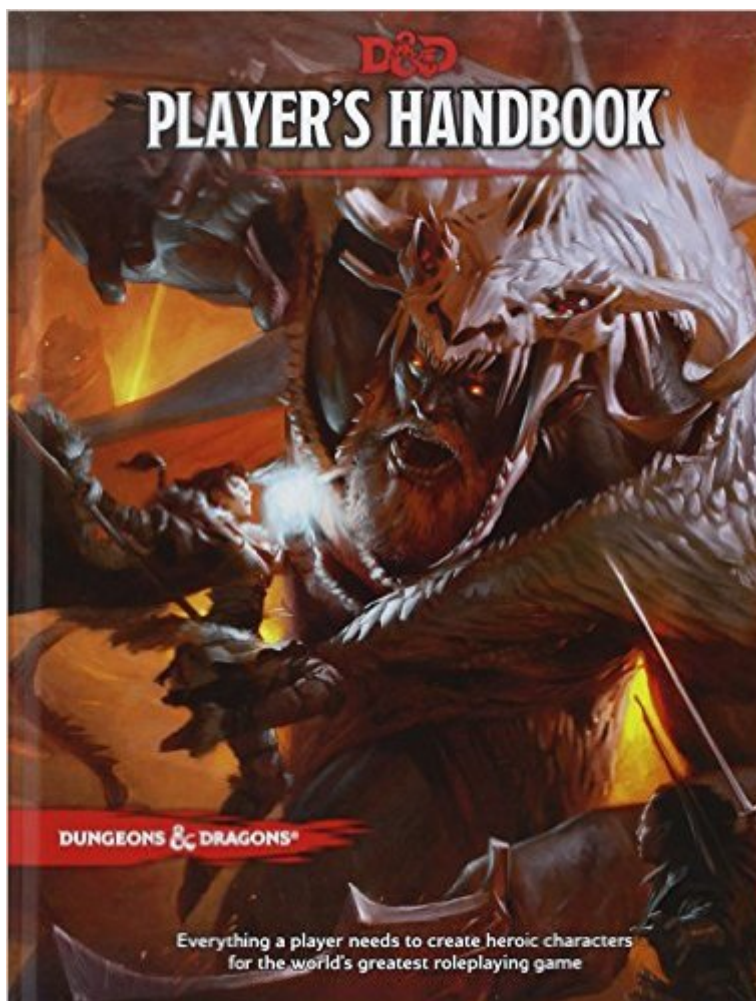


The book was found

Player's Handbook (Dungeons & Dragons)



Synopsis

Everything a player needs to create heroic characters for the world's greatest roleplaying game The Player's Handbook® is the essential reference for every Dungeons & Dragons® roleplayer. It contains rules for character creation and advancement, backgrounds and skills, exploration and combat, equipment, spells, and much more. Use this book to create exciting characters from among the most iconic D&D® races and classes. Dungeons & Dragons immerses you in a world of adventure. Explore ancient ruins and deadly dungeons. Battle monsters while searching for legendary treasures. Gain experience and power as you trek across uncharted lands with your companions. The world needs heroes. Will you answer the call?

Book Information

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Customer Reviews

I am going to try to not duplicate the information provided in most of the other 5 star reviews because I agree with the vast majority of them. I am an oldster, have played every edition of D&D there has been, most of them being released when I was of legal drinking age, and IMO this is the best edition ever. I have not been this excited about a version of D&D since 2nd edition was released. It appears to me to have taken all the best, from a game design point of view, and most popular aspects of earlier editions and put them in one book. Another way to think of it is that this edition is the most true to the game principles set forth in the earlier editions, especially AD&D 1st and 2nd editions, while at the same time carrying the more modern and popular principles from 3.5 and even the much maligned 4.0. I have to admit that I completely steered clear of the earlier play test versions, and was more than a little skeptical of the approach taken in getting feedback from so

many play testers. I was worried that we would end up with a "too many cooks spoil the stew" situation; a game that was a convoluted mish-mash of everyone's "favorite rules" creating an incoherent and largely unplayable mess. I am pleasantly surprised to say that I was 100% wrong about the effectiveness of the play test process and the finished product. Contrary to the opinions in some of the lower star reviews, what I am holding in my hands and have read cover to cover is a very "tight," comprehensive, elegant, and fun set of rules. Who is likely to like these rules? I think both the veteran player who cut his or her teeth on any version before 3.0, and a brand new player will like them.

So, the fifth edition of the venerable Dungeons and Dragons game is officially out, with the Player's Handbook ready to be picked up, combed through and played by the world. Is it good? I think it's good. I think it's a great implementation of all of the game's best and most beloved ideas. I think it might be my favorite edition yet. To give a little background (and you can feel free to skip this paragraph if you want to get to the meat of the review), I started with 3rd edition, which came out all the way back in 2000, when I was in middle school. I played it through high school and college, and enjoyed it well enough, but eventually the weight of its mechanics began to grate on me. By the end I gave up on 3rd edition, finding it bloated and horrendously inelegant. When 4th edition was released in '08, I was excited. I bought all the books at once and devoured them. I wasn't sold on the powers mechanics and the intense focus on combat, but my buddies and I tried it out. We gave up after a couple months and I sold the books. It was okay, but not my cup of tea. In the end, I, like a lot of folks, gained interest in the older editions of the games, the ones that predated my own D&D experiences, the ones that sounded to me like ancient, esoteric and arcane books of mystery, whose rambling prose and absurdly convoluted mechanics became somehow enticing. We played a little bit of the older editions, mostly the old Basic edition of the game, and had a lot of fun, though it was more due to the ability to ignore the rules entirely than to any intended strength of the system. Still, after a few games we gave up on tabletop roleplaying games all together.

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