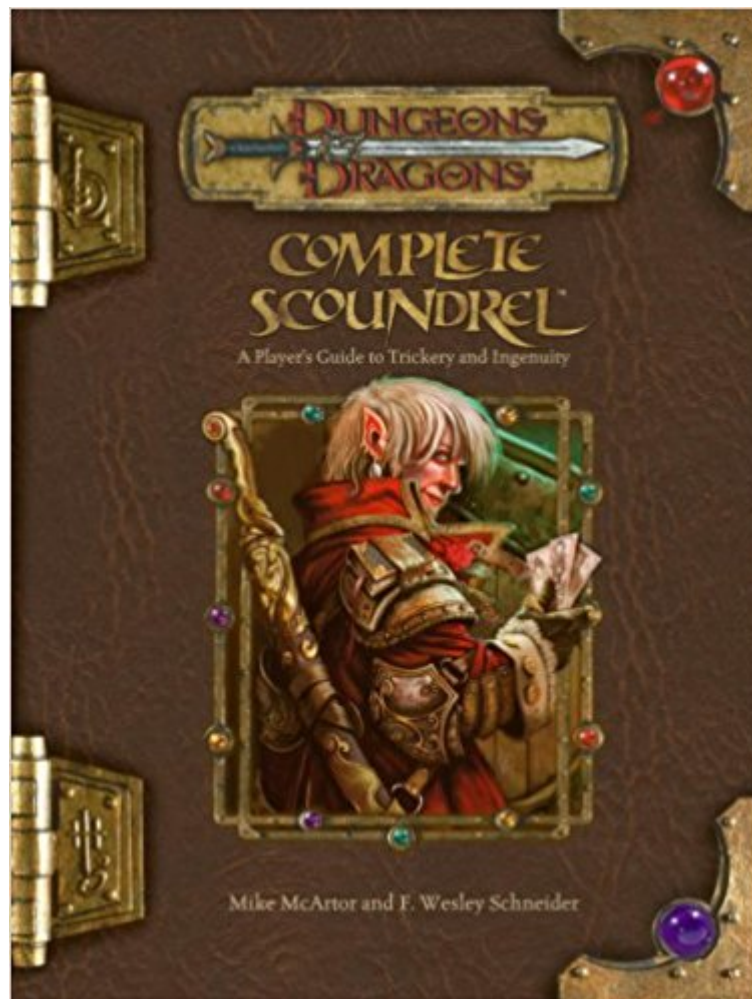


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# Complete Scoundrel: A Player's Guide To Trickery And Ingenuity (Dungeons & Dragons D20 3.5 Fantasy Roleplaying)



## Synopsis

What's Included? (1) Complete Scoundrel: A Player's Guide to Trickery and Ingenuity sourcebook for Dungeons and Dragons with bonus map Specs: Title: Complete Scoundrel: A Player's Guide to Trickery and Ingenuity Published By: Wizards of the Coast Type: Dungeons & Dragons supplement Edition/Version: 3.5 Circa Year: 2006 Overall Condition: 8 out of 10 - While we feel confident in our grading, we do not make any guarantees about the official grading potential for this or any item. - Slightly blunted corners - General wear on the covers - The pages are in tact and free of markings, "dog-ears", or other damages/blemishes.

## Book Information

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## Customer Reviews

Admittedly, Complete Scoundrel is a title that I've been anticipating for a couple of months now. Complete Mage was a superb follow up to the Complete Arcane (and for someone who does not care for arcanists, this was hard for me to admit). Perhaps my dilemma with this book was that I was looking at this to be a sort of follow-up to Complete Adventurer. Sadly, it is not. One of the things I have enjoyed about the releases since the Player's Handbook II was the alternative class features, but Complete Scoundrel entirely lacks this selling point. Instead we have the "Making a Scoundrel" section which offers class, prestige class, feat, and skill trick suggestions for different types of personalities. While this is a nice touch, most of the feat suggestions are from the other Complete manuals. Most of the feats are directly set to the expected classes: Rogue, Bard, Swashbuckler, Scout, and Ninja. Several of the Ambush feats are recycled directly from Dragon Magazine #344.

Despite the discussion that any class can display scoundrel-like tendencies, not any class can use these feats. To make up for that, we have the "Luck Feats," which provide an in-game way to do what many players may try to get away with at the table anyway: reroll a result you don't like. The skill tricks are, as described in the book, like mini-feats that have limited uses per day. Each skill trick requires 2 skill points to learn, which is exceptionally nice if you have a character that's gaining 8, 6, or even 4 + Int modifier skill points on a level up.

When I buy a book called Complete Scoundrel, I expect a tome filled with things to make your Rogue, or Bard, a better criminal or thug. When I opened the cover of the book, I was impressed by how little this book resembled my expectations. One of the first rules of character-making that I learned, was not to mirror a character on Iconic TV, Movie or literary people. Instead, I learned to borrow element of those characters as guidelines. The very first chapter of this book is dedicated to listing almost every mythic scoundrel from Conan to Han Solo! I was hoping to find different ways to make a successful scoundrel character, and there were a few hints and suggestions, for 11 pages out of a total of 157. The book gets worse from there. The next 47 pages are dedicated to Prestige classes. It is an indication of fuzzy thinking, and a drive to publish more material, without giving adequate thought to the quality of the content. Scoundrels are made at the beginning, not in the middle. To think that the writers of this book believe that prestige classes are more important than the basics of character-building is outrageous. While some of the prestige classes were indeed interesting, most of them were targetted on warrior or melee characters. The feats and skill tricks section, another 33 pages, seems to dedicate a huge amount of space to Luck related feats. I understand that luck must play a part of every rogues career, but for a player class to revolve around re-rolling bad dice throws is ludicrous! How does being lucky make one a scoundrel! Honestly, the only section of this book I found truly helpful, was the Equipment chapter. When I take this book as a whole, I have to say it was obviously rushed into production, before anyone gave thought to what should be between the covers.

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