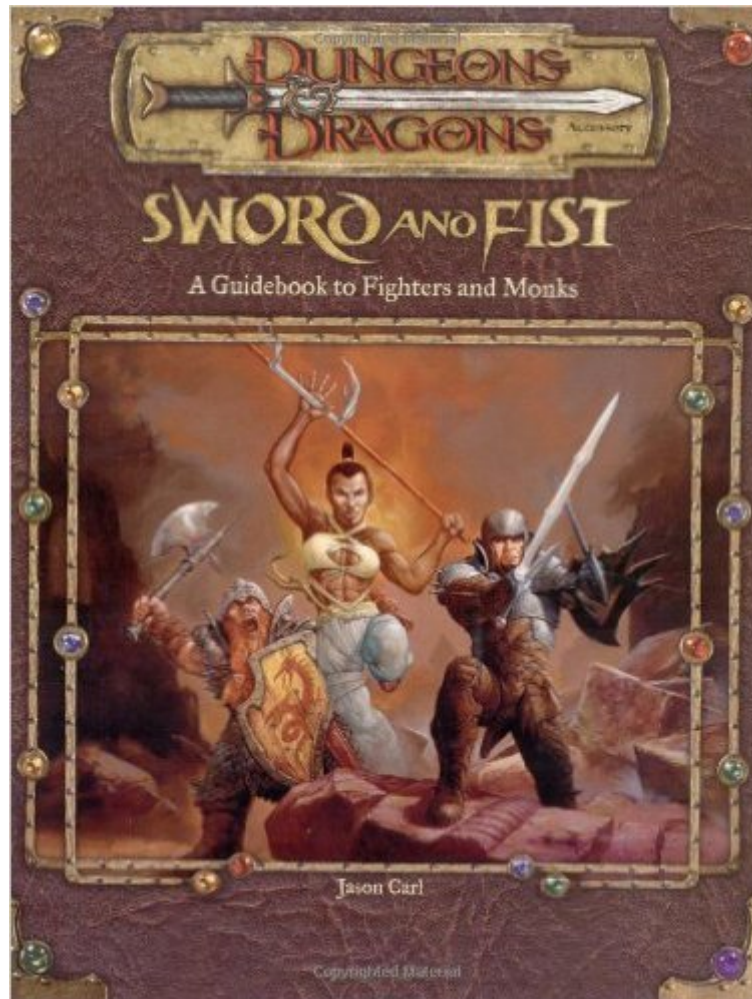


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Sword And Fist: A Guidebook To Fighters And Monks



Synopsis

Combat isn't everything -- it's the only thing. The masters of armed and unarmed combat, fighters and monks, come into their own in this book. It's packed with ways to customize fighter and monk characters, including: New feats, prestige classes, weapons, and equipment Information about special organizations such as the Red Avengers and the Knight Protectors Maps of locations that fighters and monks frequent: guard towers, monasteries, and a gladiatorial arena Indispensable to both players and Dungeons Masters, this book adds excitement to any campaign.

Book Information

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Customer Reviews

Overall I have enjoyed and like the 3rd edition rules and I think everyone will agree that there have been significant improvements with this system. The sword and fist and many of the published supplements, however have me a bit concerned. After all, you would expect at a price of... someone would have read it before sending it to the printers? Within 20 minutes of flipping through the book, I had already spotted no less than 5 typos. It appears as if relying on a Word Processor is enough to publish something these days. Overall, I am excited about many things from this book such as many of the feats, new Weapons and the Castle maps. The jury is still out on the extreme amount of Prestige classes. While the idea of prestige classes is good, the monk certainly is no ideal candidate for it due to its restrictions in multiclassing and 21 Prestige classes seems a bit much for this book. 28 pages out of 96 goes towards Prestige Classes! Instead it might have been nice to have more explanation of how to better your fighters within the rules. For Example, how to best utilize Rapid shot or Rapid shot and Rapid Reload together or how to take advantage of multi-classing into a

fighter for other character classes. The 4 pages of tactics almost hit on a really solid section within this book but was just too short! While the section on fitting prestige classes and their organization into the campaign seems like filler material and any DM could do this without these 13 pages. I have been a bit surprised at the prices of the supplements with their size. They seem to be about half the size of supplements for the same price in the past? Here is the breakdown of each section.

I'm not a big fan of fighters and monks, so I was expecting to be slightly disappointed by this D&D accessory. I'm happy to say that I was underestimating the writers of "Sword and Fist". This is a wonderful accessory to anyone who wants to create a character -- PC or NPC. I love the fact that this book added rules, rather than replacing rules in the game system. That practice was the thing I hated most about the Second Edition Handbooks and what I was secretly dreading. Sometimes, it's nice to be wrong. The high points of the book for me include the feats, prestige classes, new weapons, and castle plans. Before I describe any of these, let me say that my absolute favorite thing about "Sword and Fist" is that you can use the feats, skill ideas, new weapons, and prestige classes for characters beyond monks and fighters. It's perfectly possible to apply the new stuff in the book to rogues, wizards, or any other standard class. The prestige classes even detailed which classes were most likely to precede them. An admirable effort to make this book useful to everyone. Now on to the sections... The feats included weren't that original at times, but since I think feats and skills help personalize the characters to an incredible degree, I was thrilled with all of them. It's neat to mentally picture some of the feats and I think they help make combat much more descriptive. The prestige classes were also nice and I wanted to try quite a few of them out. I'm glad so many were added because again, it brings a great amount of customization to the player characters and to the NPCs. My favorite section (which was entirely too short) was the new weapons. I love the new weapons, especially the "war fan".

In WotC's first major rules expansion, they have produced a product that adds new options to the existing rules and still manages to add flavor to the game. This book gives you more prestige classes, new feats and skills, new weapons & magic items, and in perhaps the most useful section - examples of how the combat rules can be used to maximum advantage. The new prestige classes serve two purposes: they instantly give DMs and players more options for PC and NPC play, and they show DMs more examples of how prestige classes can be built. Most of the new classes in this volume are the standard cultural variants (samurai, ninja, cavalier, archer) with a few fantasy-themed exotics (ghostwalker and perhaps the silliest of the lot, the drunken master-a

character whose attributes increase with the consumption of alcohol) thrown in for flavor. WotC goes the extra yard and describes some of these prestige classes as organizations with goals and initiations so they are ready to insert into an existing campaign. The Knights of the Watch (a chivalrous knightly order) and the Ravagers (a group bent on violence and destruction) are typical fare, but like everything else they are easily customized. The new feats and skills broaden the fighter class to the point that fighters can progress along entirely different paths and evolve into vastly different fighting machines. The core rules made this possible, but new feats like spring attack and "5 foot blindsight" can really lend weight to a player's wish to be different. Sure - you can SAY your fighter seems to have eyes in the back of his head, but if the character takes the feat of the same name, you have rules to make your fighter's persona have a real game effect.

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