

Pathfinder dual wield greatswords

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2013-08-28, 03:48 MS (ISO 8601) Big toes cool and 2'gt;1, so I was wondering what the best way to do build for this was. I thought a non-psionic three-kin could double-wield two arms and get a 1.5 str mod and a 2:1 power attack ratio on each. Correct me if it's wrong. So for feats: Two-breasted battle chain oversized TWF Power Attack Travel Loyalty? Not sure what the best setup for classes is. Barbarin's drop pounce and fury may need some fighter bonus feats to make it work. Other classes? PrC/Feat Offers? Templates? 2013-08-28, 04:05 PM (ISO 8601) Diopsid is a race from Dragon Compendium, which was designed for this very idea. It's a STR-based dual-wielder who owns a 2-handed weapon and doesn't need DEX for any feat with two weapons in its name (including two Rand weapons). All for ORaracial hit dice and just No.1Level adjustments. 2013-08-28, 04:22 PM (ISO 8601) Originally published by OldTrees1 Diopsid is a race from Dragon Compendium that was designed just for this idea. It's a STR-based dual-wielder who owns a 2-handed weapon and doesn't need DEX for any feat with two weapons in its name (including two Rand weapons). All for ORaracial hit dice and just No.1Level adjustments. The three-kin racial hit die pretty well, they give a full BAB and have No.1 LA. There's a lot about diopside that doesn't like it, no 2 con -2 Dex -2 Int isn't scary, but for NO 1 LA with a three-kin, I get four hands, a 30 pound jump, one less NA, and a much better stat adjustment, including the No.4 dex that makes qualifying for most TWF feats kind of trivial. Being able to wear heavy armor without fines and a much better stat adjustment seems worth a racial bone hit. 2013-08-28, 04:22 PM (ISO 8601) Oh, but you think a little. How about a double wielding two six-year-old swords? According to RAW, any weapon with a balanced (No.1 WSA bonus) becomes a weapon you can own in one hand. So if you use a six-handed scissor sword with a balanced, you can own 6 handed weapons with one hand. Then, to be rude, you use Hornblade to make it so halfling can own it. So you can have a halfling who double owns two 2d8 weapons that can be used to initiate the fight and then do continuous damage. Now go to Eberron. Convince your DM to allow Artificer custom to make a version of the blade alchemy of your scissor swords. Since they have three blades, you should be able to load three fire alchemy flasks. Oh, wait, why be cheap. Use liquid embers. Now use the gloryborn pattern. It gives it all kinds of spikes. Add a spike shooter for 25 GP. Now make it a masterpiece and add a quick download. Now you can take off your spikes as often as your BAB allows. Not Your weapon capsule is a retainer (triple option, of course) and an oil chamber while you're at it. So you can use quickflame and oil for your weapons as free action. An extra 2d6 on top of liquid coals 3d6 is not bad. Oh, and add a blister of oil before you fight. Can't go wrong with an oil blister. If you have Add Killing WSA so you can poison your blades as well without fear of poisoning yourself. 2013-08-28, 04:22 PM (ISO 8601) You must have four hands to do so. So be a diopsid. Otherwise, the best you can get is: -Two Arms Fighting -Oversized Two Arms Fighting -Exotic Weapon Profession Bastard Sword -some Strongarm Bracers and Own Two Big Bastard Swords, and still be less effective overall than the guy who two handed one longsword with Power Attack. The latter, edited by Gavinfox; 2013-08-28 at 04:22 PM. 2013-08-28, 04:48 PM (ISO 8601) Originally published by Captng Oh, but you think a little. How about a double wielding two six-year-old swords? According to RAW, any weapon with a balanced (No.1 WSA bonus) becomes a weapon you can own in one hand. So if you use a six-handed scissor sword with a balanced, you can own 6 handed weapons with one hand. Then, to be rude, you use Hornblade to make it so halfling can own it. So you can have a halfling who double owns two 2d8 weapons that can be used to initiate the fight and then do continuous damage. Now go to Eberron. Convince your DM to allow Artificer custom to make a version of the blade alchemy of your scissor swords. Since they have three blades, you should be able to load three fire alchemy flasks. Oh, wait, why be cheap. Use liquid embers. Now use the gloryborn pattern. It gives it all kinds of spikes. Add a spike shooter for 25 GP. Now make it a masterpiece and add a quick download. Now you can take off your spikes as often as your BAB allows. Don't forget your weapon capsule retainer (triple option, of course) and oil chamber while you're at it. So you can use quickflame and oil for your weapons as free action. An extra 2d6 on top of liquid coals 3d6 is not bad. Oh, and add a blister of oil before you fight. Can't go wrong with an oil blister. If you have received the money, add Killing WSA so you can poison your blades as well without fear of poisoning yourself. Where are the sources for many of them? Six-year-old in general, and Scissors Swords? Where's the balance and Hornblolade coming from? Scissor Swords are apparently made of wild species. Balanced from weapons and equipment. Can't remember Hornblade, but I've seen it before on forums. 2013-08-28, 05:32 PM (ISO 8601) Why TWF when you Mwf? Get a bite attack and use it to wield your mouth to choose a big word. Originally posted by Side Well, of course I'm paranoid about everything. Hell, with Jeff as a DM, I'd be paranoid even if we were playing a game set in Magic Kiddie Funland Finland Perfectly flat planes and sugar plums. Greenman Bradakhan/Spring Greenman Comissar/Autumn Greenman Sgt. Pepper/Winter Greenman by gurglelep 2013-08-28, 05:33pm (ISO 8601) Originally published by Jeff Green Why TWF when you can MWF? Get a bite attack and use it to wield your mouth to choose a big word. Tri-crein has a bite attack. I'm just saying. Citations: Spoiler Show Originally posted by Claudius Maximus also fixed the cash issue by donating the goat. Originally published as This board needs you technically right, but I still want to crawl into the fetal position and cry smiley. Originally published as Yukitsu defines optimization as the process by which the assembly is achieved, meeting all the mechanical and characteristics of the goals set by the creator prior to its creation. Praise for the avatar can be directed at The Beena. 2013-08-28, 05:44 PM (ISO 8601) Originally published by Jeff Green Why TWF when you can MWF? Get a bite attack and use it to wield your mouth to choose a big word. Is there an oversized multi-response fighting? Multi-mine fights also define hands, so this may not work. Either way, I'm trying to optimize the concept of dual-welding great words rather than expanding it. (While Multiweapon struggle with some armor spikes/boot blades/four weapons/bite, etc. will be hilarious.) 2013-08-28, 05:47 PM (ISO 8601) Originally published by JustignMe Scissorhands Swords, apparently from wild species. Balanced from weapons and equipment. Can't remember Hornblade, but I've seen it before on forums. I believe that Hornblade is from Shining South (source FR). 2013-08-28, 05:50 PM (ISO 8601) Oversized TWF technically does not work with two hands (since it requires the hand to be one hand). Diopsid can make two big long words (or even bastard swords with EWP). Or you can just eat the penalty. Citations: Spoiler Show Originally posted by Claudius Maximus also fixed the cash issue by donating the goat. Originally published as This board needs you technically right, but I still want to crawl into the fetal position and cry smiley. Originally published as Yukitsu defines optimization as the process by which the assembly is achieved, meeting all the mechanical and characteristics of the goals set by the creator prior to its creation. Praise for the avatar can be directed at The Beena. 2013-08-28, 06:46 PM (ISO 8601) You can buy an additional pair of weapons (military graft) for 1000 gp from Eberron's faith, and you can carry military components with them just so you know. But remember, if you want any other transplants, they need to be warforged by transplants (which, frankly, isn't half bad). The latter, edited by Rubik; 2013-08-28 at 6:47 PM 2013-08-28, 06:56 PM (ISO 8601) Originally published by Rubik You Can Buy Extra Arms (military graft) for 1000 GP from faith Eberron, and you can carry military components with them, just know. But remember, if you want any other transplants, they must be warforged by transplants (which, (which, not half the bad). Huh, the transplant doesn't really say that you should lop off your own hands first (at least it's not said in FoE). This is... it changes everything. Citations: Spoiler Show Originally posted by Claudius Maximus also fixed the cash issue by donating the goat. Originally published as This board needs you technically right, but I still want to crawl into the fetal position and cry smiley. Originally published as Yukitsu defines optimization as the process by which the assembly is achieved, meeting all the mechanical and characteristics of the goals set by the creator prior to its creation. Praise for the avatar can be directed at The Beena. 2013-08-28, 07:00 PM (ISO 8601) Originally published by Greenish Huh, the transplant really doesn't say you'll have to lop off your own hands in the first place (at least that's not said in FoE). This is... it changes everything. Exactly. Blahblablah whitetext blah. 2013-08-28, 07:37 PM (ISO 8601) monkey-clutch feat (full warrior) allows you to use a weapon of one size larger than usual. With a balanced blade scissos sword hijinks, your halfling can make 2d10 on each side. Throw the blade and half aspect, replace the three-roll and MWF, and use 4 large sword-scissors. This is the 8d10 round (more with iterative attacks) Edit: or 12d10 with warforged grafts. The latter, edited by Talothorn; 2013-08-28 at 7:38 PM 2013-08-28, 07:40 PM (ISO 8601) Originally published talothorn monkey-clutch feat (full warrior) allows you to use a weapon of one size larger than usual. With a balanced blade scissos sword hijinks, your halfling can make 2d10 on each side. Throw the blade and half aspect, replace the three-roll and MWF, and use 4 large sword-scissors. This is the 8d10 round (more with iterative attacks) Edit: or 12d10 with warforged grafts. In fact, Monkey Grip doesn't help you do anything with two arms. And it's totally out of date, as I mentioned Strongarm Bracers, which are strictly better. 2013-08-28, 07:41 PM (ISO 8601) Originally published by Gavinfoxx Actually Monkey Grip doesn't help do anything with two-handed arms. Well, I think this is where balanced comes in. originally posted by Gavinfoxx And it's completely out of date, as I mentioned Strongarm Bracers, which are strictly better. That's right enough. Citations: Spoiler Show Originally posted by Claudius Maximus also fixed the cash issue by donating the goat. Originally published as This board needs you technically right, but I still want to crawl into the fetal position and cry smiley. Originally published as Yukitsu defines optimization as the process by which the assembly is achieved, meeting all the mechanical and characteristics of the goals set by the creator prior to its creation. Praise for the avatar can be directed to 2013-08-28, 07:45 PM (ISO 8601) Checks Well, the Sword of Sissorov is already a kind of six-story sword designed for marlites. It uses the old 3.0 weapon rules, is big, 2d8, 19-20/x2, and to own in six hands. Regardless to say, it's complete crap. Remember, it's not 3.0, it's 3.5e, and we don't use these big/medium/huge arms sizes anymore. The biggest sword that is 3.5 compatible that I can think of is Jovar, which is 2d6, Two Hands, 18-20/x2, and an exotic weapon. Otherwise, there is a weapon that is one hand, two hands, etc. - as specific categories of weapons. Also balanced is also 3.0, which uses that old, completely different gun transmission rules!! The latter, edited by Gavinfoxx; 2013-08-28 at 7:46 PM 2013-08-28, 07:46 PM (ISO 8601) Originally published by Greenish Oversized TWF technically does not work with two two-handed (since it requires a hand to be one hand). Diopsid can make two big long words (or even bastard swords with EWP). Or you can just eat the penalty. Technically, a large longsword is a great sword for the average creature. Originally published as Flickerdart fresh and exciting doesn't exist in a game that is almost old enough to drive. That's why it's an extra pleasure every time someone comes to say no, the fighters are totally real class characters because you all missed that one thing or the other one, and as soon as I saw the fighter beat the squirrel. 2013-08-28, 07:46 PM (ISO 8601) Originally published by LTwerewolf Technically a great longsword big sword for the average creature. Only if you use the equivalence rules of the weapon, which are optional. 2013-08-28, 07:51 PM (ISO 8601) Originally published by Captng BY RAW, any weapon with a balanced (No. 1 WSA bonus) becomes a weapon that you can own in one hand. No, it's not RAW either by 3.0 or 3.5 rules. With a 3.0-sized weapon system where the weapon was fixed-size rather than scaled to character size, Balanced let smaller creatures possess some weapon more easily. Here's an example in the description of raising a balanced weapon: For example, half can wield a balanced battle axe in one hand. At 3.5 DDR, the battle thing is already one hand. Balanced is not compatible with 3.5 weapons. 2013-08-28, 07:51 PM (ISO 8601) There's that half-ogre race out of wild species, they can double-own fullswords. 2013-08-28, 07:52 PM (ISO 8601) Originally published by LTwerewolf Technically a great longsword big sword for the average creature. It's a great word that, say, your Weapon Focus (Greatsword) feat doesn't work and that gives you -2 to hit. So it's not really a big word. Welcome to 3.5. Citations: Spoiler Show Originally posted by Claudius Maximus also fixed the cash issue by donating the goat. Originally published as This board needs you technically right, but I still want to crawl into the fetal position and cry smiley. Originally published as Yukitsu defines optimization as process, with which is achieved by assembling, meeting all the mechanical and characteristic goals set by the creator before its creation. Praise for the avatar can be directed at The Beena. 2013-08-28, 07:59 PM (ISO 8601) Originally published There's that half-ogre race of wild species, they can double own fullswords. Fullblades is a 3.0 weapon that is not compatible with 3.5e... can people STOP offering 3.0 things? God. The latter, edited by Gavinfoxx; 2013-08-28 at 8:00 p.m. 2013-08-28, 08:11 PM (ISO 8601) This assembly will work with either Diopsid or Tri-Crein, but I chose Diopsid because I find them interesting, and EPH says that Three-Thrin have No.2 LA and two racially-hit bones, while Diopsid is No.1 LA without racial HD. Anyway, the character was WhirlingPounceBarian with Power Attack, Leap Attack, Battle Jump, Two Combat Weapons, ITWF of Balanced Hand Gloves (MIC, 8000 GP) and custom continuously active Ring Wraithstrike (24,000 GP, half if you have an ally to do so). This adds up to five touchdowns per round, (six with Haste) with a Power Attack 5 bonus, two times for a two-legged weapon, plus 100% for leap attack, and then double all damage with Battle Jump. This is 4d6-40-3 times the STR attack bonus. The bonus of the attack worked out until the 3\*STR bonus, hitting the touch. 2013-08-28, 08:36 PM (ISO 8601) Originally published as Skid Three-Kin racial hit Die pretty good, they give a full BAB and have No.1 LA. There's a lot about diopside that doesn't like it, no 2 con -2 Dex -2 Int isn't scary, but for NO 1 LA with a three-kin, I get four hands, a 30 pound jump, one less NA, and a much better stat adjustment, including the No.4 dex that makes qualifying for most TWF feats kind of trivial. Being able to wear heavy armor without fines and a much better stat adjustment seems worth a racial bone hit. You give up two class levels for racial impact die so it is significantly less optimized. 2013-08-28, 08:38 PM (ISO 8601) Strongarm bracers are better for a character with two hands, but you don't need 3 pairs for a 6 arm creature? And, yes. A balanced boost allows you to use them with one hand. Monkey clutch for 6 large weapons. Also, strongarm bracers don't stack up with powerful build, monkey-clutch does

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