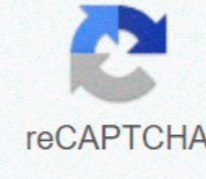




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Improved unarmed strike 3.5

(Theme of battle: The book nine swords, p. [General] Your unarmed strikes have become increasingly deadly, so you can hit your enemies in their most vulnerable areas. Prerequisite Enhanced Unarmed Strike (PH) , Base Attack Bonus +3, You handle more damage with your unarmed strikes, as shown on the table below. Character Level Unarmed Damage 3rd 1d4 4th-7th 1d6 8th-11th 1d8 12th-15th 1910 16th-20th 20th 2d6 Special If you're a monk, you'd rather handle unarmed damage than a monk four levels higher. (Player's Handbook v.3.5, p. 96) [Fighter Bonus Performance, General] You are adeched to fight while unarmed. Prerequisite needed for Acheron Flurry (PH), Ascetic Hunter (CAa), Ascetic Knight (CAa), Ascetic Mage (CAa) , Ascetic Rogue (CAa) , Circle Kick (SF) , Smart Wrestling (CW) , Smart Wrestling (MW) , Smart Wrestling (CW) , Defensive Throw (CW) , Deflect Arrows (PH) , Eagle Claw Attack (CW) , Eagle Claw Attack (SF) , Earth Fist (RS) , Earth's Embrace (CW) , Exceptional Deflection (EL) , Feigne Weakness (SF) , Fiery Fist (PH2) , Fiery Ki Defense (PH2) , Fists of Iron (CW), Fists of Iron (SF), Flying Kick (CW), Freeze the Lifeblood (CW), Hammer Fist (Rac) , Holy Ki Strike (BE), Improved Grapple (DD), Improved Grapple (PH) , Improved Grappling (Una) , Improved Beautiful Fist (EL) , Infinite Deflection (EL) , Ki Blast (PH2), Legendary Wrestler (EL) , Martial Throw (MH) , Pharaoh's Fist (Sa) , Rattlesnake Strike (Sa) , Reflecting Arrows (EL) , Fair Strike (EL) , Roundabout Kick (CW) , Holy Ki Strike (BE) , Scorpion's Grab (Sa) , Snake Fang (Sa) , Snap Kick (ToB) , Jerk Arrows (PH) , Jerk Arrows (SF) , Stonewalker Fist (Rac), Beautiful Fist (PH)) , Sudden Willow Strike (PE) , Better Unarmed Strike (ToB) , Throat Punch (CS) , Thunderclap (SS) , Tooth blow (Sto) , Versatile Unarmed Strike (PH2) , Despicable Ki Strike (BV) , Vorpai Strike (EL) , Water Split Stone (PH2) , Weakening Touch (CW) , Arms Group (Monk Weapons) (UA) , Ascetic Psion (SoS) , Slim Wrestling (Dr) , Cuddled Sidestep (Dr) , Cutpurse (DC) , Hammer Fist (DC) , Ring the Golden Bell (DC) , Crippling Fists (DC) Gh) , Despicable Ki Strike (EE) , Powerful Staff Style (Gh) , Choke Hold (OA) , Defensive Throw (OA) , Eagle Claw Attack (OA), Earth's Embrace (OA), Empty Hand Mastery (OA) , Fall Star Strike (OA) , Fists of Iron (OA) , Flying Kick (OA) , Foot and Fist Mastery (OA), Roundabout Kick (OA), Freezing of Iron (OA), Freezing of the Lifeblood (OA), Grappling Block (OA), Great Cast (OA) , Improved Grappling (OA), Unbalancing Strike (OA), Mighty Works Mastery I (OA) , The Gentle Way Mastery (OA), Meditation of War Mastery (CA)OA) , Crippling Fists (DrU), Dragonmark Fist (Carry) , Hazing Strike (SoS) , Beautiful Master (SoS) , Versatile Unarmed Strike (SoS), Improved Fist (DMG) , Enhanced Beautiful Fist (DMG) , You're considered to be armed even when unarmed - that's You do provoke attacks of opportunity from armed opponents when you attack them while you're unarmed. However, you still get a bout of opportunity against any opponent making an unarmed attack on you. In addition, your unarmed strikes can handle deadly or non-lethal damage, on your option. Special a monk gets automatically improved unarmed strike as a bonus performance at 1st level. She doesn't have to pick it. A fighter can choose Enhanced Unarmed Strike as one of his fighting bonuses (see page 38). Normal Without this performance, you are considered unarmed when you attack with an unarmed strike, and you can only deal with non-lethal damage with such an attack. Author Topic: Improved Unarmed Strike Achievements (Reading 2803 Times) (Player's Handbook v.3.5, p. 96) [Fighter Bonus Performance, General] You are adeched to fight while unarmed. Prerequisite needed for Acheron Flurry (PH), Ascetic Hunter (CAa), Ascetic Knight (CAa), Ascetic Mage (CAa) , Ascetic Rogue (CAa), Circle Kick (SF) , Smart Wrestling (CW) , Smart Wrestling (MW) , Smart Wrestling (Sto) , Defensive Throw (CW) , Deflect Arrows (PH) , Eagle Claw Attack (CW) , Eagle Claw Attack (SF) , Earth's Embrace (CW) , Exceptional Deflection (EL) , Feigne Weakness (SF) , Fiery Fist (PH2) , Fiery Ki Defense (PH2) , Fists of Iron (CW), Fists of Iron (SF), Flying Kick (CW), Freeze the Lifeblood (CW), Hammer Fist (Rac) , Holy Ki Strike (BE), Improved Grapple (DD), Improved Grapple (PH) , Improved Grappling (Una) , Improved Beautiful Fist (EL) , Infinite Deflection (EL) , Ki Blast (PH2), Legendary Wrestler (EL) , Martial Throw (MH) , Pharaoh's Fist (Sa) , Rattlesnake Strike (Sa) , Reflecting Arrows (EL) , Fair Strike (EL) , Roundabout Kick (CW) , Holy Ki Strike (BE) , Scorpion's Grab (Sa) , Snake Fang (Sa) , Snap Kick (ToB) , Jerk Arrows (PH) , Jerk Arrows (SF) , Stonewalker Fist (Rac), Beautiful Fist (PH)) , Sudden Willow Strike (PE) , Better Unarmed Strike (ToB) , Throat Punch (CS) , Thunderclap (SS) , Tooth blow (Sto) , Versatile Unarmed Strike (PH2) , Despicable Ki Strike (BV) , Vorpai Strike (EL) , Water Split Stone (PH2) , Weakening Touch (CW) , Arms Group (Monk Weapons) (UA) , Ascetic Psion (SoS) , Slim Wrestling (Dr) , Cuddled Sidestep (Dr) , Cutpurse (DC) , Hammer Fist (DC) , Ring the Golden Bell (DC) , Crippling Fists (DC) Gh) , Despicable Ki Strike (EE) , Powerful Staff Style (Gh) , Choke Hold (OA) , Defensive Throw (OA) , Eagle Claw Attack (OA), Earth's Embrace (OA), Empty Hand Mastery (OA) , Fall Star Strike (OA) , Fists of Iron (OA) , Flying Kick (OA) , Foot and Fist Mastery (OA), Roundabout Kick (OA), Freeze the Lifeblood (OA) , Grapple Block (OA), Great Cast (OA), Enhanced Grappling (OA), Unbalancing Strike (OA), Mighty Works Mastery I , The Gentle Way Mastery (OA) , Meditation of War Mastery (OA) , Crippling Fists (DrU) , Dragonmark Fist (Bearing) , Hazing Strike Strike , Beautiful Master (SoS) , Versatile Unarmed Strike (SoS), Enhanced Beautiful Fist (DMG) , Enhanced Beautiful Fist (DMG) , You are considered to be armed even when unarmed - that is, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get a bout of opportunity against any opponent making an unarmed attack on you. In addition, your unarmed strikes can handle deadly or non-lethal damage, on your option. Special a monk gets automatically improved unarmed strike as a bonus performance at 1st level. She doesn't have to pick it. A fighter can choose Enhanced Unarmed Strike as one of his fighting bonuses (see page 38). Normal Without this performance, you are considered unarmed when you attack with an unarmed strike, and you can only deal with non-lethal damage with such an attack. 2013-11-06, 05:11 AM (ISO 8601) In all these years, I never really bothered with unarmed combat. I know that Monks are terribad and Unarmed Swords are reportedly considered a decent option. But I don't really know how to do it. Is there any guide or textbook for basic and advanced unarmed bath assy driving? What are the strengths and weaknesses of such a concept? Is Sword really worth it, or is possibly Warblades even better? Fwiw, I would like to build an unarmed person; no fancy templates, no absurdities such as deformations or tentacles. Also, psionics, incarnum and treaty magic are not available in this environment. Any pointers to me? Let me give you a brief rundown of an average Post-3E Era battle: You drop an enemy and start kicking his shins. He then starts kicking your shin, then you take it in turns kicking until one of you crashes over. It basically comes down to who started the fight with the biggest boot, and the only strategy involved is to realize when things have gone up breasts and it's legging. 2013-11-06, 05:13 AM (ISO 8601) Unarmed Natural Attacks or Unarmed Completely Unarmed? Well, not quite. Unless you want headbutting. Last edited by Erik Vale: 2013-11-06 at 05:14 AM. Spoiler: Quotes! Show Originally posted by Sun Hunter's recruitment originally posted by Silver Says no to a sun's hunter is as close as it gets to an invitation to have your place destroyed by them) Originally posted by Vedhin In other words, be nice to the murder hobos so they don't murder you? Originally posted by JanusJones The professional, well-funded, well-backed, card-carrying, licensed murderhobos, yes. Originally posted by Chillingworth Congratulations, you made me laugh hard enough to attract my family's attention. Life is hectic. 2013-11-06, 05:56 AM (ISO 8601) To get the performance Better Unarmed Strike and its prerequisite Enhanced Unarmed Strike can be for a good unarmed warrior who handles enough damage to his unarmed strikes. The game Greater Mighty Wallop is also considered a must-have, since it increases the bludgeoning weapon you wield, and strikes are generally bludgeoning weapons. Speckled gauntlets, however, are a good alternative. They only cost some gold, and allow you to deal with deadly damage with your unarmed strike and also count as armed, so you don't have to take the Enhanced Unarmed Strike performance, and of course can be enchanted to have useful effects. 2013-11-06, 05:57 AM (ISO 8601) There are two primary ways you can do this, melee/martial and magical. For martial, generally speaking, you're going to want to improve unarmed attack, better unarmed attack, snap kicking, power attack and versatile unarmed attack. These are the basic striking achievements. ToB Allows you to use all maneuvers with any weapon, so an unarmed fighter can become very cool using them, and have some interesting attacks. Without ToB, generally speaking, you're going to want to dip into barbaric 1 (spirit lion totem) for pounds. After that, take a few levels of fighter netting you all the accomplishments you're going to need to make it work and more. More about, you're going to want to use a gauntlet or ward cestus than your weapons so they can be enchanted. The ancestry weapon performance also makes it a fair bit cheaper. WITH spells, generally speaking, a spontaneous casting cleric is pretty bossy. Especially with the war domain. In addition, picking up intuitive attack is a plus since you can become more SAD with wisdom. Also picking up a monk's garment is definitely a plus. The divine buffs are certainly a boy when an unarmed fighting is created. On the arcane side, the wizard is generally pretty decent. Take the martial wizard ACF to get fighting feats, and the spontaneous diviner acf because you'd have to be high to trade not one performance to spontaneously thrown with a wizard, even if all you get is divination game. They are certainly strong in their own right, even towards such a building. Taking arcane strike also gives you a decent way to pull out some extra damage as well, as you burn slots. Hitting game is an alternative if you really just want to punch people in the face with a certain game. In general, you want to go to the Abjurant champion class as it gives you game level as BAB. Fantastic. Possibly consider a level of monk with the carminidine monk/kung-fu genius performance. This allows you to gain int to key all your different monk class features off of intelligence. With a monk's garment, it gets real good. Wizards also have pretty decent buffs, de-buffs and terrain manipulating play. Use it to your advantage. Punching someone in the head with a ray of idiocy kind drives home a point. Really, I would suggest even further, using the game point versions of the spellcasters (if you have access to the game point variant, don't use the spontaneous cleric, but take the spontaneously casting ACF). They're much better, a little more user-friendly, and make more sense So, to close, your performance choice is always going to be somewhat similar, throughout all the builds, but the magic that classes use is going to be a little more complex, but IMO has a rule to cool all their own, and is subjectively more amazing, if not only more useful. 2013-11-06, 06:24 AM (ISO 8601) Thanks for the quick answers, guys. => Quick question: why Power attack? afair, unarmed hit count as light weapons and as such do not take advantage of PA. Or do they? Looking at the Swordsage maneuvers, I'll probably focus on Diamond Mind, Setting Sun and Tiger Claw. And pretty much ignore Shadow Hand because I have another character already who has gone that route (armed, though). I think I'll avoid gamecasters for this one. Game points are out anyway. Will come back to this later, must go now. Let me give you a brief rundown of an average Post-3E Era battle: You drop an enemy and start kicking his shins. He then starts kicking your shin, then you take it in turns kicking until one of you crashes over. It basically comes down to who started the fight with the biggest boot, and the only strategy involved is to realize when things have gone up breasts and it's legging. 2013-11-06, 06:30 AM (ISO 8601) Dip monk for two levels and get achievements for which you wouldn't normally qualify. I'll get improved grappling, for some versatility. 2013-11-06, 06:36 AM (ISO 8601) Originally posted by Firechanter Thank you for the quick answers, guys. => Quick question: why Power attack? afair, unarmed hit count as light weapons and as such do not take advantage of PA. Or do they? You can use Power Attack with unarmed strikes. Originally posted by d20srd, Power Attack performance description You can't add the bonus of Power Attack to the damage handled a light weapon (except with unarmed strikes or natural weapon attacks), even if the penalty on attack roles still applies. 2013-11-06, 07:23 AM (ISO 8601) Unarmed Sword 2/Battledancer1/Barbarian 1/Fist of forest 3/Unarmed Swords 13 works best for my Better Unarmed Strike, Imp Natural Weapon, Greater Mighty Wqallop, Monks Belt. You have an effective unarmed level of 24, Imp NA increases it 1 size, FoF is good for 2, and a larger Mighty wallop bumps it 4. So your hitting for a lot of d6 there Now look at with Dex/Con/Wis/Cha to ac (Add a level of ninja with ascetic performance and you can have INT) You should have a really nice AC, and pack a hellu punch Every sinmer has a future and every saint has a past Originally posted by ryu Ort is right I added to your thread you have at my Sight 2013-11-06, 07:28 AM (ISO 8601) Originally posted by Ortesk Unarmed Swords 2/Battledancer1/Barbarian 1/Fist of forest 3/Unarmed Sword 13 works best for me Better Strike, Imp Natural Weapon, Larger mighty wqallop, Monks belt. You have an effective unarmed level of 24, Imp NA increases it 1 size, FoF is good 2, and greater Mighty wallop bumps it 4. So your hitting for a lot of d6 there Now looks at with Dex/Con/Wis/Cha to ac (Add a level of ninja with ascetic performance and you can have INT) You should have a really nice AC, and pack a hellu punch I'm pretty sure FoF doesn't work that way through RAW. My one and only textbook: My Totemist Handbook My one and only housebreaking: Book of Flux Spoiler Show a comment on ties, by Prime32 Originally posted by KillianHawkeye As a DM, I handle character dead by cheering and giving a fist pump, or maybe a V-for-victory sign. I'll pat myself on the back too, but I can't really get around that way. 2013-11-06, 07:39 AM (ISO 8601) 2013-11-06, 08:17 AM (ISO 8601) Note some of the items choices are suboptimal, but I have included it for the sake of completion. Performance Arcane Schooling (Players' Guide for Faerun 1st Level Performance): Treat yourself as having 1 level of Wizard, Wizard, Magician, Bard for the purpose of game trigger items (aka wands)Blood Wind (SorC/Wiz 1): You can attack with all your natural weapons on the ranged as a full round attack. (You've mastered kung fu to the point that you can do significant damage with just a touch like a true master). Wings of Coverage (SorC 2): You give yourself total coverage as an immediate action. Larger Mighty Wallop (TorC/Wiz 3): You increase the size damage of bludgeoning weapons. A 2d10 (average 11 damage) weapon with 4 size increases at cl 16, will do 12d8 (average 54 damage). (You've mastered kung fu where even a touch is deadly.) Bracers of Striking (Magic from Faerun, 1310 gp) you are treated as an improved unarmed strike (if you don't monk or unarmed sword levels. Remember, if you improve unarmed strike, you can attack with any body part not only your hands thus you can use a two-handed weapon if your main weapon attacks with power (such as a large sword or some form of mace) and attack with your unarmed strikes via twf and attack with your performance, or if you have claws or something you can attack with your hands and then do secondary natural weapons. Wyrmfang Amulet (1350 gp) all your natural weapons are considered magic Bands of Blood Rage (2600 gp) +5 moral damage to all your attacks for 1 round in exchange for 5 damageBracers from Blinding Strike (5000 gp) +2 competency bonus on initiative, 3/day quick action 1 extra attack not stacked with hasteRing of Adamantine Touch (6000 gp) all your melee weapon attacks (natural or weapon) treated as adamantineGauntlets of Weapons Arcane (6000 weapons are treated as silver and magic for damage reductionFanged Ring (Dragon Magic 10000 gp) you have improved unarmed strike, improved natural attack unarmed strike, and trade 1 con damage on a critical hit with a natural weapon. Speckled Gauntlets (without house robberies) are considered a divorced weapon type as an unarmed strike, as much as a sword or dagger is. Nor are you skilled with Speckled Gauntlets. Still, I would still recommend some speckled gauntlets for you can room them wand, and just use your unarmed strikes with performance, elbows, headbutts, etc. Speckled Gauntlets allow you two wand rooms while you're still armed. You only take on the -4 roles because of skill when trying to attack with the spiked gauntletsA quarterback which is a double weapon ur'e adexed with. Since it's a double weapon, you can do two more wand rooms while you're still armed (so that makes a total of four) ----- In sum you want a wizard or wizard ally (or cohort) that will make you nice magical items, in return that you beat **** up for them. Note if you can get a lot of natural weapons for cheap I would recommend adding them to your attack routine as well, since you don't take penalties for natural weapons and almost all of your unarmed strike boosters help natural weapons as well. Inexplicable with totemist, psionics, and binder out it's hard to do it without going to they, and if you do, you're just a play a dip that also strikes with unarmed strikes. If you don't mind a shallow dip or two, and don't care about gusts. Monk 2/X 1/Performance Rogue 17 with Ascetic Rogue. Give you 2 Bonus Achievements from Monk, whatever X is, and 9 Bonus Achievements from Feat Rogue, plus all the benefits Rogue gives. Stupendous Man Drawn by Linklete 2013-11-06, 08:42 AM (ISO 8601) Well, let's see... Necklace of natural Weapons Bracers from striking Ward Cestus Battle Gauntlets They all change and allow you to add WSAs to your unarmed strike. With the Kensi class, one, in theory, and a GMW spell thrown to grant +5 EB may have a total combined EB/WSA of +43 on your fist. Of course it's OM, mind you. Feel free to look at my eyesight and check out the weapon handbook for insights and maths in weapons for unarmed attacks. If you want to add anything, just PM me, or toss me a PM when you're done with your textbook and I'll gleefully steal from it with gay abandon. Gay as happy. Not the modern term. It's an old saying and I like old words. Stop judging me. Bugger off. 2013-11-06, 09:51 AM (ISO 8601) Originally posted by Darin The designers boed the RAW. It's probably best to go through intent with FoF. In a recent building, I go two super quick damage increases used, but then reread and realized I couldn't. Still, was the DM, I would allow it completely. My One and Only Textbook: My Totemist Handbook My One and Only Housebreaking: Book of Flux Spoiler Show A A On tapes, by Prime32 Originally posted by KillianHawkeye As a DM, I handle character dead by cheering and giving a fist pump, or maybe a V-for-victory sign. I'll pat myself on the back too, but I can't really get around that way. 2013-11-06, 09:58 AM (ISO 8601) Originally posted by danzbr I'm pretty sure FoF doesn't work that way through RAW. The only thing that makes the RAW work is if your unarmed attack already handles this amount of damage refers to non-FoF unarmed damage. This means consecutive levels do not keep incrementing on the Monk unarmed damage table. Otherwise, a level 2 FoF character with no higher previous unarmed damage would increase on the Monk damage table from 1d8 to 1d10 because the Fist of the Forest Unarmed Damage Table value is the same for FoF 1 and FoF 2. However, it disagrees with the text stating: When you reach 3rd level, this damage increases to 1d10 points. So, calculate your non-FoF unarmed damage, then check out your FoF Unarmed Damage Table entry. If your unarmed damage is already exactly this amount rating (no more), increment once on the Monk damage table. 2013-11-06, 12:22 PM (ISO 8601) How many attacks can I get when I fight unarmed? I mean, according to the Monk class description, there's no such thing as an off-hand attack with Unarmed Strike, so apparently TWF is impossible. So Dancing/Furious Mongoose also adds only 1 and 2 extra bouts, not 2 and 4? Then I know there's 3.0 Circle Kick (1 extra attack, but you have to switch targets), and ToB Snap Kick (which turns out to be the Unarmed TWF thing). Can you perhaps combine Snap Kick with Dance/Furious Mongoose for 2 or 4 extra bouts? If I take some monk levels, how do Flurry of blows stack up with BAB from all other levels? Let me give you a brief rundown of an average Post-3E Era battle: You drop an enemy and start kicking his shins. He then starts kicking your shin, then you take it in turns kicking until one of you crashes over. It basically comes down to who started the fight with the biggest boot, and the only strategy involved is to realize when things have gone up breasts and it's legging. 2013-11-06, 12:37 PM (ISO 8601) If Dragon Magazine is allowed, you can go for the City Noise Variant of the Barbarian. You lose Medium Armor, Shield & Martial Weapon Skill, but you get Unarmed Strike and Two-Weapon Fighting (For Unarmed Strikes Only) in Return, both free. Take two levels of Barbarian and use ACFs to get Pondance and Improved Travel and then go Warblade so you can pick up at level 3 better unarmed strike to get monk like progress without any monk levels. Bloodclaw Master PnC will also be very nice if you go Barbarian/Warblade. 2 Levels removed the -2 Penalty on offhand attacks with unarmed strike and you to add your full strength after your off-hand attack. 2013-11-06, 01:02 PM (ISO 8601) A textbook. It is aimed primarily at monks, but most of the advice applies to any unarmed type. Last edited by Prime32: 2013-11-06 at 01:22 p.m. Hometbrew - Avatar adoptions 2013-11-06, 01:32 PM (ISO 8601) Classes to keep in mind Dashing Hiking, City Brawl, Spirit Lion Totem Barbarian 1 Kensai Fighter (Ward Cestus) 2 Chaos Martial Monk 2 Swordsage 2 Moon Warded Ranger 2 It hasn't been updated until 3.5 as far as I know so it's still in effect and is the single most powerful achievement for unarmed fighters, especially if you achieve. Snap Kick is also good and was said Better Unarmed Strike is great. Note, however, that it doesn't stack up with Unarmed Sword or Battle Dancer and is a bad idea for anyone just dip into monk if you'll lose damage. About the armament stack (Sword, Battle Dancer, etc.), remember that Swords only get their wisdom to AC in light armor meaning it can't stack up with Battle Dancer or Monk, but can stack up with a moon Warded Ranger 2. 2013-11-06, 01:36 PM (ISO 8601) Originally posted by Ruehrgh Circle Kick! I hasn't been updated until 3.5 as far as I know so it's still in effect and is the single most powerful achievement for unarmed fighters, especially if you're reaching. According to the mothership, Circle Kick was revised to 3.5 as the far less impressive Roundabout Kick (Complete Warrior, p. 105). Last edited by Karnith: 2013-11-06 at 01:37 p.m. Level System for Classes | Why each class is in its level on the use of the shallow system: Originally placed by Darius Kane What is it? A TV guide? How dare you tell me what movies I should watch! Fitness Guide? Burn it, I can take care of my health myself, thank you very much! 2013-11-06, 01:40 PM (ISO 8601) Originally posted by Karnith Sssh, no one should know. :P Going for an Eldritch Claw Warlock can also be a very powerful choice. Being an anthropmic cluster is nice for the Ace-auto-hit factor when combined with other things like improved travel and junk. Last edited

