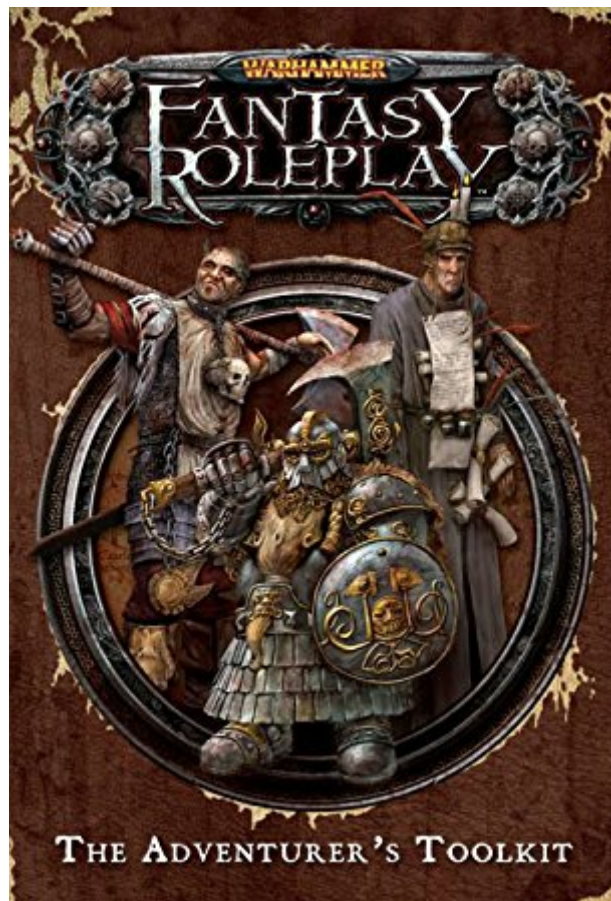


The book was found

The Adventurer's Toolkit



Customer Reviews

I got this for the additional classes. This pack almost completely rounds out the classes from the 1st edition. So, between this and the Core set you pretty much have the best of the best basic classes. Plus it has some additional bits and pieces which are always good.

First, I must say that the packaging is first rate. The box is small, a little larger than a thick trade paperback, but it's sturdy and has a similar design to the main Warhammer Fantasy Roleplay Core Set. The box is intended for use to store a player's cards, character sheets, career, etc. There's a lot packed into this small box: a fresh pad of full color character sheets, 4 new party cards, more of the basic cardboard tokens (fatigue/stress, stance/progress track, etc.), many new cards (small and large, including another set of "basic" action cards to accommodate another player), 10 new careers, and stand-ups. Among the new cards, you get many new actions, talents, and ability cards to support the new careers. There are also new condition cards for new conditions like "intoxicated". You also get 6 new wound cards. There's a career-sized card for the Ratcatcher's Small But Vicious Dog along with some "trick" talent cards which can be slotted to the dog's card. Two new item cards are included: Gromril Armour for ironbreakers, and a Greatsword of Hoeth for sword masters. Many of the new careers are as interesting as the best offerings from the core set. Here's the list of new careers you get: Bailiff, Bounty Hunter, Dockhand, Ironbreaker, Pit Fighter, Ratcatcher, Scribe, Smuggler, Sword Master, and Wardancer. The new party cards are: Glory Hounds, Defiant Scoundrels, Diplomatic Entourage, and Outhbound. The price is reasonable, but the MSRP on this item is a bit steep. For the MSRP, I would have appreciated some extra dice. That's really my only complaint.

This is a great edition to the warhammer game. The Ratcatcher is pretty cool (reminds me a little of the hunter in WOW). The weapon/armor introduced are pretty cool without being too powerful. If you enjoy warhammer fantasy this is a great edition to the game.

It contains more classes and everything you need to completely add another PC in WFRP. Great addition if you need some more pieces or you just have one more person over the cap (happened to me).

This is a great product, includes some new options for players to choose with regard to careers as well as some additional cards for different kinds of actions and some new talents for character

advancement. The follower rules for the rat catcher's pet dog are implemented very well!! Plus the small sized box is perfect for organizing the cards for the game and holding dice or tokens during play.

This is a no-brainer. You want this if you have the game. I love the rat-catcher and his "small but vicious dog".

This is a great supplement for WFRP 3rd edition. First off, there is a ton of stuff in this box: more action and talent cards, ten careers, new party and character sheets. To top all that out, the price is very reasonable now. I got my box extremely quickly through , punched out the tokens, and we were playing the game that night having a blast with two players rolling the ratcatcher and swordmaster right away. Great addition to the game and if you're confused about the contents, fantasy flight posts all the contents on their website. I love this game, no more digging through books forever to figure out what abilities your character uses, everything on a card you keep for reference. But if you like the traditional book format, get the players and gm's guides instead.

TLDR version : A good buy for a WFRP3 fan, but this product isn't going to change the minds of those who are not drinking the kool-aid. Something that RPG buyers need to remember with WFRP3 is that you are not buying a book. So do not compare it to a 30 dollar RPG book, because if you are counting words/mechanics, the WFRP3 supplement will lose. You will also gain, at minimum, two insanity effects (see what I did there?.) That being said, here are my impressions of the product. Good : * Interesting careers, with new mechanics for some. For example, the swordmaster and ironbreaker have career specific items that they come with. Like the trappings of old. Also, the rat catcher has a very compelling mechanic with the small but vicious dog. Should have they been included in the original set? Sure. But not everything is going to fit in one release, either. * Action cards. There are some really neat new cards, esp. for melee oriented careers, along with more intelligence based ones. In addition, there are more duplicates of commonly used cards. * The rest of the cards. All good stuff as I can tell. Nothing seems amazingly under/over powered. Bad : * No Halflings. Bummer. Perhaps FFG cannot find a way to make them mechanically viable. * I personally do not care for more cardboard chits and the like. I would have preferred more cards. Or Hobbits. * Not really a bad, but I would like to have some kind of clue what will appear in the future, as far as upcoming WFRP3 releases go. Bottom line : You should get this if you like what WFRP3 has to offer. If you are having difficulty appreciating what WFRP3 is and expect a big book, then

stay away.

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