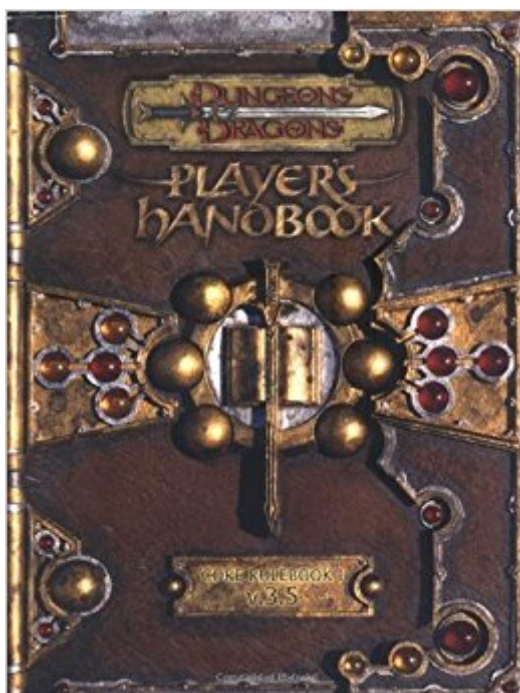


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Dungeons & Dragons Player's Handbook: Core Rulebook I V.3.5



Synopsis

Endless adventure and untold excitement await! Prepare to venture forth with your bold companions into a world of heroic fantasy. Within these pages, you'll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons & Dragons roleplaying game. The revised Player's Handbook is the definitive rulebook for the Dungeons & Dragons game. It contains complete rules for the newest edition and is an essential purchase for anyone who wants to play the game. The revised Player's Handbook received revisions to character classes to make them more balanced, including updates to the bard, druid, monk, paladin, and ranger. Spell lists for characters have been revised and some spell levels adjusted. Skills have been consolidated somewhat and clarified. A larger number of feats have been added to give even more options for character customization in this area. 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 the fall of 2003 from Wizards of the Coast, Inc.

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Customer Reviews

This Revised Edition (also called 3.5) of one-third of the Dungeons & Dragons trinity of core rulebooks (the other two being The Dungeon Master's Guide and The Monster Manual) contains errata, rules updates, and outright changes to the already-published Third Edition rules. The majority of changes are made in a quest for the holy grail of game rules: balance. To prevent boredom and enable creative choices, no single ability, spell, character class, or weapon should have an overwhelming advantage over another. So what has changed? The spells Harm, Heal, and Haste have been toned down. Other spells have been adjusted or renamed. Weapons are

classified by the Size of the intended wielder, not the size of the individual weapons. A noteworthy effect of this new weapon size system is that Small characters can wield small-size greatswords, longswords, spears (with reach), and other two-handed weapons. Classes have been tweaked. Bards and rangers received the most changes. New feats have been added (some original, some from the builder books), and some feats have been altered (a Power Attack now gives double benefit for two-handed weapons). Redundant skills have been rolled into one (such as sense motive and read lips) while others have been renamed (such as "wilderness lore" becoming "survival"). Skill synergies have been expanded and knowledge skills now include appropriate monster lore. In addition to outright rules changes and tweaks, much of the core rule content has been clarified and updated with 3E errata. The combat section, in particular, is organized much better. Even the dreaded grapple rules are now relatively clear. A much-appreciated import from the D&D Miniatures game are new and simple rules for cover and line of sight, as well as clear photographic illustrations of the concepts of facing, attacks of opportunity, and reach. All in all, 3.5 is a welcome update. The typographical errors are forgivable, given the extent of the update. The new options available to players (in the form of new class features and feats) make the play experience more fun. Veterans will enjoy re-learning the game they love and exploring all the new character possibilities. Perhaps more importantly, they'll find that introducing new gamers to the admittedly formidable D&D ruleset is easier with 3.5 than it was with 3E--call it a +2 circumstance bonus. --Mike Fehlauser

I'm giving it 5 stars because of the quality of the book I got (used). It looks like it's never even been read; though it had the previous owner's name inside the cover. The reason that I bought this (and that I want to give it five stars) is that this was the last "good" version of D&D. In 4.0, the entire game was refactored and all the things that were fun were removed from the game. For example, it's all about combat mechanics and pushing the opponent into position for others to use their spells/abilities. Every class is so balanced that it doesn't matter which one you are, they're all the same... nothing interesting about any of them anymore. In 4.0, the D&D team decided to remove all the concepts of non-combat spells for magic users, so that there are no more of the really cool spells. Also, there are specific moves that you're allowed to do for each class; that makes it feel like a video game: you push the button and the move happens and you see what the damage is. There is no more imagination to try to think up your own moves and assess the damage. The 4.0 game is designed on the assumption that the DM is five years old and won't let you do anything that can be read from the rules verbatim. Terrible compromise in my opinion, which takes away much of the

fun. Next, they got rid of many of the classic classes and races and replaced with bizarre ones that take the game in a whole new direction. **DISCLAIMER:** I only have the first three core books for 4.0, and I'm aware that they came out with many more to fill in the blanks, but seriously, do you want to have to buy all those books just to version up one step from 3.5 to 4.0? Also those books have GIGANTIC font and whitespace issues, so you're really not getting what you should out of them. OK, enough of this rant and bash on 4.0, this is a review of the 3.5 book. It's nothing short of stellar. The combat rules and ability rules are concise and full-featured. There is plenty of room for expansion by the DM to cover all the scenarios, and there are few loop-holes for the characters to exploit. The book itself is about 50% spells, so the rich fantasy capabilities are still in this version, and the weapons and fighting rules are thoroughly explained. Yes, this version (3.5) is more complicated than the new one (4.0), but you can always "dumb it down" to speed things up if you need to. Overall, I have thoroughly enjoyed this version and would recommend it to anyone out there upgrading from the previous versions, or anyone that is disillusioned with the new 4.0 limitations and wants to downgrade to something that still captures the essence of D&D.

This is the Player's Handbook for D&D 3.5. It is the first book you will open when getting into the system, and the one you will rely on the most. It lays out the basics and the mechanics of the game, and gives you a source to refer to for just about any need. With this tome, you will be able to create a fictional character, to take part in an epic adventure with your friends or family. There are hundreds of D&D books and websites out there, all teeming with useful information, but this book remains the go-to for a lot of basic information. Need to quickly look up the price of a horse-drawn cart? It's there. How about the base stats for someone of the elf race? It's there, too. Wizard class information? Feats? Rules on grappling? All there. It's also a very nice book to have a physical copy of, and each person's handbook takes on a life of its own, from sticky notes inserted in the pages, to scribbles and highlights in the pages. The book is filled with excellent information, examples, and wonderful illustrations. The book is of a somewhat heavy construction, so it'll last for years if treated right. Inside this book's pages are hours of enjoyment and fun for all ages. However, 3.5 is one of the more difficult versions to learn, but don't let that intimidate you. It takes quite a while to learn everything, and in the time it takes, you will be playing part of countless adventures, to where you won't even realize how much you've learned! All in all, I would recommend this to both new and seasoned players alike. It is an excellent addition to any gamer's rulebook collection.

I have played both 3.5 and 4e multiple campaigns and have found various problems with both but

overall they are both excellent. I prefer 3.5 personally but for new DMs and new players 4e is the way to go to get used to the general mechanics and ideas of what D&D is about. But 3.5 denotes more realism and although it can seem rather chaotic when you first start it is the better of the two. Professions, crafts, and ecl characters were generally disbanded in 4e trying to make "balanced" characters. This presents a positive and a negative. The positive being all are "equal". The negative being that there is no dimension to the characters. Everyone just so happens to be level one when the bump into one another in a random town. Ecl characters are also great to have a more exciting game right out of the gate. Making it more challenging and the encounters become more interesting without having to wait to level up. So if you wish to have gameplay that has more openings and more possibilities I'd suggest the awesomeness that is 3.5. If you wish for an equal and easily accesible game go get 4e. But remember no monster-character campaigns. The final thing that is great about 3.5 is you roll for pretty much everything (hp/Skill points) and you can make a character that is more personalized creating for a more interesting game.

Great book for a great game. If you are interested in Dungeons And Dragons 3.5, you need this book.

I've been playing D&D for years, but very soon I'm going to DM my first campaign. That decided, I needed my own players guide to build my own trove of prebuilts and I love the 3.5 edition set. I've been used to playing 3.5 and I feel it's a very effective way to play D&D. I haven't tried out 5e yet, but until then I will proudly carry my 3.5 Ed.

was better than expected and came ahead of schedule

Core book, a must have.

Despite the combat heavy rules, still one of the best editions of D&D. Note you will also need the Dungeon Master's Guide to make a complete set of rules. You will likely want the first Monster Manual as well, since this contains basic creatures that many published adventures refer to. It is also much simpler than trying to create enemies from scratch.

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