

**TABLE 3-1:**  
**BASE ATTACK POOL AND MAX ATTACKS PER ROUND**

Character Level	Attack Pool (Good)	Max # Attacks	Attack Pool (Average)	Max # Attacks	Attack Pool (Poor)	Max # Attacks
1	01	01	00	01	00	01
2	02	01	01	01	01	01
3	03	01	02	01	01	01
4	04	01	03	01	02	01
5	05	01	03	01	02	01
6	07	02	04	01	03	01
7	09	02	05	01	03	01
8	11	02	07	02	04	01
9	13	02	07	02	04	01
10	15	02	09	02	05	01
11	18	03	11	02	05	01
12	21	03	13	02	07	02
13	24	03	13	02	07	02
14	27	03	15	02	09	02
15	30	03	18	03	09	02
16	34	04	21	03	11	02
17	38	04	21	03	11	02
18	42	04	24	03	13	02
19	46	04	27	03	13	02
20	50	04	30	03	15	02

### **Epic Characters**

You gain a +1 to your Base Attack Pool at 21<sup>st</sup> level and every two levels thereafter.

### **New Feat**

#### **Extra Iterative Attack [Epic]**

You gain one extra attack.

**Prerequisite:** BAP 16

**Benefit:** The maximum number of attacks you are allowed to make per round is increased by +1.

**Special:** You may take this feat multiple times, each time gaining an extra iterative attack. For each additional time this feat is selected the prerequired minimum BAP is increased by 5 points. Your character cannot have more than 6 iterative attacks.

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# PRESTIGE CLASS MINIMUM BASE ATTACK BONUS TO BASE ATTACK POOL CONVERSION TABLE

Prestige Class Minimum BAB	Converted to Minimum BAP
+1	01
+2	02
+3	03
+4	04
+5	05
+6	07
+7	09
+8	11
+9	13
+10	15
+11	18
+12	21
+13	24
+14	27
+15	30
+16	34
+17	38
+18	42
+19	46
+20	50

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