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Complete Adventurer: A Guide To Skillful Characters Of All Classes (Dungeons & Dragons D20 3.5 Fantasy Roleplaying Supplement)



Synopsis

The essential sourcebook for any D&D character looking to build adventuring skills. Complete Adventurer serves primarily as a player resource focused on adventuring skills for characters of any class. As adventuring is the foundation for the entire D&D experience, nearly every aspect of the D&D game benefits from the material in this product. Characters have access to new combat options, spells, equipment, and prestige classes, as well as exciting new character classes such as ninja and scout. Complete Adventurer also provides new information on several organizations and guilds, and Dungeon Masters will find material for creating or optimizing single creatures or even entire campaign worlds. AUTHOR BIO: Jesse Decker is a designer for Wizards of the Coast, Inc. whose recent roleplaying game design credits include Races of Stone and Unearthed Arcana. Before joining the RPG R&D team as a designer, Jesse served as Editor-in-Chief of Dragon Magazine.

Book Information

Hardcover: 192 pages

Publisher: Wizards of the Coast; First Edition edition (January 4, 2005)

Language: English

ISBN-10: 0786936517

ISBN-13: 978-0786936519

Product Dimensions: 8.5 x 0.6 x 11.2 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.4 out of 5 stars See all reviews (43 customer reviews)

Best Sellers Rank: #358,834 in Books (See Top 100 in Books) #182 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

Customer Reviews

The Complete Adventurer aims to give some new insight into "why skills and feats are useful", naturally slanting its focus towards the otherwise underemphasized Bard and Rogue classes, and on how to make characters whose focus is "skills" into ones that are fun to play. The most important things that The Complete Adventurer brings to the table are its three new core classes, of which the Scout adds a mechanically and thematically distinctive flair to a niche that was previously half-filled (like the Warlock in Complete Arcane before it), the Ninja is just there to be cool, and then there's the Spellthief; an unusual concept that requires some tactical ingenuity on the player's behalf. Of the three, the Scout will likely see the most use -- much that was good about the core Ranger class is

here, and much that was superfluous is not. The elaboration on Skills and Feats is helpful, as with just the PHB, explaining their significance to a group of new players -- they want their characters to know how to hit things and make them asplode -- can be somewhat awkward. Well, there are a number of useful suggestions and applications of Skills, like using Sense Motive to size up a prospective opponent's combat acumen. Feats, typically combat-oriented anyway, are nonetheless fleshed out here. There's a chapter of equipment useful for Rogues and their ilk (examples of which include alchemical payloads for "treated" melee weapons), and a whole chunk of campaign suggestions focusing on guilds and organizations, some of which have some swell adventure hooks (they're "technically" for Greyhawk, but are more than generic enough to be adapted far and wide).

The complete adventurer is the latest offering from WOC and looks pretty good. The book starts off with three new classes. They are the ninja, the scout and the spell thief. The ninja is rewritten from the oriental adventures and the ninja of the crescent moon from the sword and fist book. The scout is a cross between a rogue and a ranger. One of the feats is skirmish which allows the scout to deal an extra d6 on any attacks made if he moves at least 10ft and increases a d6 every 4 levels. The last new class is the spell thief, their primary ability is to steal spells from spellcasters, generally one level of spell for every three of character level. This allows the spell thief to cast that spell within the hour. There are several prestige classes some from the various older book series, like the animal lord from the masters of the wild, the dread pirate, thief acrobat and the dungeon dweller from song and silence as well as many others. I particularly liked the wild plains rider as I have a area that has nomadic horse riders. There is an expansion of the skills such as allowing greater movement while climbing if you are willing to take a penalty on the check. This is repeated with many of the skills like disable device or hide. There are new feats like goad which if the intended victim fails a will save it will only attack you. There is a section of new equipment like catstink which if used requires a creature with scent to make survival check or lose the scent, or softfoot which adds a bonus to move silently. There are several alchemical capsules as well as new tools for use. I particularly liked this section as I enjoy playing rogues.

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