

ATTACKS PER ROUND BY LEVEL

As accomplished combatants gain skill and expertise, they gain the ability to strike more than once in a melee round. The charts below detail this growth by experience level matched with the level of proficiency or specialization. Wizard characters are limited to only one *Weapon of Choice* and often only one *Weapon Specialization*. Battle mages and similar type concepts are those which are usually allowed more than one *Weapon Specialization*. Each situation is handled on a case by case basis with the DM, but the maximum is usually no more than three. Priests and Rogues are also limited to a single *Weapon of Choice*, but are often allowed two or three *Weapon Specializations* once beyond first level. On a case by case basis, this may be increased by the DM, usually for Rogue concepts which are more geared toward combat and Priests who follow gods of war and battle. Warriors may have any number of *Weapon Specializations* and, once beyond first level, may gain multiple *Weapons of Choice*. Single class Warriors may gain more than one *Weapon Mastery*, however, it is rarely more than a second and the second is usually a related weapon (i.e. - a Samurai with mastery in Katana and Wakazashi.) No character may have more than one *High Mastery* or *Grand Mastery* at any time. Non-warrior characters with *Weapon Class Familiarity* never gain additional attacks per round with those weapons. Wizard class characters with *Weapon Proficiency* never gain additional attacks per round with those weapons. For all other instances, find the appropriate listing below:

Wizard Weapon Specialization

Level	Attacks/Round
1 - 4	1/1
5 - 8	3/2
9 +	2/1

Wizard Weapon of Choice

(starting level depends on DM approval, min 4th)

Level	Attacks/Round
4 - 6	3/2
7 - 9	2/1
10 +	5/2

Priest/Rogue Weapon Proficiency

Level	Attacks/Round
1 - 10	1/1
11+	3/2

Priest/Rogue Weapon Specialization

Level	Attacks/Round
1 - 6	3/2
7 - 12	2/1
13 +	5/2

Priest/Rogue Weapon of Choice

(starting level depends on DM approval, min 3rd)

Level	Attacks/Round
3 - 5	3/2
6 - 9	2/1
10 - 13	5/2
14 +	3/1

Priest/Rogue Weapon Mastery

(starting level depends on DM approval, min 10th)

Level	Attacks/Round
10 - 12	5/2
13 - 15	3/1
16 +	7/2

Warrior Weapon Familiarity

Level	Attacks/Round
1 - 10	1/1
11 +	3/2

Warrior Weapon Proficiency

Level	Attacks/Round
1 - 5	1/1
6 - 10	3/2
11 +	2/1

Warrior Weapon Specialization

Level	Attacks/Round
1 - 4	3/2
5 - 8	2/1
9 - 12	5/2
13 +	3/1

Warrior Weapon of Choice

Level	Attacks/Round
1 - 3	3/2
4 - 6	2/1
7 - 9	5/2
10 - 12	3/1
13 +	7/2

Warrior Weapon Mastery

(starting level depends on DM approval, min 7th/8th)

Level	Attacks/Round
7 - 9	5/2
10 - 12	3/1
13 - 15	7/2
16 +	4/1

Warrior Weapon High Mastery

(starting level depends on DM approval, min 10th/12th)

Level	Attacks/Round
10 - 12	3/1
13 - 15	7/2
16 - 18	4/1
19 +	9/2

Warrior Weapon Grand Mastery

(starting level depends on DM approval, min 13th)

Level	Attacks/Round
13 - 14	7/2
15 - 16	4/1
17 - 18	9/2
19 +	5/1