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The Complete Fighter's Handbook is a supplemental rulebook published in December 1989 for the 2nd edition of Advanced Dungeons & Dragons, a fantasy role-playing game. The book accomanies manuals such as The Complete Thief's Handbook, Priest's Handbook, and Wizard's Handbook. It is a rules supplement for the 2nd edition Player's Handbook, examining the fighter class in detail and various subclasses. The book introduced the concept of character "kits", or thematic templates, to the game. PHBR1 The Complete Fighter's Handbook was written by Aaron Allston, edited by Steve Winter, includes black & white art by Valerie Valusek, colour art by John and Laura Lakey, Doug Chaffee and Jeff Easley, typography by Angelika Lokotz, and published by TSR in 1989 as a 128-page book. Jolly R. Blackburn reviewed The Complete Fighter's Handbook and The Complete Thief's Handbook in Shadis #4 and said that "Both books offer a wealth of information. Are they worth the price? I would have to say it depends on the individual and the campaign he is playing in. If you find yourself playing certain character classes to the exclusion of others, then these books would probably be greatly appreciated." Stewart Wieck reviewed the product in a 1990 issue of White Wolf along with the Priest's, Thief's, and Wizard's Handbooks. He stated for the Fighter's Handbook that the "material is all good, but there's simply too much of it. Too many options and too many special case rules." The book was part of the Player's Handbook Rules series and presented new ways to play fighter characters, including weapon mastery and tactical advice. The Complete Fighter's Handbook: Unlocking the Potential of the Warrior Class ===== As a combatant in any fight, a well-crafted handbook can make all the difference. The Complete Fighter's Handbook delves deep into positioning, flanking, and utilizing cover effectively, providing essential guidance for fighters beyond their early levels. One of the standout features is its exploration of multiclassing and dual-classing options, giving players more freedom to experiment with different combinations. Moreover, this handbook provides invaluable role-playing tips, helping players immerse themselves in the mindset and behaviors of fighter characters. It also delves into topics such as honor, loyalty, and the warrior's code, offering a deeper understanding of the complexities surrounding these iconic characters. Contents - Character Creation - Warrior Kits - Role-Playing - Combat Rules - Equipment - Gallery Credits - Written by: Aaron Allston - Edited by: Steve Winter - Black and White Art by: Valerie Valusek - Color Art by: John and Laura Lakey, Doug Chaffee, and Jeff Easley - Typography by: Angelika Lokotz Appendix - See Also - Images from The Complete Fighter's Handbook - External Links - Dungeon Masters Guild product page - ConnectionsA guidebook for fighters in AD&D, offering insights into the class's strengths and weaknesses. It covers essential skills like sword fighting and armor use, as well as various fighting styles. With a focus on creating engaging characters, this resource encourages players to experiment with unique approaches to combat. l8er found ths document usfull, undefin3d undefined

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