

Advanced Dungeons & Dragons[®]

Player's Handbook 2nd Edition Rules Supplement

The
Complete
Fighter's
Handbook

Sample file



The ADVANCED DUNGEONS & DRAGONS® 2nd Edition *Player's Handbook* and *Dungeon Master's Guide* told you all you needed to know about playing warrior classes in the game. But it could be that you want to know more than the bare minimum it takes to play the warrior classes.

That's where *The Complete Fighter's Handbook* comes in. In these pages, we're going to show you lots of interesting things you can do with the warrior classes . . . things that the *Player's Handbook* and *DMG* didn't have room to show you.

Do you want to play fighter characters other than Fighter, Paladin, and Ranger? Here we'll give you rules for characters like barbarians, samurai, gladiators, amazons—they're all subsets of the three main warrior classes, but they're here.

Do you want new combat rules? We have them. You'll find

rules for different weapon styles, combat tactics, combat maneuvers, jousting, combat results, and many other fighter-oriented abilities within these pages.

Is it new equipment you're after? That, too, is present in copious quantities, from new armor and weapons to new magic items.

Or perhaps you want some role-playing and campaigning tips for your fighter characters . . . or your campaign in general. In these pages you'll find role-playing advice for fighter characters, and discussion of the role of the fighter in regular campaigns and in all-fighter campaigns.

Whether you're a player or DM, an intent rules lawyer or just someone wishing to add a little depth to your campaign or character, you'll find something here for you. Have fun.

* * *

Incidentally, *The Complete Fighter's Handbook* presumes that you're using the *AD&D® 2nd Edition* game rules for Weapon Proficiencies and Non-weapon Proficiencies. Many of the rules presented in this book depend on use of the proficiencies. So if you haven't been using them so far in your campaign, we highly recommend that you familiarize yourself with them and introduce them into your playing.

Here's a special note for those of you who are using this *Complete Fighter's Handbook* with your first edition *AD&D®* game instead of the new second edition: This supplement mentions a lot of page numbers from the *Player's Handbook* and the *Dungeon Master's Guide*. The page numbers cited are for the *second edition*, not the first; you'll have to ignore the page numbers given.



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Printed in the U.S.A.

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 POB 756
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 120 Church End, Cherry Hinton
 Cambridge CB1 3LB
 United Kingdom

ISBN 0-88038-779-3

2110XXX1501



Character Creation

In this chapter, we'll briefly present notes on character creation in the AD&D® game. This is material you already know, but we'll be talking about character creation as it specifically applies to warrior player-characters (Fighters, Paladins, and Rangers).

Ability Scores

For a normal campaign, any of the six dice-rolling methods from the *Player's Handbook*, page 13, is acceptable.

If you decide to run an all-warriors campaign (see the *Role-Playing* chapter of this book for details on such a thing), we recommend that you use one of the five Alternate Dice-Rolling Methods presented.

Whether or not you run an all-warriors campaign, if you utilize the *Warrior Kits* chapter of this rule book, we recommend that you use Method VI to create the ability scores for your characters. Because characters using the *Warrior Kits* are so specialized, you'll find it helpful to be able to custom-design your character ability scores, which Method VI allows you to do.

Races

Much of *The Complete Fighter's Handbook* is written with the human character in mind. However, most of the text is equally applicable to all the other player-character races as well, and can be used by them without any sort of adaptation necessary.

All the normal rules for racial ability adjustments, class restrictions, level limits, languages, and miscellaneous bonuses and penalties will be used, and all the material in this book can be used for all the demihuman races *except where specifically noted in the text*.

Classes

The three warrior character classes (Fighter, Paladin, and Ranger) are still the *only* warrior character classes. However, those players who would like to have more specialized warrior classes will probably find what they want in the *Warrior Kits* chapter.

When you're creating single-class warrior characters, we recommend that you start all first-level warriors with the maximum number of hit points they can have at that level—don't even bother to roll the dice. In other words, if you have a first-level Fighter with a Constitution of 16, he'll start with 12 hit points instead of rolling his 1d10 and adding +2 for his Constitution adjustment.

This is for a couple of important reasons. First, it gives the warrior a slightly better chance for survival at lower experience levels. Second, it reflects the fact that warriors are simply tougher and harder than other player-character classes.

But remember: This is for *first level single-class warriors only*. Starting with second level, these Fighters, Paladins, and Rangers have to roll their hit points like everyone else. No other class gets this benefit, and multi-class warriors (such as warrior/thieves, warrior/mages, and the like) don't get to do this.

Alignment

The Complete Fighter's Handbook follows all normal game rules for character alignments. Once the player has chosen an alignment for his character, he needs to have his choice approved by the DM; it may be that his choice will clash excessively with the alignments of other characters in the party, so the DM is within his rights to disapprove any alignment

choice. (The chaotic evil fighter who wants to play with the troupe of wandering paladins *will* be a problem.)

Warrior Kits

Once you've worked up your character's ability scores, and then chosen his class and alignment, you can choose a *Warrior Kit* for the character. *Warrior Kits* are discussed in the *Warrior Kits* chapter of this book.

Proficiencies

As the *Introduction* notes, use of the Proficiencies section of the AD&D *2nd Edition Player's Handbook* is *not* optional with *The Complete Fighter's Handbook*. The Proficiencies are necessary for you to customize and fine-tune your character, and for the use of the *Warrior Kits* chapter of this book.

Use of the Weapon Proficiencies are pretty much self-evident after you read the *Player's Handbook*. Later in this book, though, in the *Combat* chapter, you'll learn some interesting new things which you can do with weapon proficiencies.

Don't forget that high Intelligence scores grant extra proficiencies (equal to the number of extra languages the character receives for the same score).

Here, let's talk about three nonweapon proficiencies (Armorer, Bowyer/Fletcher, and Weaponsmithing) which are of particular use to the warrior player-character.

Armorer

With the Armorer proficiency, a character knows how to build all varieties of armor. Armorer overlaps a couple of other proficiencies:



The Armorer knows enough Blacksmithing to forge metal armor and craft scale and chain mail (though he cannot forge horseshoes, wrought iron gates, hardened metal tools, or any other useful items unless he also knows Blacksmithing);

The Armorer knows enough Leatherworking to cut and shape boiled leather into leather armor, shield coverings, and the under-layers of scale mail and banded mail (though he cannot make dress jerkins, saddles, elaborate pouches or rucksacks, or any other useful leather items); and

The Armorer knows enough of the Tailor's art to manufacture padded armor and armor padding (but not enough to cut and sew any sort of good-looking garment).

Naturally, the ordinary Blacksmith cannot forge metal armor, the Leatherworker is not experienced with making leather armors, and the Tailor isn't conversant with the making of padded armor, unless they also take the Armorer proficiency.

The Armorer can repair existing armor that has taken damage (if you're using that optional rule), and can also craft barding (horse armor) through use of his proficiency.

But what does all of this mean in a campaign?

The Workshop

To craft armor, the character must first have a *workshop* (a place to work and tools with which to do work).

Metal Armor

If he intends to make any sort of all-metal armor (chain mail, field mail, full plate, plate mail, and helmets), the workshop is a *smithy*, complete with tools, bellows, a furnace, an anvil, tongs, cauldrons, casting molds, and all the other materials neces-

sary to process unrefined metal into armor.

Such a workshop costs 200 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop, or more as part of a larger dwelling, such as a mansion, villa or castle (these sorts of dwellings are priced at whatever sort of price scheme the DM prefers).

(Included in the price of the *smithy* is the cost of the tools necessary to make leather hilt-wrappings, padded armor, armor linings and padding, and the simple leather straps used to hold all-metal armors together.)

This workshop is large enough to accommodate the character and up to two apprentices working full time. (The apprentices, too, must have the Armorer proficiency; the character can always take in an apprentice without the proficiency and train him, but until he acquires the Armorer proficiency he doesn't count as a productive element of the workshop.)

In theory, the character could hire another three-man crew to work a second shift in the same workshop; thus the workshop would be occupied nearly 24 hours a day. (This presumes eight- to ten-hour shifts and a certain amount of necessary nonproductive time each day: Time for furnaces to cool and be cleaned, tools to be repaired and sharpened, etc.) No more than three people can work in this workshop effectively; with more than three people, the workshop suffers a loss of efficiency so that it produces goods just as though it were only manned by three armorers.

To expand the workshop costs an additional 50% for each +three workers. If the smithy costs 200 gp and is set up in a 300-gp hut, thus costing 500 gp, the builder could pay +250 gp.

Then, the workshop would accommodate three more armorers at the same time. For another +250 gp, now totalling 1,000 gp, the shop can accommodate nine armorers at the same time.

Leather Armor

If he intends to make any sort of all-leather armor (hide armor, leather armor, and armored leather caps), the workshop is a *leatherworker's shop*, including apparatus for leather soaking, scraping, tanning, boiling, punching in wax, shaping, hole-punching, sewing, and all the other processes by which leather is transformed into armor.

Such a workshop costs 25 gp, plus the cost of the shelter where it is set up: An additional 25 gp for a large tent, an additional 75 gp for a well-crafted hut/workshop, or more as part of a larger dwelling (at whatever price scheme the DM prefers).

(Included in the price of the *leatherworker's shop* is the cost of the tools necessary to make padded armor and armor linings and padding.)

As with the smithy above, this price presumes one principal leatherworker and up to two apprentices may work together at the same time. Above that number costs 50% of the workshop and housing costs per additional three leatherworkers.

Metal and Leather Armor

If he intends to make both sorts of armor, or armor which combines both metal and leather elements (banded mail, brigandine, bronze plate mail, ring mail, scale mail, shields, splint mail, and studded leather), a combined workshop is needed.

Such a workshop costs 250 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an ad-