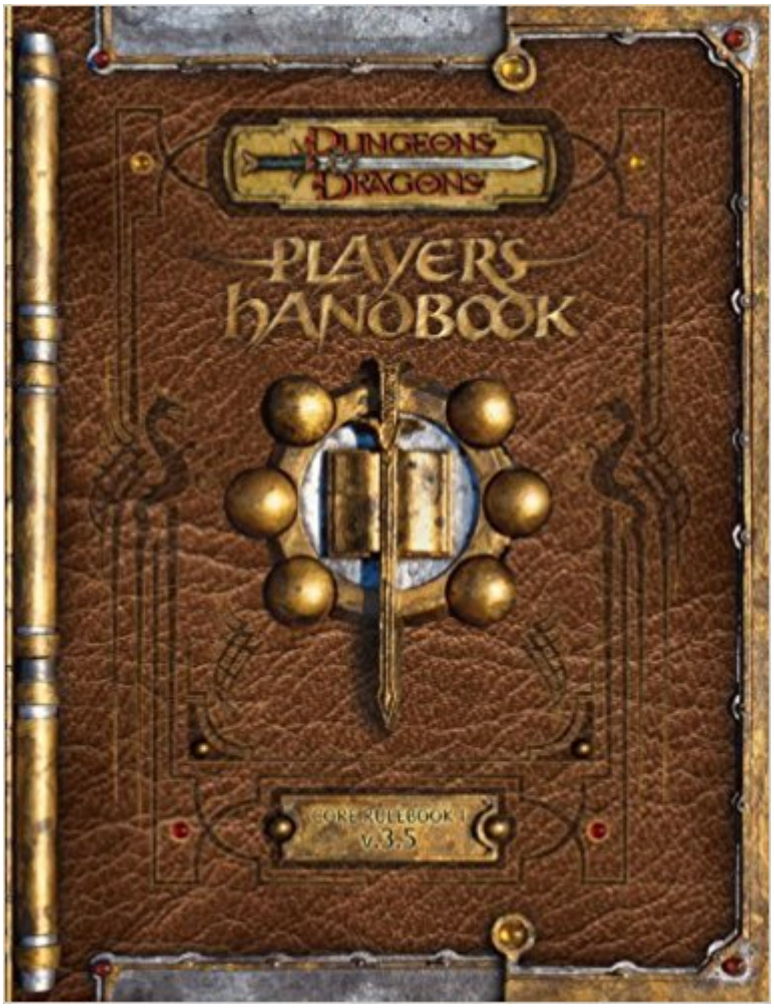
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Dungeons & Dragons 3.5 Player's Handbook



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Synopsis

Wizards of the Coast reignited and reinvigorated the roleplaying game community when it released the 3rd Edition DUNGEONS & DRAGONS game in 2000. In 2003, the core game rules were revised to include errata and playtesting feedback, and then re-released as this series of v.3.5 core rulebooks.This reprint of the v.3.5 core rulebooks keeps this popular version of the D&D game in print and available to 3rd Edition players seeking to replace their old books as well as new players seeking a 3rd Edition game experience. This book includes the most up-to-date Player's Handbook errata.

Book Information

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Customer Reviews

Pristine. Feels like it came right off the press and was placed into my hands. It's a shame the price of a source book that's two versions old is still priced so high, but I'm happy I purchased a new copy instead of a used one. The core books are worth spending a little extra on.

Must have for Dungeons and Dragons players of the 3.5 edition. Whether you are the dungeon master or a player, this book is what you need to crate your character and start understanding the rules of the game. I purchased one for myself and one for my players to keep for themselves. Now they can level up their characters, read about rules, and find new feats and skills on their own time. Saves time so when they come to a gaming session we can get straight to playing!

Positives:-The physical quality of the book is perfect. The cover of the book feels strong, durable, and pristine. The pages of the book share the same qualities.- The artwork found within the book is captivating and adds a deeper level of immersion.- The text is very flavorful and keeps you entertained as you're reading the rules and nuances of the 3.5 edition of Dungeons and Dragons. Regarding the rules, they are very complex. Speaking as a newcomer to Dungeons and Dragons, there are many variables and rules to take into account. At first, the amount of rules that stand before you feels overwhelming. However, the rich text will grab you and entice you to read more. Eventually, you will get a solid understanding of the lore and rules that go with play.- There is an ample amount of examples that gives you another level of understanding. This helps tremendously if you are just coming to the game.Negatives:- As stated before, if you are just beginning in Dungeons and Dragons, there is a very steep learning curve.- There isn't really a solid walk though in regards to setting up your character sheet. You have to do a lot of cross referencing with various pages and chapters.- Combat system seems a bit lacking in regards to spell castors. This may just be an opinion derived from my newness, but only being able to cast a set amount of spells per day without having to restudy your spells from your spell book seems restrictive.

Great quality book, arrived quickly as well. Exactly what I was looking for.

This new edition of the classic 3.5 PHB has the errata, etc seamlessly edited in- that's the good news. The bad news is that it's seamlessly edited in, thus other than the spiffy new cover it doesn't seem like it's new. But quite a bit has changed.It's nice that WotC has admitted that 3.5 was a classic and are now giving it some support.I still prefer Pathfinder but for my one remaining 3.5 game, this was a nice thing to find. Everyone still playing 3.5 (or thinking of going back after 4th ed) needs to get one of these.

It must have been hard for the Wotc design team to concede what an abysmal failure 4e had been when they green lighted the reprint of this edition, but money doesn't lie; Pathfinder's unbelievable success confirms the fact that this remains the finest edition of the game to date, and this reprint only confirms that fact resoundingly.The book itself is incredibly well put together, the cover sumptuous, and the errata is integrated into the text without any problems. It's such a good looking book that I may have to pick up another one in a month or so; 3.5 will be around for some time.Kudos to Wizards for the reprint.

So this player's handbook should be considered your characters lifeline. When you neglect the book, you neglect the likelihood of your character seeing another adventure in your campaign. Study the book, love the book. And in the end your DM will (hopefully) be merciful. Either that or you can drink the enlargement potion your DM gives you, and while staring your DM in the eye crush the de-enlargement potion, then go on a murder rampage and single-handedly kill all of your leads thus ending your campaign...see how that turns out. (It was awesome)

In my opinion, exactly as it should be. The book shipped quickly and arrived well-packaged. I am not familiar with the older version of this book thus I cannot leave a review which may help you compare them or spot the differences.The binding looks solid and the print is very nice.

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