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9 ring broadsword pathfinder

2012-07-29, 12:56 PM (ISO 8601) Discovered the 'Oriental Weapons' section of pathfinder OGC the other day, and boy pleasantly surprised me. It provides an impressive selection of new monk weapons, from butterfly swords to urumi. In a way it makes me feel deceived; 'so a monk can't use bursts of blows with a long sword or a raffer, but put nine rings across the back edge of a dao and suddenly it's a monk weapon? It seems pretty silly, but it's acceptable. So now as I want to make a Suli monk, Suli is a new breed (humans with some kind of generic djinn ancestry that makes them resistant to all kinds of energy, but sonic) that they introduced in the Advanced Racing Guide, which uses a wide sword of nine rings, probably with one hand most of the time. To gain competition with the weapon, I plan to take (dip or otherwise) levels in some other class, probably hunting or rangers. I would probably focus mainly on strength, with dex, with, and wis somewhere behind, and at least 10 int. If I really used the character at some point, it would probably be in a campaign where we're using 25 shopping points. Any welcome construction help/suggestion, including statistics and item fixes. 2012-07-29, 02:32 PM (ISO 8601) I would recommend against the Suli for a monk. Penalty to Int, bonus to Charisma (your dump statistic)? I would recommend the elementary line of feat cuffs... or maybe barbarian/martial artist multiclass with the elemental anger line of rage powers if you just want to have energy around your fists. 2012-07-29, 04:12 PM (ISO 8601) I agree with the comment above, however, if you want to preserve the elemental feeling for your character I recommend the Oread, Sylph, Ifrit, Undine. Each has a single-element affinity and better/more desirable statistics improvements. Other than that, you might also want to look at the Archetype weapon master for the monk if you're going to focus on the nine-ring wide sword. 2012-07-29, 04:27 PM (ISO 8601) Just be careful with the weapon you are going for. By RAW, all APG monk weapons with which a monk is competent. UC is not (but the archetype of fighter unrsion is). Now, this RAW is incredibly stupid, and most DMs will probably allow you to be competent with all monk weapons. But you should check with yours to be sure. The 9-ring wide sword is a UC weapon, so RAW would need martial competition to use it without penalty, unfortunately. For a construction... if you're going to use a 1H weapon, you should get Crane Style and Crane Wing (and maybe Crane Riposte). If you want to make an archetype of Master of Many Styles, or just a monk collecting the exploits is up to you. How did you want to fight? That'll determine your archetype. Master of many styles is decent if you don't mind the alluvial, and multiclass very well. Master Maneuver is fine if you want to use the combat maneuvers a lot, although I wouldn't do more than 6 levels and then go Lore Lore A fighter if he goes down that route. There is also Weapon Adept, which is... Mediocre. Sohei is horrible for a 20 monk, but as a dip (combined with teacher of many styles, I suggest) you can go well with several other classes. 2012-07-29, 04:28 PM (ISO 8601) Originally published by That_guy_there I agree with the comment above, however, if you want to preserve the elemental feeling for your character I recommend the Oread, Sylph, Ifrit, Undine. Oread is +2 str/wis and -2 cha. It is currently the best breed of monks, the IMO. Dwarf is good, too, even if not having a str bonus hurts. Ditto for Vanara. 2012-07-29, 06:40 PM (ISO 8601) Okay, but I was giving the OP the various elemental flavor options. Anyway, I prefer the Vanara for the whole Monkey Monk thing. 2012-07-30, 12:55 PM (ISO 8601) Originally published by Novawurmson I would recommend against suli for a monk. Penalty to Int, bonus to Charisma (your dump statistic)? I would recommend the elementary line of feat cuffs... or maybe barbarian/martial artist multiclass with the elemental anger line of rage powers if you just want to have energy around your fists. The channeling energy through my body/weapons is great, but it's not really a primary concern. I think what charmed me about Suli was more her description as being muscular and charming; a particular image immediately came to mind, and it occurred to me that I have never really played that kind of character (specifically a kind of burly, fun-loving fighter with a philosophical/asscotic interior). In addition, the resistance to (almost) every type of energy is pleasant, and Icewalk is quite impressive if you wanted to be more water-themed. Another breed might work, but probably not Oread or Dwarf; I was thinking of something a little more than another world. I was thinking about Aasimar or Tiefling, especially because of all the awesome alternative features and feats they got recently. As for multi-class and such, Free Hand Fighter and Shapeshifter Ranger came to mind as options for maybe a 2-6 level drop. Crane Style is definitely a good suggestion, if you could spare me the exploits. Edit: In addition, I hope to use a lot of burst of hits, perhaps mixing unarmed hits for maneuvers like the ride, but using a sword primarily to deal damage. Last edited by Scarlet-Devil, 2012-07-30 at 04:12 PM. Aura: moderate cl conjuring; 9th Slot: none; Type: wide sword; Price: 28,800gp; Weight 4lbs DESCRIPTION This broad-leaf ghost touch +1 nine-ring wide sword (Ultimate Combat p 131) is handmade in silver grey steel, with nine gold rings threaded through it backbone shining with magical power. The blue and purple silk hang from the prommel of the sword. The spiritual sword nine times has nine charges, represented by its nine rings. As a quick action, the carrier can discharge the energy into these rings to create one of the 3 effects. By spending 1 charge, the carrier can add the special undead bane skill the sword for 1 minute. By spending 2 charges, the bearer can attempt to banish a creature possessing another creature (such as a ghost possessing a creature using its malevolence ability) with a successful hit on the possessed creature. The possessing creature must succeed in a Will Save DC 17 or be ejected from the body of the creature it is possessing. By spending 3 charges, the carrier can attempt to destroy a single un-dead creature with a successful hit. The creature must succeed in a DC 17 will save or be completely destroyed. Spell resistance does not apply to eer the banishment effect or the destruction effect. Each ring has 1 charge; when the load wears out, a ring stops shining. The sword reloads 1 charge per week. Construction Requirements: Create magic weapons and armor, dispel evil, interrupt weapon, plane change, summon monster I; Cost: 14,560 gp Home & Equipment & The demasues & From wushu swivel chains and multi-bladed pertulas to the impressive mystique of the samurai's brilliant swords, the martial arts of the East evoke images of fantastic weaponry. Exotic even within their own cultures, several of these weapons require specialized training, and the secrets of their dominance are well protected in remote temples and secret dojos. In most Eastern cultures, the weapon is more than a means of defense; possibly representing a cultural tradition or philosophy. You can show social status or even tell the story of a clan or home. This section contains all the oriental weapons needed to carry out an eastern-inspired fantasy campaign. They were chosen from a variety of Asian cultures, including those from China, Japan, Korea, India, the Philippines and more. (Simple – Oriental) Light Melee Weapons Cost Dmg (S) Dmg (M) Critical Range Weight1 Type2 Special Source Hanbo 1 gp 1d4 1d6 x2 — 2 lbs. B monk, trip AA Martial Weapons (Eastern) (Exotic – Eastern) Two-Handed Melee Weapons Cost Dmg (S) Dmg (M) Critical Range Weight1 Type2 Special Source Bo staff 1 gp 1d4/1d4 1d6/1d6 x2 — 3 lbs. B blocking, double, monk PZO1118 Chain spear 15 gp 1d4/1d4 1d6/1d6 x2 — 13 lbs. P and S double, trip PZO1123 Chain, spiked 25 gp 1d6 2d4 x2 — 10 lbs. P disarm, trip PZO1110 Kama, double-chained 8 gp 1d4/1d4 1d6/1d6 x2 — 4 lbs. S double, monk, reach, trip PZO1118 Katana, double walking stick 50 gp 1d4 1d6 19-20/x2 — 6 lbs. S — PZO1118 Kusarigama (sickle and chain) 12 gp 1d2/1d4 1d3/1d6 x2 — 3 lbs. S or B double, monk, range, travel, hook PZO1118 Kyoketsu shoge 6 gp 1d3 1d4 x2 20 ft. 1 lb S or P disarm, hook, monk, range PZO1118 Meteor hammer 10 gp 1d6 1d8 x2 — 10 pounds. B range, travel PZO1118 Sword, seven branches 50 gp 1d8 1d10 x3 — 7 lbs. S disarm, monk PZO1118 Tetsubo 20 gp 1d8 1d10 x4 — Lbs. B — PZO1118 (Exotic – East) Ammunition Cost Dmg (S) Dmg (M) Critical Range Weight Type2 Type2 1d2 x2 10 feet 1/2 lb. P Monk PZO1110 1 Weight figures are for medium weapons. A small weapon weighs half, and a large weapon weighs twice as much. 2 A weapon with two types is both types if the input specifies and, or any type (carrier option) if the input specifies o. Home & Equipment & Weapons & Disapproval Downloads & This wide-leaf weapon has nine heavy rings threaded through your spine, providing extra weight to increase the strength of your impressive cutting power. Section 15: Pathfinder Roleplaying Game Ultimate Combat Copyright Notice. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens and Russ Taylor. Aura moderate transmutation; CL 7o; Weight 4 lbs.;

Price 14,315 gp DESCRIPTION This finely crafted +2-ring wide sword has an additional space at the base of the blade's non-sharpening edge, closer to the handle, apparently to fit an additional ring. The bearer of a ten-ring sword can use a full round action to place a magic ring in the empty slot, where the ring rests until it is removed (another full round action). Once a ring fits the tenth slot, the sword bearer can use that ring as if he were wearing it, even if he is currently wearing two magic rings. Alternatively, the sword bearer can fit a ring made of a specific metal such as adamantium or cold iron into the tenth slot. In doing so, the sword penetrates the damage reduction as if it were made of the same metal as the ring. The use of this property does not grant the weapon any additional ownership of that metal (such as avoiding hardness, etc.). Typically, these metal rings cost one-tenth the cost of a nine-ring wide sword made of that material. In the event that a magic ring made of a specific metal, such as silver, is attached to the tenth slot of the sword, the sword bearer decides which of the two properties of the weapon will be in effect when the ring is placed. However, the sword bearer can use a movement action to switch between properties. CONSTRUCTION REQUIREMENTS Feats Craft Magic Arms and Armor; Magician's hand spells, versatile weapon; Cost 7,157 gp Section 15: Copyright Notice Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurlley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen Stephen KCs, Russ Taylor and numerous RPG superstar contributors

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