

Dual-Wielding Sphere Conversion

Introduction:

This is a conversion of the [Dual-Wielding Sphere of Spheres of Might](#) to 2e. I have tried my best to convert the mechanics of each talent to an appropriately levelled 2e feat. Each feat here is intended to be an expansion of the 2e Dual-Weapon Warrior Archetype.

I've included notes below certain feats to attempt to justify my reasoning. I've also grouped them based on function rather than purely alphabetize them in order to better grok with understanding how they function (When this is complete, I will obviously put all the feats in proper order as well as add proper flavor text)

CHANGES

Specialist has been reworded to be clearer. I know that taking multiple Specialist feats right now isn't possible, but I wanted to get the mechanic down for future conversions.

Huge balance overhaul based on feedback. Focused more on giving feats being sidegrades rather than upgrades.

Please leave comments and suggestions! This is my first time doing a huge conversion like this!

Already Exists / Close Enough / Deprecated / Other Notes

Some feats already existed, were close enough, are a part of core 2e already, or something similar. Nevertheless, these talents did not require conversion. The feat in parentheses is the equivalent in 2e.

Already Exists Within Archetype

Balanced Blows - (Graceful Poise)

Focusing Defense - (Twinned Defense)

Gemini Dancer - (Dual Onslaught)

Impossible Reload - (Dual Weapon Reload)

Mercurial Flow - (Double Slice)

Mixed Defense [Apoc] - (Twin Riposte)

Offhand Parry [3PP] - (Twin Riposte)

Already Exists Outside Archetype

Cyclone Cut - (Whirlwind Strike)

New Traits

Specialist

A feat with the Specialist trait restricts your abilities in exchange for more focused power. It could prohibit selection of future feats, limit or even remove an ability or feat you currently have. Consequently, you may not be able to benefit from feats that rely on that feat or ability.

In exchange for this restriction, listed in the feat as a Drawback, you gain a new feat; possibly one above your current level. In addition, you also gain your choice of either the Archetype Dedication feat assigned to the Specialist feat, or you are sometimes able to gain another Specialist feat from the same Archetype as a bonus feat if allowed. With this, you may gain multiple *compatible* Archetype Specialist feats as well as the Archetype Dedication feat in the same Class Feat slot.

Notes: The Specialist Trait is my attempt to convert Spheres of Might's system of drawbacks over to 2e. I plan to use it in future Sphere conversions.

Blend

A feat with this talent allows you to swap out one Strike of your Double Slice for the listed action. You must meet the requirements for the action as normal, except you do not need to have one hand free if the action requires it.

If the substituted action has the attack trait, it uses the multiple attack penalty of the Double Slice's second Strike as normal. If the action does not have the attack trait, you may roll any check with the weapon's attack roll rather than the skill. It still uses the multiple attack penalty of the Double Slice's second Strike and is at -2 penalty if the weapon is not agile.

Specialist Feats

Arrow Juggle - Feat 2

Archetype Specialist

Archetype *Dual-Weapon Warrior*

Requirements *You don't have Guarded Shooter or Versatile Weapon-Wielder*

You've quickly realized the value of keeping up a ranged assault and trained to accomplish it. You gain the Dual-Weapon Warrior Dedication Feat and the Dual Weapon Reload feat.

Drawback When you gain the Dual-Weapon Warrior Dedication, you do not gain the Double Slice fighter feat.

Guarded Shooter - Feat 2

Archetype Specialist

Archetype *Dual-Weapon Warrior*

Requirements *You don't have Arrow Juggle or Versatile Weapon-Wielder.*

You prefer to focus your style on attacking with projectiles than with cudgels. You gain the Dual-Weapon Warrior Dedication Feat and the Dual Thrower feat.

Drawback When you gain the Dual-Weapon Warrior Dedication, you do not gain the Double Slice fighter feat.

Versatile Weapon-Wielder - Feat 2

Archetype Specialist

Archetype *Dual-Weapon Warrior*

Requirements *You don't have Arrow Juggle or Guarded Shooter*

One of your weapons has become an extension of yourself and you can more easily concentrate on wielding the weapon with which you are not as proficient. You gain the Dual-Weapon Warrior Dedication Feat and the Paired Proficiency feat.

Drawback When you gain the Dual-Weapon Warrior Dedication, you do not gain the Double Slice fighter feat.

Stances

Notes: Compare to Stances at various levels.

Snapping Crab [Youxia HB] - Feat 12

Uncommon Archetype Stance

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

You have studied the defensive techniques of crabs and applied them to your fighting style. While in this stance, you are able to use the Claw Snap free action.

Claw Snap - Free

Archetype

Requirements You missed at least one Strike of a Double Slice since your last turn began.

Trigger The creature you targeted with Double Slice fails or critically fails a melee Strike against you.

You Strike the creature that just missed you.

Notes: Compare Attack of Opportunity and Dueling Riposte (Feat 12)

Three-Sword Style - 1A - Feat 14

Rare Archetype Stance

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You have a mouth or another body part that can make actions with the Manipulate trait.*

While in this stance, you gain the ability to wield a weapon using your teeth, another part of your body, or any apparatus that secures the weapon to your body (GM discretion). Whatever you choose, treat it as an additional hand that can only be used to wield a one-handed Agile melee weapon of light bulk. While wielding a weapon in this manner, any damage it deals is halved. In addition, you gain the Triple Slice action and any feats that apply to Double Slice also apply to Triple Slice. You gain an additional effect depending on which body part you use.

Teeth You cannot take actions with the Verbal trait.

Tail Any attacks with the held weapon take a -1 circumstance penalty.

Other The weapon does not have the Agile trait as long as it is wielded in this way.

Triple Slice - 3A

Archetype

Archetype *Dual-Weapon Warrior*

Prerequisites *Three-Sword Style*

Requirements *You are wielding three melee weapons, two in different hands and one in your mouth.*

You lash out at your foe with all your weapons. Strike thrice, one with each of your three melee weapons you are wielding each using your current multiple attack penalty. All Strikes must have the same target. If the second or third Strike is made with a weapon that doesn't have the Agile trait, it takes a -2 penalty.

If all attacks hit, combine their damage, and then add any other applicable effects from all weapons. You add any precision damage only once, to the attack of your choice.

Combine the damage from all Strikes and apply resistances and weaknesses only once.

This counts as three attacks when calculating your multiple attack penalty.

Triangle Slash - 2A - Feat 18

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Three-Sword Style*

Requirements *You are in the Three-Sword Style Stance*

Strike thrice, one with each of your three melee weapons you are wielding.

Note: Compare Two-Weapon Flurry

First Strike Success (Combo)

Two in the Hand - 2A - Feat 6

Archetype

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice. If the first Strike is successful, the second Strike range is 5 ft outside your normal reach.

Notes: Compare Lunge

Critical Follow Up - 2A - Feat 14

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon. If the first Strike is a success, you critically succeed if you roll a 19 on the die for the second Strike as long as that result is a success.

Special: If you also possess the Savage Critical Feat and the weapons you wield in both hands are legendary, then you critically succeed if you roll an 18 on the die for the second Strike of Critical Follow Up. It still has no effect if the 18 would result in a failure.

Notes: Compare to Savage Critical (Feat 18). No legendary proficiency.

Perfect Set-Up - 3A - Feat 8

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon. The first Strike has the following effects.

Critical Success As Success, but the bonus to your second Strike becomes a +2.

Success Your Strike deals no damage, but your second Strike gains a +1 circumstance bonus to attack.

Both Attacks Hitting

Notes: Compare to Flensing Slice (Feat 8)

Concentrated Breakdown - 2A - Feat 6

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon against a single target. If both Strikes hit, the target makes a Fortitude saving throw against your Class DC.

Failure You suppress any Bludgeoning, Piercing, or Slashing resistances the target has until the end of your turn.

Critical Failure As Failure, except the suppression lasts until the start of your next turn.

Defensive Whirl - 2A - Feat 10

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon against a single target. If both Strikes hit, the target makes a Reflex saving throw against your Class DC.

Failure The target's next attack against you has a -1 penalty.

Critical Failure The target's next attack against you has a -2 penalty.

Dizzying Combination - 2A - Feat 6

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon against a single target. If both Strikes hit, the target makes a Fortitude saving throw against your Class DC.

Failure The target becomes Clumsy 1 until the end of your turn.

Critical Failure The target becomes Clumsy 1 for one round.

Drumroll - 2A - Feat 6

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication, Twin Parry*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon against a single target. If both Strikes hit, the target makes a Will saving throw against your Class DC.

Failure The target loses its reaction if it hasn't used it yet and cannot make reactions against you for 1 round.

Critical Failure As Failure, except at the start of its next turn when it would regain actions, it does not regain its reaction.

Following Strike - Reaction - Feat 12

Archetype Flourish Press

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You have not used a Strike with one weapon in your hand this turn.*

Make a melee Strike with the required weapon. The target must be a foe you have not damaged yet this turn. This Strike deals half-damage.

Repositioning Routine - 2A - Feat 4

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon against a single target. If both Strikes hit, the target makes a Will saving throw against your Class DC.

Failure You push the target 5 feet away from you. This movement does not provoke reactions.

Critical Failure As Failure, but you may choose to move with your target. This movement must be the same distance and direction and does not provoke reactions.

Strategic Setup - 3A - Feat 6

Archetype Flourish Open

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication, Titan Wrestler*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon. If both Strikes hit, choose Disarm, Grapple, Shove, or Trip. Attempt an Athletics check to perform that Action with a +1 circumstance bonus.

Actions In Place of a Strike (Blend)

Combo Maneuvers - 2A - Feat 4

Archetype Blend

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication, Trained in Athletics*

Requirements *You are wielding two melee weapons, one in each hand.*

Make a Double Slice and attempt an Athletics check to Shove in place of one of the Strikes.

Notes - Compare to Dual Weapon Blitz and Dual Onslaught.

Cunning Combo - 2A - Feat 6

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication, Trained in Deception*

Requirements *You are wielding two melee weapons, one in each hand.*

Make a Double Slice and attempt a Deception check to feint in place of one of the Strikes.

High-Low Combination - 2A - Feat 4

Archetype Blend

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication, Trained in Athletics*

Requirements *You are wielding two melee weapons, one in each hand.*

Make a Double Slice and attempt an Athletics check to Trip in place of one of the Strikes.

Altering Attacks and Damage

Asynchronous Swing - Feat 10

Archetype

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Whenever you wield two weapons from different weapon groups, both weapons have the Versatile trait of the other weapon's damage type if they don't already have it. The damage dies of both weapons also change to match each other if they don't already. If the die size for the two weapons are d8 and d6, use d8; if d8 and d4 use d6; if d6 and d4, use d4.

Crushing Combo - 3A - Feat 6

Archetype

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

Strike twice, once with each weapon against a single target. Your weapons deal extra precision damage equal to half your level rounded up.

Notes - compare to Dual Weapon Blitz

Mixed Assault - 2A - Feat 10

Archetype Flourish

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication, Dual Thrower*

Requirements *You are wielding two one-handed weapons, each in a different hand, one of which is a ranged weapon.*

Strike twice, one with each weapon in your hands at different targets. Each strike deals extra precision damage equal to half your level rounded up.

Tandem Offensive - Feat 3

Archetype General

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

You permanently gain the effects of wearing Doubling Rings without having to invest the item. If you are a Master in both weapons you are wielding, you permanently gain the effects of Greater Doubling Rings.

Other

Dancing Display - Skill - Feat 8

Archetype

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

You may make a Strike instead of a Performance Check when using the Perform action. You also gain the Dancing Step action.

Dancing Step - Free

Prerequisites *Dancing Display*

Requirements - *Your last action had you Strike twice.*
You Step.

Dual Opportunity - Feat 20

Archetype

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two melee weapons, one in each hand.*

When you use a reaction that allows you to make a melee Strike such as Opportune Riposte or Attack of Opportunity, you may make an additional melee Strike with your other weapon that deals half-damage. Apply multiple attack penalties as normal.

Notes - Compare to Inexhaustible Countermoves

Paired Proficiency - Feat 4

Archetype

Archetype *Dual-Weapon Warrior*

Prerequisites *Dual-Weapon Warrior Dedication*

Requirements *You are wielding two different weapons in each hand.*

If you were to use an action that allows you to Strike more than once, you may choose one of the weapons in your hand. Treat all of the action's Strikes as if all attacks were made with that weapon.

Synchronous Accuracy - Reaction - Feat 16

Archetype Attack

Archetype *Dual-Weapon Warrior, Dual Onslaught*

Prerequisites *Dual-Weapon Warrior Dedication*

Trigger - *One strike from your Double Slice was a failure.*

You have a plan in case your attack misses. Make an additional Strike with the weapon that didn't miss. This uses the same multiple attack penalty of your Double Slice and counts against your total multiple attack penalty when it resolves. You cannot use this reaction if both Strikes miss.