Player's Handbook

Wizards RPG Team , Monte Cook , Jonathan Tweet , Skip Williams

Player's Handbook

Wizards RPG Team , Monte Cook , Jonathan Tweet , Skip Williams

Player's Handbook Wizards RPG Team , Monte Cook , Jonathan Tweet , Skip Williams
Core Rulebook I

Tools and options to create characters for Dungeons and Dragons Role Playing Game. Updates bard, druid, monk, paladin, and ranger, spell lists and levels, skills, more feats.

Player's Handbook Details

Date	:	Published July 1st 2003 by Wizards of the Coast (first published January 1st 2000)
ISBN	:	9780786928866
Author	:	Wizards RPG Team , Monte Cook , Jonathan Tweet , Skip Williams
Format	:	Hardcover 317 pages
Genre	:	Games, Role Playing Games, Fantasy, Gaming, Dungeons and Dragons, Reference, Sports and Games

⬇ Download Player's Handbook ...pdf

▤ Read Online Player's Handbook ...pdf

Download and Read Free Online Player's Handbook Wizards RPG Team , Monte Cook , Jonathan Tweet , Skip Williams

From Reader Review Player's Handbook for online ebook

Ethan says

An improvement over some of the smaller issues that 3.0 had, but still suffers from the endemic problems D&D has.

Phoenix Scientist says

Good, solid system, and I can see why it's one of the pillars of the RPG world... but I can also see how dated the system is as a whole. It seems a bit limited in its world and in its system as being almost completely combat focused.

Julian Meynell says

In many ways it is annoying that this book was put out. It is probably the best iteration of D&D, although, I think 2nd edition was more conducive to role-playing, but it came out to soon after 3.0 and then was ditched for 4th edition too soon. I looked at 4th edition, but everything that I saw made it look like a complete disaster.

I am in the process, years after everyone else of switching from 3.5 to Pathfinder. Pathfinder is what 3.5 should have been. In it they comprehensively go in and alter it to fix all the glitches. There is no reason, that this could not have happened with 3.5. I think it is pretty clear, that for the last ten years or so, the people in charge of D&D making decisions at Wizards/Hasbro have been corporate types, who have never role-played in their life and that they are intent in driving all their fans away. D&D is old school, rules heavy role-playing with an emphasis on combat.

There has been this intent to switch D&D from being a role playing game to the worlds most complicated Skirmish miniatures game. My hope is that the next edition will end this trend. If it does, I might go back. Otherwise this is the swan song of D&D for me. The best of the system, although only barely. Despite arguably being the peak of D&D, it is also the time when Wizards turned to a Warhammer, all our customers are idiots, philosophy and the destruction of their intellectual property.

Patrick says

Not really sure when I read 3rd and 3.5 but they were decent. I won't even review 4th edition... I heard about it, then borrowed the books from a friend who had played it, read it and was appalled at the fact it was basically no longer D&D.

Brian Wilkerson says

I bought this some time ago for research purposes and I finished reading it last year. Since then, I have also read "Complete Divine" and I'm in the process of reading "Heroes of Battle". For a world-building nut like myself, this stuff is like a triple chocolate sundae with sprinkles for my mind. It's not a novel so I'm not going to use my usual grading scale.

Note: I read on Tvtropes that different versions of the game have their own divided fanbases just like different volumes of a novel series. This is the only version I've read about so I don't have anything to compare it to.

There's lots of stuff here that I recognize without reading it before. Talking Is A Free Action, for instance, is a trope on Tvtropes. The idea of quests for treasure and such is much older than D&D, of course, but I see here the modern template.

?
Then there's influence I see in video games. I know that turn based combat in video games came from board games like this but now I see that "successful attack role" meant that out of a series of attacks, one or more or them was successful. The in-universe combat does not stop. Also, I see that consoles in video games do the dice-rolling calculations that players do. A D&D board game is like a video game without the restrictions (assuming a sufficiently flexible/skilled/adaptable DM, of course).

I quickly saw how useful this could be for creating characters in a novel. Everything one needs for player building can be repurposed for character creation: background, abilities, religion, language, naming conventions, motivations, culture, behavior etc. This is the foundation for making a character more a collection of facts just as it is for making a character more than a collection of stats.

There were a few typos here and there but those are inevitable in something this long. I count about a dozen across three hundred pages.

Trickster Eric Novels gives "Dungeons and Dragons Player's Manual 3.5" a +

David Sarkies says

A much better edition
27 March 2013

Isn't it funny that when you go to comment on a book you suddenly discover at least two other books that you have also read (or at least I do) which means that since I write a commentary on every book that I have read, it means that there are more books that I have to review. Anyway, I am currently sitting in my hotel room in Frankfurt waiting for my train to Amsterdam to leave, and since it is incredibly cold outside (and that I have already wondered around the city yesterday) I thought that I might say a few words on this particular book (but then I was going to do that anyway).

This version of Dungeons and Dragons is probably my favourite version of the game, though I have heard arguments in favour of 4th edition. I personally have never looked at 4th edition, particularly since some of

the elements from this version that I really liked were dropped. However, from what I have heard they have made 4th edition much easier, and I must agree that the complexity with Dungeons and Dragons is quite high. Further, the earlier versions were quite clunky, but then you pretty much need to be a computer (which technically we are) to be able to run the game.

I loved the introduction of the feats, a more effective skill system, and also the ability to customise your character. They also created an open gaming license (probably in response to their attempts to copyright aspects of the game so that the users of the product were forced to buy things rather than make things up themselves). Also with the introduction of 3rd Edition, the accompanying magazines (Dragon Magazine and Dungeon Magazine) became a lot more glossier. Much of the game was standardised an ended up running a lot better.

The problem with roleplaying games though is that it is incredibly difficult to attempt to make the games realistic. The more realistic the game becomes, the more complex the rules become, which means that game becomes more difficult and much slower to run, and the adventures much more time consuming to prepare (I prefer to create my own rather than use store bought modules – especially considering their price). Therefore one has to sacrifice some reality merely for play value. However, since it is a game, one does not need to be realistic in the way that the rules run, and I have seen some incredibly simplistic games in my time. However, as mentioned, the simpler the rules become, the less realistic the game becomes, and the less complex the characters become. In fact, simplified rules tend to create characters that the only difference is the way the players run them.

Dan says

To be fair: I haven't read the 3.0 rules, but I will note that it seems to me that the overwhelming consensus is that the 3.5 version is superior. I missed, by thirteen years, this massive revision to a game I began playing when I was 10 years old. The Advanced Dungeons & Dragons revised 2nd edition was the last version I ran before going on an extended hiatus. Recently, nostalgia and curiosity hit me like colliding freight trains, and I decided to explore the evolution of the game. Dungeons & Dragons 3.5 is a worthy successor to the game with which I grew up; so worthy in fact, that when Wizards of the Coast dumped 3rd edition entirely in favor of 4th edition the damned thing refused to die and ended up spawning a clone: Pathfinder. That persistent clinging to life says something, and the fact that Pathfinder currently surpasses Dungeons & Dragons in popularity says even more of something.

One thing I learned from playing a wide variety of role playing games and a wide variety of game systems, however, is that the game mechanics don't matter so long as they don't get in the way of the game, and so long as they permit you to play the game in a way that works for your group. These are social games after all, and they're enjoyed best with a good group of people who are willing to forego a little embarrassment in the quest for what most often ends up being a rollicking good time. Editions don't matter, core mechanics don't matter, brand names don't matter... the only thing that matters is having a good time with good people.

Ian James says

this overall was a great revitlization to classic RPG. I really wish WOTC would have stuck with this system and the OGL but such is life hasbro wants to make money.

Skwatch says

Read diagonally through this book. Searching for differences with Pathfinder and DnD 5e.
I've also played the old Neverwinter Nights game, which was awesome back in the time. That game used the 3.0 rules, since it was release before 3.5. I've finished that game without ever reading this book, but because of playing that game and already having knowledge of Pathfinder I mostly knew already what was in this book.

To be honest, this book is ugly. It has a typical naughties graphical style. Sometimes I love these kind of styles because of nostalgia but this book is ugly. The game itself I prefer over Pathfinder. The problems I have with Pathfinder is that it expands on these rules. It added and changed some things. But this game was perfectly fine to begin with.

For example: D&D 3.5 has one page table filled with all the feats. Which is in my opion perfectly fine. While Pathfinder has 3 pages filled with feats. Overkill, especially for people who are not into the technical side of the game but just want to role-play.

The skills are also different, with old school skills like: gather information, spot, listen, sense motive. These don't exist anymore in 5th edition. Since they now encourage to do these things by role playing instead of rolling dice. :)

The special combat moves are in typical d&d style. And this is one of the few things I prefer in Pathfinder. Pathfinder has Combat Maneuvers which are calculated by your CMD and CMB. Which was a specific number. If you wanted to grapple somebody it's an d20 + CMB against the CMD of the defender. It's some kind of special AC.

The races, cultures, classes are typical D&D stuff I've read over and over before. And it's the typical stuff you expect from a Fantasy game.

Overall this game is awesome and it's a very important RPG being the foundation for many computer games and other role-playing games.

Leon says

Rated a three because it gave a much needed boost to our group but given a choice I'd have stuck with 2nd or preferably moved on to a different game altogether.

Nikola Rimski says

:D

Tamara! aka Amy G. Dala says

In my area, gaming geeks prefer this version, though they do have certain parts of other versions they prefer. Me, as I am new to D&D, pulled a sheeple and am following along with those who know, and am learning as we go, taking their advice on game-play while we laugh and enjoy getting or being slaughtered by some nasty something or other.

For now, I'm quite content with the content...sorry, couldn't resist. Very graphic, lots of details, fun to peruse for new character building. We usually do our own story-line, so don't really use those parts of the book much but as a N00B, it's been a nice to have my own guide to learn with.

And my dice are bomb-diggity ;p

Matt says

Single unit wargamming is not role playing.

Luke says

A monumental rewrite of Dungeons & Dragons. One of the best, as you well know, if you're looking up an edition that's not the current one. For my money, it's still my favourite edition of D&D, in spite of the beautiful simplicity of 5th Edition. Honestly, the "completeness" of 3.5, with its huge array of expansions and adventures, makes it a magnificent collection, and the Player's Handbook (PHB) is where it all starts.

At the time it came out, there was valid criticism that a "3 and a halfth edition" was a bit of a cash-grab following the release of 3rd. That might've been the case. But this edition is a sharpening and improvement of 3.0, and has errata'd some of the most frustrating flaws of the reboot. If you are just getting into D&D at this point, there's no point in touching 3.0 when you can go straight to this slicker, more polished version: 3rd edition as it should've been from the beginning, not as they initially rushed it to press.

Will Boncher says

Have read it a few times now, but recently again for the campaign I'm DM'ing right now.