

# Weapon Proficiency

## Multi-class characters

**Multi-class** characters obtain the best number of weapon proficiencies and best rate of weapon proficiency acquisition between all of their classes. They do not receive the combined weapon proficiencies of all classes.

## Retraining

There are no core rules for retraining weapon proficiencies.

As a **rules extension**, a weapon proficiency can be exchanged for another in 1 month at the cost of a cumulative 250 gp times the highest class level of the level of the character (1st = 250, 2nd = 750, 3rd = 1500, 4th = 2500, etc.).<sup>Ex</sup> As with regular training, the character cannot perform any other activity during this time; if they do, all progress and expense is lost.

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