

Given that "adjusted AC" is target's AC minus your to-hit bonus, you are more likely to get a hit attacking with two weapons if:

1. you are a halfling, and adj. AC is less than 14 or greater than 18.
2. your agility is greater than 17, and adj. AC is less than 17; note that crit. chances are reduced for warriors, however.
3. you are not a halfling, your agility is 16-17, and adj. AC is less than 14.
4. you are not a halfling, your agility is 12-15, and adj. AC is less than 13.
5. you are not a halfling, your agility is 9-11, and adj. AC is less than 10.
6. you are not a halfling, your agility is less than 9, and adj. AC is less than 7.

**Table of Probabilities (x100) for at Least One Hit, Single vs. Dual-Wielding**

**Adjusted AC = Target's AC Minus Attacker's To-Hit Bonus**

Primary	20	16	20	16	16	14	12
Secondary		16	16	16	14	12	10
Adj. AC	1d20	Halfling	Agi > 17	Agi 16-17	Agi 12-15	Agi 9-11	Agi < 9
6	75	90	92	90	89	85	79
7	70	86	89	86	84	79	70
8	65	81	85	81	78	71	59
9	60	75	80	75	71	62	47
10	55	68	75	68	64	52	33
11	50	61	69	61	55	40	17
12	45	53	62	53	46	28	8
13	40	44	55	44	36	14	0
14	35	34	47	34	25	7	0
15	30	23	39	23	13	0	0
16	25	12	30	12	6	0	0
17	20	12	20	0	0	0	0
18	15	12	15	0	0	0	0
19	10	12	10	0	0	0	0
20	5	12	5	0	0	0	0
21	5	12	5	0	0	0	0

**Formula for at least one hit with two weapons:**

probability to hit with primary + (probability to miss with primary)\*(probability to hit with secondary)

For all the min-maxers, I should point out that this is not a statement about damage per round; it just applies to hitting at least once. It is more complicated to generalize damage per round due to variations arising from using a light weight secondary weapon, different crit chances for single wield vs. dual wield, using heavy-hitting two-handed weapons instead of dual-wielding, etc.

Terry Olson, Jun 2014  
 Acknowledgement: Jobe Bittman