

ATTACKS PER ROUND:

We will use the charts and information below to help speed up the game play. Most of the information is only useful for a player wanting to utilize a heavier weapon.

WEAPON WEIGHT AND SPEED:

Weapons that weigh up to 3 lbs are	Small	Speed of 0
Weapons 4-6 lbs	Medium	Speed of -1
Weapons 7-10 lbs	Heavy	Speed of -2
Weapons 11-15 lbs	Massive	Speed of -3
For every 5 lb above 15	Gargantuan	Speed penalty of an additional -1 per 5 lb over 15

NOTE: Using a weapon over 15 lbs NEGATES the ruling that you always get at least one (1) swing per round. If your end modifier using a weapon 16 pounds or greater is 0 or a negative you cannot use the weapon. As we all know certain races of creatures may use non standard weapons that are not in the core books and a new book may have something in it that does not fit with the current system. Changes can always be considered to accommodate them.

To figure your attacks per round you take your base number of attacks per round (as calculated by your base attack bonus). Subtract your weapon speed modifier from your BAB.

Example 1: A longsword (4 lbs) is a speed category of -1. At first level you get 1 attack per round. Subtract the two numbers. You can never fall below 1.

Example 2: At a BAB of 6 you get an extra attack. If you have a weapon with a speed of -1 and 2 attacks per round. 2 attacks minus your weapon speed (-1) still gives you 1 attack per round.

Example 3: At a BAB of 11 you get 2 extra attacks. If you have a weapon with a speed of -1 and 3 attacks per round. 3 attacks minus your weapon speed (-1) gives you 2 attacks per round. The second attack is made at -5 (same as your normal second attack should be).

STRENGTH:

Having a greater strength can offset your weapon weight. Take your strength modifier and divide it by two and round down to get your modifier.

Example 1: Your 11th level fighter has a strength of 21, wields a great axe (-3 speed). Your BAB is 11 which grants you three (3) attacks. Your weapon has a speed penalty of -3 which reduces your attacks by three (3) leaving you with zero. However your strength of 21 will offset your speed penalty by two (2). Your final number of attacks is two (2).

If your strength was 24 then it would offset your speed penalty by three (3), giving you three attacks per round.

How you get it: BAB 11 (3 attacks) minus weapon speed (-3) equals zero (0). Plus strength adjustment (3), for a total of 3 attacks.

Example 2: Your 1st level cleric has a strength of 16, wields a heavy mace (-2 speed). Your BAB is 0 which grants you one (1) attack. Your weapon has a speed penalty of -2 which reduces your attacks by two (2) leaving you with -2. However your strength of 16 will offset your speed penalty by one (1) for a final score of -1. Since you can never fall below one (1), your final number of attacks is one (1).

NOTE: If your end modifier is zero (0) or a negative, your strength is not high enough for you to benefit from a heavier weapon.

Having a high strength won't grant you extra attacks per round if your BAB would not give you extra attacks.

TWO WEAPON FIGHTING:

Two weapon fighting feats will still give you extra attacks as long as your weapon speed does not prohibit this.

Two weapon fighting must still abide by the rules of a one handed weapon and a light weapon can only be used. The new definition of a light weapon is one that has a negative modifier of no more than one half of your strength modifier divided by two and rounded down.

Two weapons rated as Heavy or large cannot be wielded simultaneously in a 5' area. If the passage is only 5' wide, you can only wield one weapon. If you are marching down a 10' wide corridor side by side with another party member, you cannot wield simultaneously. If

you get surrounded in combat and do not have any open 5' square adjacent to you in any direction (diagonal squares won't count), you cannot wield simultaneously.

NOTE: If you are one size category larger than the creatures you are fighting you can bypass the 5' area penalty. However since you are larger should you be in a 10' wide hallway you could still not dual wield.

HEAVIER WEAPONS:

Weapons that are heavier than those listed in the PHB will also do greater damage. For every category of weight above massive, the weapon will do one damage dice more

Example: A great sword normally deals 2D6. One that is one weight category heavier deals 2D8. When the damage reaches 2D12 it drops back to a D6 and triples the dice (3D6), when this reaches 3D12 it drops back to D8 and does 4D8 and works its way back up to 4D12 and so on. This progression follows the chart 7-4 in the PHB P114. (Consult your DM for the cost of having a heavier weighted weapon created)

STRENGTH AND TWO HANDED WEAPONS:

When your strength modifier divided by two and rounded down, becomes equal to or greater than the weapons speed modifier. You can wield that weapon as a one handed weapon. By doing this you will lose your extra damage for wielding a weapon two handed though.

WEAPON SIZE:

We will still follow the rules of **Weapon Size** as listed in the PHB page 113. Example: If you use a Large sized longsword (one designed for an Ogre) you will suffer the -2 to hit penalty (Inappropriately Sized Weapon PHB P113) as well as suffer any penalty from that weapon weighing twice as much (will add another -1 on the weapon weight and speed chart above) as a Medium longsword.

The way to figure a weapons weight and hit penalty is as follows. For every size category larger than medium the weight and hit penalty doubles (Large X2, Huge X4, Gargantuan X8 and Colossal X16)

If you cast enlarge person on yourself then your weapon will go up in size category as well as you. (DMG P28)

MITHRAL:

Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard.

An item made from Mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category but it will change its speed rating according to its new weight. Items not primarily of metal are not meaningfully affected by being partially made of Mithral. (A longsword can be a Mithral weapon, while a scythe cannot be.) Weapons or armors fashioned from Mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items (weapons)	+500 gp/lb.

MISCELLANEOUS NOTES:

A weapon made of Mithral is half the weight as a normal weapon which will reduce its speed penalty.

A bludgeoning weapon that is made lighter (by Mithral or any other method) will drop its damage dice by one size for each weight category it is dropped.

Being hasted still gives you an extra standard action.

Speed added to a weapon still gives you an extra attack, but it does not make your weapon lighter. (Haste and Speed won't stack)

Rapid shot still gives you an extra shot with a bow.

A weapons magical bonus does not speed it up.

Natural weapons are considered to have a weight of 0.

Players must clearly state which hand is primary and which is offhand on their character sheet. The strength bonus penalty will apply unless that character takes a feat that gives them some type of two-weapon fighting bonus. If a feat like this is taken then neither hand will be considered the off-hand from that point on.