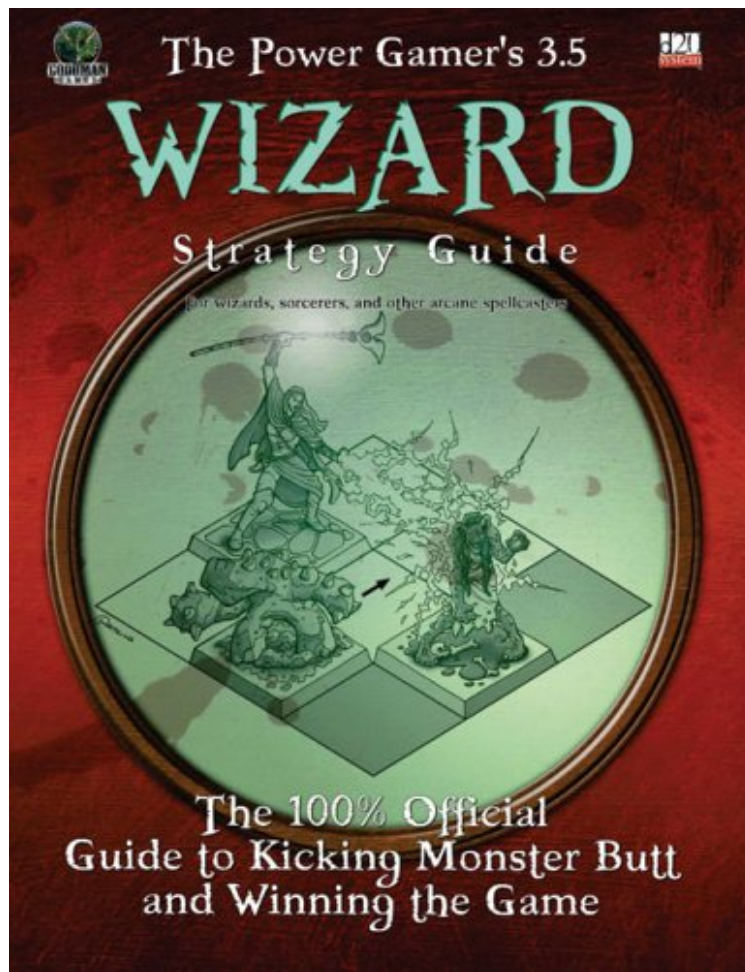


[Online library] The Power Gamer's 3.5 Wizard Strategy Guide (Dungeons Dragons d20 3.5 Fantasy Roleplaying)

The Power Gamer's 3.5 Wizard Strategy Guide (Dungeons Dragons d20 3.5 Fantasy Roleplaying)

Goodman Games Staff
audiobook / *ebooks / Download PDF / ePub / DOC



#4106180 in Books Fantasy Supplements Goodman Games d20 2005-10-17Original language:EnglishPDF #1 11.00 x .30 x 8.50l, .70 #File Name: 097680850196 pages | File size: 29.Mb

Goodman Games Staff : The Power Gamer's 3.5 Wizard Strategy Guide (Dungeons Dragons d20 3.5 Fantasy Roleplaying) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Power Gamer's 3.5 Wizard Strategy Guide (Dungeons Dragons d20 3.5 Fantasy Roleplaying):

0 of 3 people found the following review helpful. Okay for "power gamers" who just want to kill monsters...NOT for roleplayers, the whole point of the game....By J StormThis book only shows how to be a powerful wizard who fights well; it does NOT show how to provide a well rounded character for role-playing, which is the whole point of the game. If you want shoot em ups, buy a playstation! This is DUNGEONS AND DRAGONS, the tabletop roleplaying game! Consider the following: You are in the Goblin King's throneroom,and have to convince him you are NOT there

to slaughter his people, but instead to slay the red dragon that's been devastatitng the countryside. Or, you are the wizard trying to craft a new staff or spell, with MINIMAL rolling of the dice....or, convince the superstitious knighthood that you are a GOOD magician, hence, the white robes....All this book tells you is how to build a one-dimensional character that kills monsters well. If you want to roleplay, and socialize with your friends, get another book....

Kick Monster Butt You're looking at the only 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 spell uses, multiclassing secrets, and abusing the rules: that's what it's all about. **Build the Perfect Magic User** Pick the wrong spells 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 magic user. Whether you're a wizard, sorcerer, or other arcane spellcaster, if you're interested in combat, you'll learn how to max out your abilities. **Make the Right Decisions** What's the best option: "front end" spells with attack rolls, or "back end" spells that give the target a save? What's your best chance of survival: max out your ability to beat spell resistance, or max out your save DCs? **Is Weapon Focus (ray)** really a good choice, even for a ray specialist? 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 percent 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. **First of Its Kind** This book has no new rules, no new feats, and no new prestige classes. Instead, it brings to d20 the most popular book category of the video game industry: the strategy guide. **The Power Gamer's 3.5 Wizard Strategy Guide** tells wizards, sorcerers, and other arcane spellcasters how to make the right decisions to build the perfect magic user -- using only the 100 percent official rules presented in the PHB. Chock full of tables, charts, stats, and comparisons with all the number-crunching done for you, it's a first-of-its-kind product useable in ANY d20 campaign.