

Rule Changes- March 2017

General Changes

Dual Wielding

A PC that dual wields, i.e. a weapon in each hand, swings the base damage for their level at -1, for each weapon. For example, a 5th level Cleric would normally swing 4 with his main weapon. When dual wielding, he would now swing 3 with each hand. This replaces the current off-hand damage. This does not replace the Non-Proficiency Base Damage for using a weapon the PC is not allowed. Fighters, Monks, Rangers, and Thieves will swing their normal base damage with each hand and with both hands when dual wielding.

Class and Ability Changes

Ranger - 4th Level

Snapshot

Range: Self

Area: 1 Arrow

Duration: Instantaneous

Stacking: Damage

Misc.: NA

Cost: 4

A Ranger may fire an arrow with no aim time. This arrow may be a marginal, a critical or have a precast S/A/S such as **Elemental Arrow** (Druid 3), but not an arrow that requires additional aim time, such as **Target Arrow** (Ranger 3).

Fighter, Monk, Ranger, Thief - 1st level

Base Proficiency with Two Weapons

Range: Self

Area: Self

Duration: Permanent

Stacking: Base

Misc.: NA

Cost: No Limit

Fighters, Monks, Rangers, and Thieves are able to apply their base hand-held proficiency to 2 weapons simultaneously.