

Weapons, Using two:

If a character uses two weapons, one in each hand, there will be a -10 strike with the off-hand unless he or she is ambidextrous.

The use of two weapons will grant a greater number of attacks. The bad part about this is that a shield cannot be worn on either arm while doing it.

Example:

If a character had a Morning Star he or she could strike at a creature one time per turn (normally). By using two Morning Stars 2 attacks (with a -10 to strike with the one in the off-hand) would be possible.