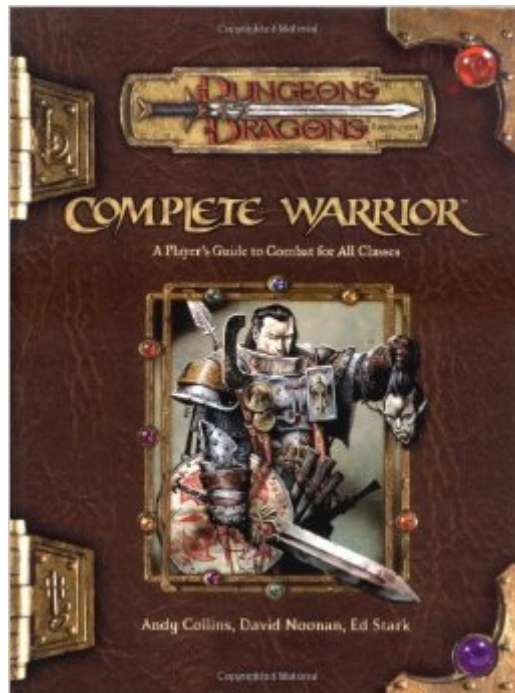


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# Complete Warrior (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)



## Synopsis

Forge your name in battle! The Complete Warrior provides you with an in-depth look at combat and provides detailed information on how to prepare a character for confrontation. This title was not only compiled from various D&D sources, but contains new things as well, including new battle-oriented character classes, prestige classes, combat maneuvers, feats, spells, magic items, and equipment. The prestige classes included have been revised and updated based on player feedback, and there are rules for unusual combat situations. The Complete Warrior will assist all class types, including those classes not typically associated with melee combat. There are also tips on running a martially focused campaign and advice on how to make your own prestige classes and feats. To use this accessory, a Dungeon Master also needs the Player's Handbook, Dungeon Master's Guide, and Monster Manual. A player needs only the Player's Handbook.

## Book Information

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## Customer Reviews

The Complete series is WotC's new line of D&D 3.5 splatbooks (books devoted to a certain class or group). However, this line is more for concept rather than class; the Complete Warrior is not just for fighters and monks, since they have new combat options for everyone (even new spells). There are three new core classes; the Hexblade, which looks okay but really does stink (its powers are too short in duration to be useful), the Samurai, who's more of a two-weapon intimidating fighter, and the Swashbuckler, who's a bouncy light fighter. There are also a LOT of prestige classes, many of which are reprints from previous books or Dragon magazines. Unfortunately, the reprints, while sometimes necessary, are really kind of bland, and often lower the power level from previous

incarnations. The new prestige classes, though, are usually pretty cool. There are also a great many new and revised feats, and the same holds true; the revised feats pale in comparison to their previous versions, while the new feats are pretty good. Especially welcome are the Tactical feats, which allow the characters to set up situations and gain certain bonuses. For example, Elusive Target (my favorite) lets you avoid bonus damage from Power Attack from your dodge target, while Giantbane lets you emulate a certain elven archer's feats of climbing onto larger opponents. There are also weapon style feats, which seem to be mostly to encourage suboptimal weapon use. Neat in theory, but the return on investment isn't that great. There are a few magic items, though not nearly as many weapon/armor types as one would think. There are also a few spells, and a few new domains for the included warrior-only pantheon.

No, this book won't actually boost your character's Strength score and kick him/her up a level, but you'll feel like it did if you love playing warrior classes and start incorporating material from this supplement. **WHY IT ROCKS:** The new core classes are neat and useful for more specialized warrior characters. The Samurai core class deserves special notice as a must-have for you Oriental Adventures fans, (and it improves markedly upon the "Master Samurai" prestige class concept originally introduced in "Sword & Fist"). For players that enjoy playing paladins and rangers but could care less about those classes' spellcasting ability, the book introduces variant concepts for those classes that replace spellcasting with other benefits. The prestige classes are myriad and marvelous. Some simply provide excellent 3.5 revisions of classes that originally appeared in the various "original" splatbooks ("Defenders of the Faith," "Masters of the Wild," "Sword & Fist," and "Tome & Blood" -- though I noticed no "Song & Silence" reprints), as well as the Forgotten Realms campaign setting and Dragon Magazine, but there are also several brand spankin' new ones to boot. Of the new prestige classes, it is important to note that most are short (3- or 5-level) classes that cover very specialized and interesting concepts, such as fighting with small weapons, natural weapons or no weapons, and even some that incorporate spellcasting classes and creatures with spell-like abilities into martial combat. The feats are great and well-thought out. While revisions of a number of familiar feats appear (mostly from S&F and MoW), a horde of new ones abound that even non-warriors will want to take advantage of.

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