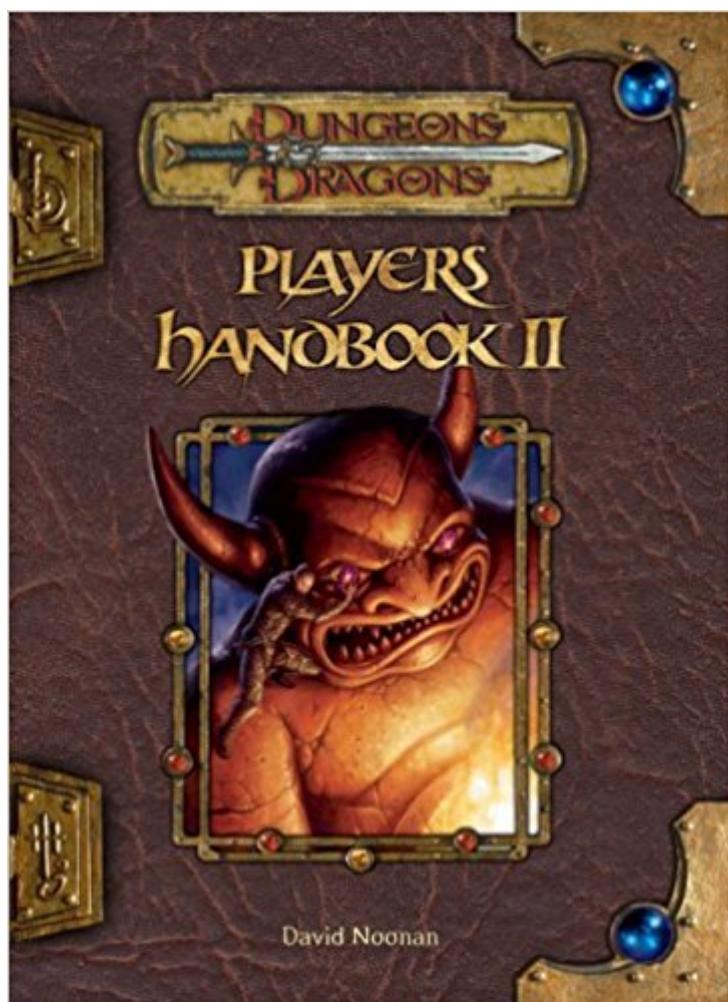


The book was found

Player's Handbook II (Dungeons & Dragons D20 3.5 Fantasy Roleplaying) (Bk. 2)



Synopsis

The Player's Handbook II builds upon existing materials in the Player's Handbook. This is the first direct follow up to the best-selling and most used D&D rulebook. It is specifically designed to expand the options available for players by both providing new material and increasing the uses for existing rules. Included are chapters on character race, background, classes, feats, spells, character creation, and character advancement. New rules include racial affiliations that make race matter as a character advances in level, new character classes and alternate class features for existing classes, new feats, tools for rapid character creation, and additional organization and teamwork benefits -- an option first introduced in Dungeon Master's Guide II and Heroes of Battle.

Book Information

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Customer Reviews

Much like the dungeon masters guide 2, the Players Handbook 2 (in my opinion) should've been produced first. The manual covers all kinds of logical ways for beginners to create wonderful characters and is an excellent buy for anyone who is interested in a good read along with learning the 3.5 system. Again, it's my feeling that Wizards was under pressure to publish a manual addressing game mechanics & rules right away to allow for a product to be on the shelf. The Players Handbook 2 for sure picks up for what was lost in the first manual and also contains a few more rulings (more like house rule introductions). Well worth the money and well worth the read. For any one who's never played D&D before, they should read the PHB2 first and have the first manual on hand for reference and cross comparisons.

Arguably better than the original Players Handbook for good character content. Contains enough stuff in here to really make your character shine. As a 3.5 DM, I recommend it to every player.

This was a Christmas gift and it was well received.

By this point, if you're considering PHB2, you've decided whether D&D is a good system or not, and you've read a ton of supplemental materials with variants on every character idea from the shape-shifter to the illusion-user. PHB2 offers a few MORE class variants, including ground-up base classes and options to modify the core PHB classes. I was hoping for "non-spellcasting" options for Paladin, Ranger and Bard, but they aren't there. As for the new feats - there are a ton! Some of them are extremely powerful, so if you're a DM, you need to pick and choose which ones you allow instead of allowing them all without a thought. Some are good ideas that should have been in PHB1 (Shield Specialization) and others are neat tricks that would help a fighter or wizard further specialize. The rest of the book isn't all that useful. The ideas on personality and background archetypes are probably more useful for DMs creating fleshed-out NPCs fast than for players, who prefer to write their own background and personality thank you very much. They are a fun read, especially if you've read *The Tough Guide to Fantasy Land* by Diana Wynne Jones; PHB2 basically contains an exhaustive list of *every* cliched fantasy character background and personality archetype ever created. Writing: The writing is clear and descriptive, often to the point of being laboriously exact. It's also well written. It's everything we've come to expect from the new d20 quality standard. The art is very good, as well (and you gotta love the cover art!). This book gets 3 stars, mostly for the feats. You'll use the Core rulebooks, Spell Compendium, Complete series, and Miniatures Handbook (even if you're not big on miniatures) more often, but it's worth having one PHB2 in your gaming group.

Perfect condition book at a reasonable price

Some good features. Enjoyed new feats & spells, but some of the variant rules didn't thrill me and seemed to have a lot of "filler"

this is mainly for high level characters. i found some of the info useful but for the most part could have done without it.

Nice edition to AD&D 3.5 games

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