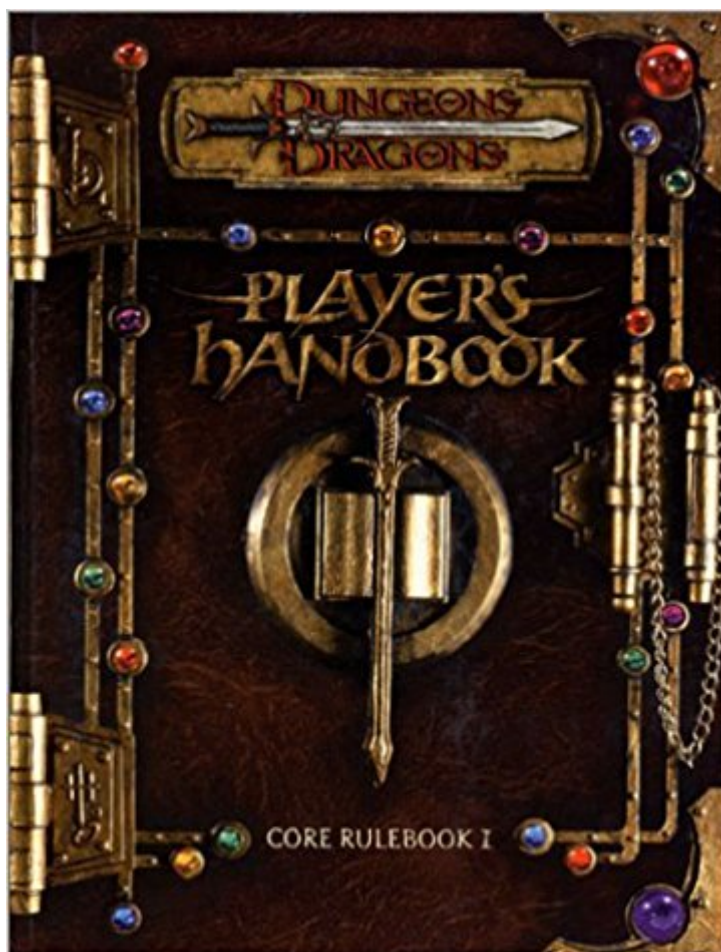


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Dungeons & Dragons Player's Handbook: Core Rulebook 1



Synopsis

Each of the Dungeons & Dragons core rulebooks has been revised and updated for clarity and content. Each revision integrates user feedback received since the original product release so as to address the specific wants and needs of the player and Dungeon Master audiences. The overall rules system remains intact, with changes targeted specifically at elements of game play that were considered under-powered or incomplete. These revised editions also contain bonus content, such as new feats, that are exclusive to these editions. In addition, the new and revised content instructs players on how to take full advantage of the tie-in D&D miniatures line planned to release in Fall 2003 from Wizards of the Coast, Inc. Overall changes to all the titles include making complex combat easier to understand and provide more information on interacting with and summoning monsters. Specific changes include the following: the Player's Handbook received revisions to character classes to make them more balanced, and there are revisions and additions to spell lists.

Book Information

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Customer Reviews

The Dungeons & Dragons 3rd Edition Player's Handbook contains all the rules you need to create characters and begin adventuring with the world's most popular role-playing game. Newcomers to the game will appreciate this book's clear explanations, effective examples, pleasing layout, elegant rules, and brilliant art. It's never been easier to create and role-play a heroic human ranger, cunning elf wizard, or any other fantasy character from the game's 7 races and 11 classes. Old-school players will likewise be pleased, as the outdated AD&D rules system has been given a thorough overhaul. Gone are almost all the old restrictions on race and alignment. Halfling sorcerers, half-orc paladins, dwarf barbarians, and gnome monks are now possible. THACO, negative armor class,

funky saving throws, inflated ability scores, heat-based infravision, and just about every other needlessly complex rule has been reworked into a faster, more consistent, and more fun system. Players can choose unique special abilities for their characters as they gain levels, which means that even two fighters of the same race and class can have very different abilities. The end result of all these changes is a dynamic game with more customized characters. Almost every page has some form of new artwork, and the art almost always serves to explain a concept or illustrate a point. The book is filled with example montages that help to show the difference between human, half-elf, and elf, or relative size differences between creatures, or what the various levels of cover and concealment look like. These illustrations make the rules much more clear. The style of the artwork is consistent throughout the book and is a definite departure from older editions of AD&D. Instead of the classic medieval artwork of Larry Elmore, the new book has the spiky, leathery, Mad Max-meets-Renaissance look of the Magic: The Gathering card game. We would have preferred less radical artistic changes, but we love everything else that Wizards of the Coast has done with Dungeons & Dragons. The rules are fast and clear, and the characters--including the new sorcerer class and the return of the monk, barbarian, and half-orc--are fabulous. If you're new to the D&D game, then this rule book is the perfect introduction. And if you're an old-school gamer who played D&D back in the day, then welcome to the new era of D&D. You won't want to go back. --Mike Fehlauser

I was thinking I was purchasing a 3.5 PHB (or Player's Handbook) for D&D, but apparently I was wrong and ended up with 3.0. Nonetheless, it has all the incredibly vital information a player needs to make a character. All of it. Aside from a DMG (or Dungeon Master's Guide), this book is all you need to make a basic D&D character. There's a few things that have been updated in 3.5 that 3.0 doesn't have, but I haven't sat down and looked those things up yet. It's practically the same book, only with several different pictures in it. If you're just starting out in D&D, then this book is key. You don't need any other book (the Dungeon Master, or DM, is the only one who needs the DMG). All the other books are just icing and flavor. The Races books (Races of the Wild, Races of Stone, etc), Monster Manuals (I-IV), Book of Vile Darkness/Exalted Deeds, and so on and so forth are just fun extras. The DM might want to own a Monster Manual or two, but all they have are stats for monsters if the DM feels like being lazy and doesn't make up the stats on his own. Some people prefer having all those rules and stats handy, some don't want or need them. It's up to the DM to decide that. But the bottom line is this: everyone that wants to play needs this book. It has stats for your character's class as you progress through the levels, as well as feats, skills, spells and their descriptions for

when they do level up. On top of that, it has rules for movement types, rules on engagement with enemies, alignment (again, if your DM is a stickler for rules/realism) and statuses--like forced march, and the weight of their weapons and armor (if the DM is a stickler for realism). No one can play Dungeons & Dragons without this book--not the DM, not the players. Having at least one copy is important, and the more players bring their PHBs, the better--it makes for less time of people asking to pass it to them so they can look at their spells/feats/skills/whatever.

I got this first edition book used for next to nothing. It was in really great shape! The only bad point is it did not come with the first edition video. But that's okay, I'll get one some time. This book is very interesting because it goes into great detail on how to go about building your character and the basics that make the game easier for the new guys (and gals) to get up to speed. The illustrations are awesomely detailed. Also shows you how to prepare a proper sheet and binder composition. For ANY someone that is trying to just jump in there and start playing (like me) will really benefit by going through this beginner's guide. It was very helpful in understanding the uses of magic, stamina, vulnerability, intelligence, etcetera, of each race. It really help me grasp the concept. It also enlightened me as to how intricate and complicated this game truly is. And by what I have found, it is more popular than ever. I read that there was a new D20 3.0, it was nicer and great quality, but still basically the same. I will probably get that one as well. I was very pleased with this book. EVERYONE that loves gaming needs to get into this. What hooked me was the fact that you don't necessarily need a gaming console to play one of the greatest games ever.

It's about time.WOTC has applied their lawyerly precision to the granddaddy of all role-playing games, and the result can only be described as cathartic.The first impression a veteran gamer will have is that the visuals, the feel of the game have been given a major upgrade. Quality art and image are a definite plus in the RPG world and this book's art and layout is a major leap from such dismal products as the previous version of the Player's Handbook.Diving into the rules, it becomes immediately apparent that making the game simpler and faster was a major priority. All classes now advance in levels at the same rate. Character attributes have been streamlined, the original six saving throws have been cut to three intelligently defined categories. Combat now has one (1!) initiative roll for an entire encounter. Annoying complexities like weapon speeds and size-based damage have been eliminated. Combat encounters will no longer bog down on die rolls and flipping through tables, although players will very likely be asking for more time to consider the many more tactical options they now have.The flexibility of the new rules is almost alarming. A DM under the old

rules was forever looking for rules to say "no, you cannot do that" to a particularly innovative player. The combat tactics and feats in the Third Edition emphasize trade-offs. If a high level fighter wants to use all of the attacks he is allowed in a round, his movement is restricted. If a person chooses to switch weapons in combat they must now consider how they switch (sheath the old weapon, or drop it?) and what they switch to (missile weapon? Melee weapon?). Poor choices could allow an opponent an "attack of opportunity," a marvelous addition to combat rules which adds all sorts of new dimensions to the standard "charge and attack" mentality. Race/level restrictions are gone - be anything you want, but some combinations are better than others. Gain attribute points as you increase levels, multi-class as you go along... It makes a DM's head spin. The clarity of the rules, particularly in a topic as historically dreadful as spells is very impressive. While I am certain that my players will (as ever) come up with exotic ways of twisting a particular spell description, it is gratifying to see that spell descriptions have been made less ambiguous. The integrated layout (thankfully alphabetized across all levels and classes) eliminates previously standard questions like "anyone remember what level Wall of Force is?" as well as maddening entries like "This spell is exactly like the 4th level wizard spell of the same name..." (argh!). The new PH contains twenty-odd pages at the end that give a skeletal view of creatures, magic items, and other essentials to begin Third Edition play immediately without the new DMG. They are an unfortunate and necessary workaround the release schedule of TSR. It is aggravating to read the section disclaimer and think that these pages in your brand-new book might contain rules that will be superseded, or discarded as soon as next month. That aside, as a veteran of eighteen years of campaigning, I'm thrilled to have the new edition Player's Handbook on the shelf. It's a revision that will add new players to the fold, and serve as a shot in the arm for long-time gamers.

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