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Two weapon rend pathfinder

(Player Manual II, p. 84) [Fighter Bonus Feat, General] You use two weapons with the precision of a craftsman. Each strike builds on the next one, so you can deal with more damage. Prerequisite two-weapon fighting (PH), DEX 15, base attack bonus +11. If you successfully hit an opponent with both weapons you wield, you deal with additional damage equal to 1d6 + 1-1/2 times your Strength bonus. This additional damage is treated as the same type as off-hand weapon agreements normally for the purpose of overcoming harm reduction and other effects related to the type of damage. You can get this extra injury once per round against a given opponent. Special A fighter can choose Two-Weapon Rend as one of his fighter bonus achievements. A ranger who has chosen twoweapon combat style can choose Two-Weapon Rend as long as he has a base attack bonus of +11 and is wearing light armor or no armor. Also appearing in \begin{group} I use two weapon battles and have improved two weapon battles. Now when I successfully hit with all four of my attacks I will add two weapons rend dmg twice, because I hit with my hand and off hand twice? \end{group} FeatsPrerequisitesBenefitsFeatType(s)SourceHammer the Gap*Base attack bonus +6With a full-attack action, each hit against the same opponent deals extra damageG, CUCQuick Draw * Base attack bonus + 1Draw weapon as a free actionG, CCRBShatter Defenses * Weapon Focus, Dazzling Display, base attack bonus +6Hindered enemies are flat-footedG, CCRBTwo-Weapon Fighting*Dex 15Reduce two-weapon battle penaltiesG, CCRB Break Guard * Enhanced disarmament, two-weapon FightingMay attack opponent you tried to disarm with other weapons G, CUC Dorn-Dergar Master * Two-weapon Fighting, base attack bonus +4, skills with dwarf dorn-dergarlearn to use dwarven dorn-dergar with one hand. G, CDoG Double OrbitEr class feature, two-weapon FightingApply your path to a second weapon GUC Double Slice * Two-weapon FightingLay your Str bonus to off-hand damage rollsG, CCRBTwo Weapons Rend*Double Slice, Enhanced Two-Weapon Combat, Base Attack Bonus +11Rend an Enemy Hit by Both Weapons DineG, CCRB Enhanced Two-Weapon Combat*Dex 17, Two-Weapon Combat, Base Attack Bonus +6Gain Extra Off-Hand AttackG, CCRBImproved Two-Weapon Feint*Dex 17, Int 13, Combat Expertise, Enhanced two-weapon combat, two-weapon battle, base attack bonus +6Create a bluff check instead of your first attackG, CUCGreater Two-weapon fighting * Dex 19, Enhanced two-weapon fighting, base attack bonus +11 Ga in a third off-hand attackG, CCRB Pinpoint Poisoner * Adder Strike, two-weapon Fighting or flurry of kind class function. Craft (alchemy) 6 rowsWhen using Adder Strike, you can poison two blowgun darts that can be used in melee , CUC two-weapon defense * two-weapon FightingGain +1 shield bonus when fighting two weapons G, CCRB Two-weapon Feint * Dex 15, Int 13, Combat Expertise, Two-weaponFightingForego first melee attack to feintG, CUCFeat Type(s): C: Combat; Krite: Critical; F: Fraction; G: General; Gravel: Gravel; T: Teamwork; IC: Product creation; MM: Metamagic; P Performance Home >Alternative Rule Systems >Mythic Adventures >Mythic Achievements > Your Synced Double Attacks Are Even More Dangerous and Can Leave Lasting Wounds. Prerequisite(s): Two-weapon Rend. Advantage: The damage to your two-weapon Rend increases to 2d8 points plus twice as much as the strength modifier. You can use a use of mythical power to get a bonus on this damage equal to twice your level. Section 15: Copyright Notice Pathfinder RPG Games Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Torik Shaw, Russ Taylor and Ray Vallese. Striking with both your weapons at the same time, you can use them to deliver devastating wounds. Prerequisites: Dex 17, Double Slice, Enhanced two-weapon battle, two-weapon battle, base attack bonus +11. Advantage: If you hit an opponent with both your primary hand and off-hand weapon, you deal with an extra 1d10 points of damage plus 1-1/2 times strength modifier. You can only deal with this extra damage once each round. *Note: FAQ: FAQ does not provide or even involve changes to two weapons. It only applies to itself with monster ability rend and only in PFS. Part 15: Copyright Notice Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Skip Williams. It may just be me, but I believe it. For the cost of an achievement, add a single d6+ half strength damage. However, most TWF characters do not ramp up their Strength the way a double hander will, so they will have a moderate strength, most likely. And as late as they can get it, the 11th level at the earliest (later for rogues) it just seems underpowered. More than Weapon Focus, of course, but for the outlay, and the fact that you already have to hit with each weapon, doesn't really seem worth it to me. Do I ask too much out of achievements, or is it a pretty but less powerful performance? log in or sign up to remove this ad It's d6 + 1.5 times the STR bonus. Two weapons Rend is a great achievement for stronger two weapon fighters (dual waraxe wielding dwarf comes to mind), but almost useless for a finesse user. You're right, I misread that part. Still, it's not much better without a good strength score, and most finesse types (like a rogue, for example) won't get much benefit, it seems. What then, would people recommend instead then? Two gun warriors with one STR deserves a boost more than finesse 2WFs. At that level it's not unreasonable for even a low strength fighter to have an 18th (14+ belt +4) And with three attacks with each hand, you're going to hit with both weapons quite often, so it's just an extra little oomph. All in all seems good, but not top level. It's okay. I don't think every achievement needs to be top-level selection. The funny thing is that Two-Weapon Rend was first published as an epic achievement in the Epic Level Handbook. Hee hee. The big problem with Two Weapon Rend is that you don't add any bonuses other than Str. No Power Attack, no magic bonuses, no nothing. The big problem with Two Weapon Rend is that you don't add any bonuses other than Str. No Power Attack, no magic bonuses, no nothing. I think it just keeps the performance from getting out of hand. It's a good achievement - compare it with weapons specialization, and assume (conservative) Strength 18 and two attacks with each weapon. Two weapons Rend gives you an average of 9.5 points extra damage if you hit at least once with each weapon; Specialization, on the other hand (which fights with two weapons is an optimal way to use the feat) gives you, at most, 8 points of damage - and then only if you hit twice with each weapon. This is not a perfect analysis, since performance scales in different ways as the characters get things like multiple attacks, a better chance of scoring critical hits and higher strength, but I think it's reasonable to assume that Two Weapon Rend is as good as or better than weapon specialization for most of a character's life. (And yes, it favors Strength - but if you don't have Strength, what do you do with two weapons if you don't sneak attack?) It's good for CW samurai What then, would people recommend instead then? In our party at high level, this achievement was one of the few remaining that our 2 weapons Ftr (an Ftr/Tempest/Bbn, in fact) could take that would increase his damage production. It was worth it. The mechanics of two weapons also promote a normally weak tactical choice as well. IIRC, the limit for the use of rending is once per goal per round. So you can get more total damage by deflecting attacks to secondary enemies when you score a rend. That's a good point I hadn't thought about. It's good for CW samurai actually, while samurai is a joke, ranger is now. Rangers don't have Dex pre-req for the two-weapon chain. Of course a low Dex = low AC for rangers = equal. IIRC, the limit for the use of rending is once per goal per round. It is an artifact of the way natural attacks work, that is, an attack routine per round, rather than iterative attacks with weapons. IOW: Would a four armed troll be able to rend twice per round, or would he have to hit with all four claws to score a rend? Rend (EX): If a troll hits with both claw attacks, it locks on the opponent's body This attack automatically deals with an additional 2d6 +9 injury points. I have improved the TWF chain, since I believe that performance is weak when balanced against the assumptions. With Enhanced TWF, I also have the featgrant ability to use a one-handed weapon as a light weapon for the purpose of twf penalties. Two guns Rend would make a good boost for the Greater TWF feat. It is an artifact of the way natural attacks work, that is, an attack routine per round, rather than iterative attacks with weapons. IOW: Would a four armed troll be able to rend twice per round, or would he have to hit with all four claws to score a rend? The D20 Call of Cthulhu Gug received a rend that increased damage by the number of claws affected. Two claws took a bite out of you, 3 claws damaged, 4 claws were bad. double weapon This may only be semantics, but would a character be able to use two-weapon Rend feat while using a double weapon as a two-bladed sword? This may just be semantics, but would a character be able to use two-weapon Rend feat while using a double weapon as a two-bladed sword? Rending in D & amp; D is when 2 separate weapons pull apart inside the enemy or critter claws pull the enemy apart. Even if the wording allows, it will not look right. TWO-WEAPON REND (Older EPIC version) Prerequisites: Dex 15, base attack bonus +9, Enhanced two-weapon battle, two-weapon battles. Advantage: If the character hits an opponent with a weapon in each hand in the same round, he or she can automatically rend the opponent. This results in further damage similar to the ground damage to the smaller weapon plus 1 1/2 times the character's strength modifier. Base weapon damage includes an optional bonus of damage, if any. The character can only be rend once per round, regardless of how many successful attacks he or she makes. The D20 Call of Cthulhu Gug received a rend that increased damage by the number of claws affected. Two claws took a bite out of you, 3 claws damaged, 4 claws were bad. I think there's a Tome of Battle Tiger Claw maneuver that does this too. Page 2 The achievement does not say anyway. Personally, I would allow it. The feat describes it as every hit building on the next, no reason why you couldn't build with a quarterstaff, but you can with two clubs. Log in or sign up to remove this ad It would be unfortunate if dual weapons could not benefit from this achievement, from a balance perspective most dual weapons are greatly inferior to a regular weapon twice anyway since: a: You usually have to take an exotic weaponskill, burn an achievement.b: Almost no double weapons are finessable, which sucks since you pretty much have to blow up the dex to get the feat to use them, and now is a use of the dex wasted. It would be unfortunate if double weapons could not benefit from performance, from Balance perspective most double weapons are greatly inferior to a regular weapon twice no matter the side: a: You usually have to take an exotic weapon skills, burn an achievement.b: Almost no double weapons are finessable, which sucks since you pretty much have to blast up dex to get the feat to use them, and now a use of that dex is wasted. Well, there is an argument that the off-end of a double weapon's fine-tuned Double weapon also took a hit in efficiency when Oversized Two-Weapon Fighting was published. Compare a two-blade sword with two long words: both require a feat (EWP vs OTWF) for optimal use, both deal 1d8, but the double weapon wielder can't take advantage of power attack with its off-hand, while two-weapon wielder can. (Apart from the relative availability of magic longwords vs magic exotic weapons...) - Hype. Two-weapon Rend would work well with Dual Strike - you can move and do a single attack roll of -4. If you hit, you will deal with damage for both weapons plus a rend, which is probably one of the better options available for melee damage under a standard action. Two-weapon Rend would work well with Dual Strike - you can move and do a single attack roll of -4. If you hit, you will deal with damage for both weapons plus a rend, which is probably one of the better options available for melee damage under a standard action. It used to be an epic achievement. There were pants then, and there are pants as a medium-high level performance. As an achievement, it corresponds to weapon specialization (1d6 vs. 2x +2) for a low Str grade (I guess the character has two identical weapons), and taking it delays the better performance as the WS is a prerequisite. So make the requirements BAB +4 and Weapon Focus. Focus.

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