**The Whirlwind**

All abilities of the Whirlwind track are Extraordinary unless otherwise noted.

**1st Circle - Ambidexterity:** You have learned to make use of two melee weapons at once in combat. In order to use this ability, you must be holding two weapons - one in each hand. You may now use two weapons at once. Select one of these weapons to be your primary weapon, and one to be your off-hand weapon. Whenever you take an attack action with your primary weapon, you may, at any point during that attack action, make an Ambidextrous Strike with your off-hand weapon. An Ambidextrous Strike uses a d20 modified by your highest base attack bonus plus your KOM opposed to its target's AC to determine whether or not it hits, and deals the weapon's base damage. This does not count as an attack, and is not modified by any effects that would change the attack or damage result (such as a damage-increasing feat, or the attacker being [Blinded]). A weapon with more than one application of the [Brutal] property may not be used as an off-hand weapon for the purposes of this track.

**2nd Circle - Tempest Defense:** With twice as many weapons to parry with, you become an insurmountable, untouchable obstacle. When fighting with a weapon in each hand, you gain a deflection bonus to AC equal to the number of circles you have in Whirlwind.

**3rd Circle - Two-Weapon Rend:** Your weapons pierce through armor and rip flesh. Once per [Round], if you hit the same opponent with both your weapons on the same turn, you may deal extra damage equal to your character level.

 **Hack and Slash:** Additionally, you may make a second Ambidextrous Strike whenever you make an attack action.

**4th Circle - Spinning Assault:** You learn to make opportunistic attacks to supplement elaborate combat maneuvers. Whenever you make an attack of opportunity or initiate a Bull Rush, Disarm, or Trip, you may make a single Ambidextrous Strike.

 **Piercing Blows:** Additionally, your Ambidextrous Strikes become more accurate and deadly. Whenever you make an Ambidextrous Strike, you gain a +3 bonus to hit and deal an extra 1d6 damage.

**5th Circle - Dervish Dance:** Your attacks shred your opponents into pieces, leaving them weary and crippled. Whenever you use your Two-Weapon Rend ability, the opponent you hit becomes [Battered] and [Bleeding] for three rounds.

 **Wind of Cuts:** Additionally, you may make a third Ambidextrous Strike whenever you make an attack action.

**6th Circle - Whirlwind Tornado:** You leap across the battlefield, tearing into your foes before they can flee. Once per [Round], as a swift action, whenever you take an attack action, you may take an extra attack with your off-hand weapon. This is not an Ambidextrous Strike, and thus benefits from various modifiers to attack and damage, as well as other factors that could alter the results of a normal attack (but not the bonuses granted by the Piercing Blows ability). This is not a [Bonus attack].

 **Lightning Leap:** Additionally, your swiftness startles your foes, allowing you to act before they even have a chance to move, as time seems to stand still around you. You may add half your level to initiative checks.

**7th Circle - Rain of Blades:** When wounded, you gain the ability to make vicious counterattacks. Once per [Encounter], as an immediate action, you may make an attack action against an opponent who has just successfully attacked you.

 **True Whirlwind:** Additionally, you may make a fourth Ambidextrous Strike whenever you make an attack action.