



Weapon Damage Progression Chart

-2 to hit 1 attk rd 0 proficiency Unskilled	+0 to hit 1 attk rd 1 proficiency Basic Skill	+1 to hit 1 attk rd 2 proficiency Skilled	+2 to hit 1 attk rd 3 proficiency Expert	+3 to hit 2 attk rd 4 proficiency Master	+3 to hit 2 attk rd 5 proficiency Grand Master
1	1d3	1d6	1d8	1d10	1d12
1d2	1d4	1d6	1d8	1d10	1d12
1d4	1d6	1d8	1d10	1d12	1d8+1d6
1d6	1d8	1d10	1d12	1d8+1d6	2d8
1d8	1d10	1d12	1d8+1d6	2d8	1d10+1d8
1d10	1d12	1d8+1d6	2d8	1d10+1d8	2d10

Table Explanation:

Weapon damage as listed in the equipment lists corresponds to the basic skill level in a weapon. If a character picks up a weapon that they are not proficient in, they go off unskilled weapon damage. The extra attack given by proficiency does not combine with other abilities that give extra attacks, except the extra attack fighters get at 10th level. Otherwise, when in a combat where two abilities could be used, the player must choose either the weapon proficiencies extra attack(s), or the other abilities extra attack.

Proficiencies:

All classes, except fighter, initial proficiencies have to be taken in separate weapons. Fighters are allowed to take up to 2 proficiencies in a weapon initially.

Fighters get 4 proficiencies to start, with an additional 1 every 3 levels from 0th level.

Rangers/Bards/Paladins/Knights get 4 to start, with an additional 1 every 4 levels from 0th level.

Clerics/Druids/Assassins/Thieves get 3 to start, with an additional 1 every 5 levels from 0th level.

Magic User/Illusionist get 2 to start, with an additional 1 every 5 levels from 0th level.

Critical Damage:

Whenever damage is rolled for weapons a critical dice is rolled with it. If the result on the critical dice is the highest number possible, and additional damage dice and critical dice is rolled and added to the damage. This is open ended until no criticals are rolled. The base critical dice is d10.