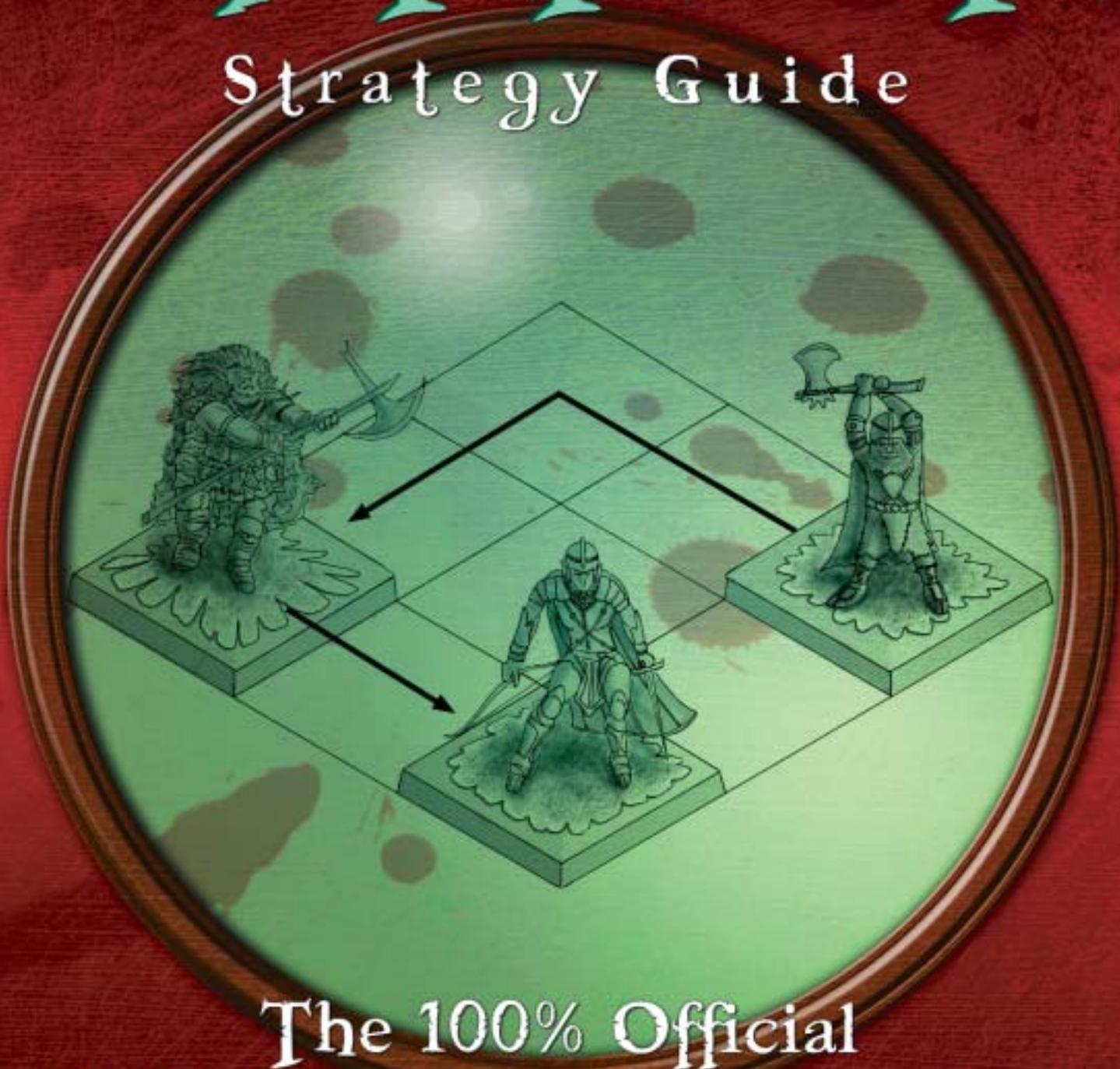


WARRIOR

Strategy Guide



The 100% Official
Guide to Kicking Monster Butt
and Winning the Game

Free to a
good home!!
\$19.99 For You!!

Kick Monster Butt

You're looking at the first strategy guide for the revised edition of the world's most popular role playing game.

Let's be real – the game's about combat, not charisma!

This strategy guide gives you the strategies and techniques you need to win. It's like a football coach's playbook, or a video game champion's cheat codes. Feat combos, sneaky skill uses, multiclassing secrets, and abusing the rules: that's what it's all about.

Build the Perfect Warrior

Pick the wrong feats and you'll be pushing up daisies.

Pick the right ones and you'll be racking up XP! This book is all about making the right decisions to build the perfect warrior. Whether you're a fighter, ranger, paladin, monk, or barbarian, if you're interested in combat, you'll learn how to max out your abilities.

Make the Right Decisions

Who has the better chance of hitting an AC 15 target: a 5th level fighter with a two-handed longsword, or a 5th level ranger with a longsword and shortsword?

If your BAB is +7 and you're facing an AC 15 monster,

how much of your attack bonus should you allocate to Power Attack?

Does fighting defensively really help you live longer?

When you're through with this book, you'll know the answers.

But Don't Tell the DM

Everything in this guide comes straight from the core rulebooks.

It's 100% official material; all we do is tell you how to use it.

But you don't want your DM to read this book.

Just think, all these useful tips and suggestions in the hands of the guy who runs the monsters!

Shudder. Keep this one tucked away
or you'll regret it.

Requires the use of the Dungeons & Dragons,
Third Edition Core Books, published
by Wizards of the Coast, Inc.
This product utilizes updated
material from the
v.3.5 revision.

GMG4310

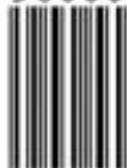


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The Power Gamer's 3.5

WARRIOR

Strategy Guide

The 100% Official Guide to Kicking Monster Butt
and Winning the Game!

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Introduction

Building the Perfect Warrior

Min/maxing gets a bad rap. Sure, there's little role-playing involved in stat-monsters, and not a lot of background to create an immersive gaming experience. But in every gamer lurks the secret munchkin, wanting – even craving – a bad-ass character able to survive nearly any threat, overcome any trap, and kick the living crap out of anyone or anything getting in the way. This is where the Power Gamer's 3.5 Strategy Guides come into play.

The Warrior Strategy Guide gives you all the strategy and advice you need to play a combat character, whether you sling arrows or swing a sword. While most of this book covers fighters, barbarians, monks, rangers and paladins, there is sure to be useful information in this guide for any other character. Rogues, clerics and even druids can become combat monsters with multiclassing or the right selection of skills and feats. Likewise, war wizards can benefit from the information by studying the strengths and weaknesses of their enemy. In short, there's something for everyone.

Where's the New Stuff?

The Power Gamer's Strategy Guide's primary purpose is to make sure you can use it. Instead of loading this book with questionable prestige classes, sketchy feats, and yet another way to use the Profession skill, we've torn apart the mechanics of the 3.5 game, looked at them, and slapped them back together. With just the 3.5 core mechanics, this book gives you everything you need to roll up the character of your dreams. Moreover, because everything is straight out of the three core books, no one can stop you from using it. Period. It's 100% official.

How Do I Use this Book?

You use this book the same way a football coach uses a playbook, the same way a video game champion uses his cheat codes, and the same way an auto mechanic uses his repair manual. This book gives you the strategies and techniques you need for winning 3.5 combats. If you're rolling up a new character, the chapters on ability scores, races, and classes will help you get started on the right foot. If you have an existing character, the chapters on skills and feats will help you plan his progression. No

matter where you are in your campaign, the chapter on equipment will always be useful. And then there's the gold mine: Chapter 7, Combat. This chapter is all about how to kick monster ass in the most efficient manner possible. Like we said, it's a playbook, cheat code, and repair manual all wrapped into one handy guide for winning every combat you ever step into.

Listen Up! They're Called Archetypes

Instead of spending all of our time on specific classes, we use archetypes. What's an archetype? An archetype is a prototype, a kind of model everything else is based on. In this book, an archetype represents a particular style of warrior: archer, cavalry or tank. With the right feat and class choices, you can build a warrior modeled after any one of the archetypes. On the other hand, it's not necessary to use one of these types – there's plenty of info in this book to keep it useful no matter how you handle it. Nonetheless, the archetypes are handy for organization and thematic choices, perhaps opening a door to a combo or feature you hadn't thought of before. Figure out what kind of warrior you want to play, and see if one of the archetypes matches. If so, you won't be disappointed.

HIDE THIS BOOK!

While everything in this guide is legit – it comes straight out of the core rulebooks – you don't want your DM to read it. Just think, all these useful tips and suggestions in the hands of the guy who runs the monsters! Shudder. Keep this one tucked away or you'll regret it.

Archer

The archer's the guy in the movies that makes the impossible shot. Specializing in ranged attacks, most archers employ some sort of bow, but this could include anyone who makes more ranged attacks than melee attacks. Archers are typically fighters or rangers.

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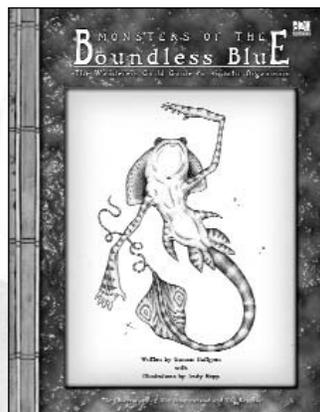
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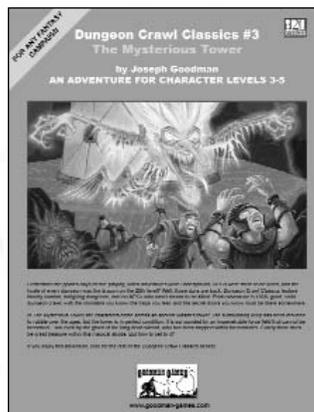
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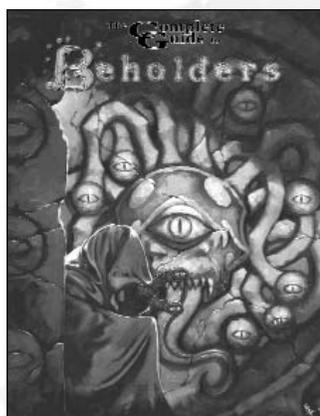
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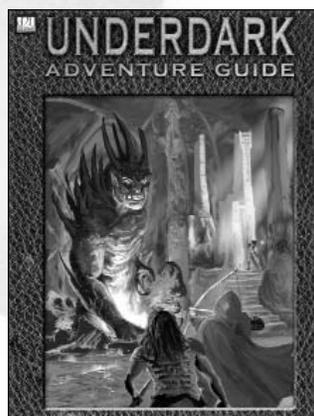
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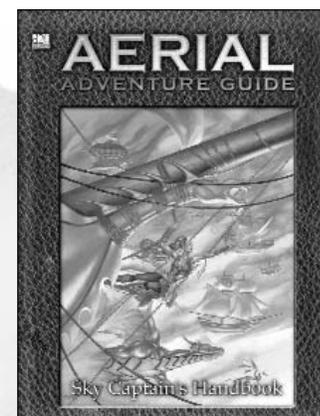
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