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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

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Customer Reviews

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.

As someone who always is skiddish plaining with rouges (because many players think they need to try to steal from their own party and go do god knows what during fights) this book gives a phenominal alternative: The Scout. A class that is still heavily skilled based, it's selections nestle in half way between the Rouge and Ranger. It's the ultimate "Light Cavalry" option of a class to

complement Paladins, Fighters, and other "Heavy Cav" options for above ground campaigns and gaming in general. Just like people who play rouges feel like they need to "go rouge" people who play scouts feel like they need to "go scout" and actually invest in the rest of the parties safety. Beyond this personal treasure, complete adventurer offers a plethora of mostly skilled based prestige classes, the Ninja class, the swashbuckler class, and in general is gushing with flavor for people wanting to make thematic characters that aren't really encompassed in the "deceptive and sneaky" rouge abilities.

This book is relevant to just about any campaign. Feats are good, base classes are okay, prestige classes are neat and different. We make our own worlds and stories, so the "Organizations" part is a bit wasted, but still good for inspiration. The book came in great condition and we're very pleased.

It's an ok book. I do like some of the material presented.

Great book in good condition when I got it. Really upped my game.

I am an experienced Dungeons and Dragons player and i recently purchased the v3.5 Complete Adventurer. I was very pleased with this book and its condition. It is a great addition to my library and i have used it many times already. I would 100% recommend this purchase to anyone seriously interested in v3.5 D&D. I was extremely pleased.

Perfect condition

Book definitely an asset to the playing experience. Received in excellent condition for an older book. Love the information contained within. Yes, we're really "players", and enjoy the experience. Many thanks for having this jewel of a reference.

good book on everything adventurer's need

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