

0.1 Broad Weapon Focus: apply abilities to weapon groups v1.0

Feats that require you to select a specific weapon, such as the Weapon Focus feat, now require you instead to select a group of weapons. These groups are the same as those used by the Fighter's Weapon Training class feature. The feat applies to all members of the group that are legal targets for that feat. *(For example: if you took "Martial Weapon Proficiency: Polearms", you'd gain proficiency with all polearms that are martial weapons, but not with the Exotic polearms.)*

0.1.1 Explanation

It's sad when a fighter finds an awesome enchanted weapon, but is already specialized in a different weapon. Or when a gunslinger gets so locked into a single gun by his feat choices that he doesn't dare try any other gun. This is a step towards remedying the problem. Should be combined with retraining rules such as those in Ultimate Campaign.

0.1.2 Version history and future

1.0 This is the first version. New versions might feature updates to the weapon groups.