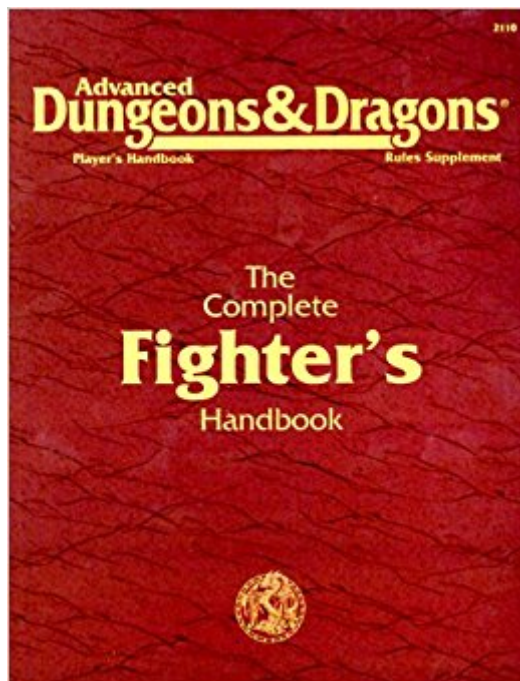


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The Complete Fighter's Handbook



Synopsis

Paperback: 210 pages Publisher: Wizards of the Coast; 2nd edition (December 23, 1989)

Language: English ISBN-10: 0880387793 ISBN-13: 978-0880387798 Product Dimensions: 0.2 x 8.5 x 10.8 inches Shipping Weight: 10.4 ounces

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I have played A D and D since it's inception! I owned this book when it came out because like a lot of players that ;like the cavalier from Dragon magazine issue 72, this book took power away and offered so much more to this subclass.The book I bought was used in good shape,,,,, Boy were they wrong it was in great shape! I have read this book and smelled it and looked at the art that had me hooked when I was younger, I have stirred up memories of missions and kingdoms that my Cavaliers went on and the first 10 that I killed learning how to play them. I am happy that the pics are vivid and the magazine feels like the first one I owned. I am so pleased with this purchase that I bought Dragon 72, and 18 other books on the game.I now am ready to try to play again and am looking forward to it.Thank you

The Complete Fighter's Handbook by Aaron Allston was the first of a series of character class/race handbooks that were a central part of 2nd Edition Advanced Dungeons & Dragon's design. The

character kits provided inside these books (the ones in this book including Barbarian, Cavalier, Berserker, Gladiator, Samurai, Swashbuckler, Myrmidion and others) were mini-character classes that replaced the supplementary classes introduced into 1st Edition AD&D, such as Barbarian and Cavalier (those two classes being notoriously unbalanced in 1st Edition). This book also provided a host of useful optional rules, such as combat maneuvers (disarm, trip, pin, sap, etc), specializations in fighting styles (for example, two weapon style, allowing characters to learn how to fight with two weapons the same size simultaneously), weapon group proficiencies (allowing characters to gain proficiency in a whole group of weapons at a time, such as all swords) and specializations in unarmed combat (punching, wrestling and martial arts). The new rules gave the Fighter class a welcome upgrade and added much-needed flexibility and depth to combat. Also included in the Fighter's Handbook are roleplaying tips, new magic items and weapons and numerous other things of use to warriors. It's worth noting here that much of the material in the book is usable not only by all Warrior classes, but by non-Warriors as well. It's an extremely useful supplement. Aaron Allston died on February 27 of last year, aged 53. This book is a notable part of his legacy. RIP.

One of the better Player's Handbook Rule Supplements for 2nd Edition Advanced Dungeons & Dragons. On the plus side, there's new weapons and variant armors, as well as a martial art and unarmed attack specialization. On the downside, I kind of wished for more proficiency-based career info than just armorer/weaponsmith.

very valuable resource if you are wanting to play a fighter type of character but want something more than the default classes from the PM. There are some very fun fighter kits presented in the book and as fighters are one of my favorite classes to play I thoroughly enjoy the added flexibility of these great kits.

I always liked this book and was glad for the opportunity to own it again.

Aaron Allston single handedly took the fighter in the group from being a tank at the front taking and dealing out damage to a living breathing character. The skills and details on specialization between the covers of this book make a warrior worth playing again. The abilities and specialty classes will provide you with infinite role play opportunities.

;))

This book is a must for any AD&D, D&D or any table top game system, both for DMs/GMs and players alike. Has lots of info, lots of kits (fighter class types), and weapon profession (feats like) info. General description of what each type of class are, history and weapon styles.

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