	40
Scrolls (+10 Weapon Style Lore)	50
Weapon, +5 non-magical	30
Reputation as a very skilled fighter	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Weapon Style Lifestyle skill	4
Choice of Combat Maneuvers	
OR Martial Arts Combat Maneuvers	n/a
choice of one non-restricted skill	2
Crafts skill category	n/a
choice of one relevant skill	1
(Weapon-Smith, Fletching, etc.)	
Lore General skill category	1
Weapon Style Lore	1
Special Attacks skill category	n/a
choice of up to two	2 (total)
Technical/Trade Vocational skill category	n/a
Evaluate Weapon	1
Weapon skill category (choice)	4
choice of one skill	4
Weapon/Attack skill category (choice)	1
choice of one skill	1

Stat Gains: Strength, Agility

Lifestyle Skills: One Weapon Style skill from the Combat Maneuvers skill category may be selected as a Lifestyle skill.

COST BY PROFESSION

Fighter	38	Lay Healer	87
Thief	50	Healer	114
Rogue	47	Mystic	117
Warrior Monk	46	Sorcerer	136
Layman	56	Ranger	59
Magician	136	Paladin	48
Illusionist	136	Monk	59
Cleric	84	Dabbler	65
Animist	82	Bard	60
Mentalist	87	Magent	59
Arcanist	140	Chaotic	61
Wizard	140	Magehunter	57
Chan. Alchemist	84	Ment. Alchemist	84
Ess. Alchemist	136		
Taoist Monk	58	Zen Monk	61
Runemage	136	Warrior Mage	56
Mana Molder	136		
Priest	92	Warlock	135
Summoner	136	Mythic	60
Dervish	60	Nightblade	59
Sword-Dancer	42		
Barbarian	42	Outrider	49
Sage	60	Swashbuckler	38