

The book was found

# Dungeons & Dragons Player's Handbook: Arcane, Divine, And Martial Heroes (Roleplaying Game Core Rules)



## Synopsis

The first of three core rulebooks for the 4th Edition Dungeons & Dragons® Roleplaying Game. The Dungeons & Dragons Roleplaying Game has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the D&D game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition D&D rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master. The Player's Handbook presents the official Dungeons & Dragons Roleplaying Game rules as well as everything a player needs to create D&D characters worthy of song and legend: new character races, base classes, paragon paths, epic destinies, powers, more magic items, weapons, armor, and much more.

## Book Information

Hardcover: 317 pages

Publisher: Wizards of the Coast; 4th edition (June 6, 2008)

Language: English

ISBN-10: 0786948671

ISBN-13: 978-0786948673

Product Dimensions: 8.6 x 0.9 x 11.2 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars 332 customer reviews

Best Sellers Rank: #49,125 in Books (See Top 100 in Books) #25 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons #38 in Books > Computers & Technology > Games & Strategy Guides > Strategy Guides #39 in Books > Humor & Entertainment > Puzzles & Games > Reference

## Customer Reviews

Going on my 5th year of running D&D Summer Camps Each kid gets there own PHB, miniature, t-shirt, dice and more! So much fun! 4th edition, is easy to learn and easy to prepare, that is the perfect combination for camp! In addition my adult group is still getting a lot of mileage from 4e love it!

I very much enjoy 4e. It may not be the most versatile of the systems, but it is fun none the less. When you appreciate it for what is trying to accomplish you can enjoy it more. From the new DM standpoint, I am very happy it exists. My plan was to run this for a while before moving either to the

new D&D edition, or trying 3.5. For new players the starting levels from 4e are very easy to understand, I picked up sleeves to put power cards in. Our group is very new over all and having something to sharpen our skills on before trying tougher systems is great. My plan is to buy fifth edition as our next place to go. I have been reading through the published adventures and have been very happy with the ease of reading and running these. If you've been playing forever, my advice is to jump over 4e. If you haven't played much before, or are planning on starting to run for the first time. Then I advise picking up 4e and giving it a shot. You might not stay on the system for a very long time, but it will get you used to being behind the screen and running an adventure.

If you like playing D&D but can't afford the 5th edition. This is great!

If you are just getting started with D&D 4e you pretty much need to have this book. You also will need the Dungeon Master's Guide and the Monster Manual if you want to DM. This book lists out the main rules you need to follow as a player including combat, special moves and how to create your character from the base classes included. Note that there are MANY other publications that expand on this book, so if you want more you can get much, much more. If you don't, this is still a must have book and you will use it often. If you are playing with others and aren't sure if you are going to play much, then you can get away with just asking them to borrow their book or use theirs during a game. Even if you have a DDI (D&D Insider) account from Wizards of the Coast, this book helps to keep everything together and provides some descriptions and other information that isn't contained in their online data.-D

The book is good for getting into 4th edition. I'm coming from 2nd edition and it's a huge complexity jump. My beef is sometimes the terms aren't clear and I have to dig around to find out the meaning. So far 4th edition seems interesting and this manual will help smooth the transition

Its dungeons and dragons, buying it used was a great idea as the book I received was basically brand new.

my group was switching over to 4.0 and so I am stuck with moving along with them. For the purposes of this book, it is actually pretty well written and laid out in easy fashion to find anything you need. So, my complaint is that with D&D 4.0... not with the book itself. It's been about 3-4 years since I bought the book, and while I did play with it for a couple of years, the last couple of years I

had stopped playing simply because I was not enjoying it. So take my ratings and comments with a grain of salt and make some Orc stew of your own. You might want to add pepper... else it will be pretty bland tasting.

Great book and a must have for all players. I am a dm ans i bought a few extra books for my players. One book is not enough for a group

[Download to continue reading...](#)

Dungeons & Dragons Player's Handbook: Arcane, Divine, and Martial Heroes (Roleplaying Game Core Rules) Dungeons & Dragons Monster Manual: Roleplaying Game Core Rules, 4th Edition Dungeons & Dragons: Forgotten Realms Player's Guide- Roleplaying Game Supplement The Complete Thief's Handbook: Player's Handbook Rules Supplement, 2nd Edition (Advanced Dungeons & Dragons) The Complete Wizard's Handbook, Second Edition (Advanced Dungeons & Dragons: Player's Handbook Rules Supplement #2115 The Complete Ranger's Handbook (Advanced Dungeons & Dragons, 2nd Edition, Player's Handbook Rules Supplement/PHBR11) How to Play Dungeons and Dragons: Your Step-by-Step Guide to Playing Dungeons and Dragons for Beginners Player's Handbook Advanced Dungeons & Dragons (2nd Ed Fantasy Roleplaying) Player's Handbook II (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) (Bk. 2) Dungeons and Dragons: Dungeons & Dragons - Dungeon Master's Screen (Fifth Edition) Dungeons & Dragons Player's Handbook: Core Rulebook I v.3.5 Dungeons & Dragons Player's Handbook: Core Rulebook 1 Rules Compendium (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) Player's Handbook (Dungeons & Dragons) Dungeons & Dragons 3.5 Player's Handbook Advanced Dungeons & Dragons Player's Handbook, 2nd Edition Deities and Demigods (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement) Wraith: The Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games Monster Manual II (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement) Complete Adventurer: A Guide to Skillful Characters of All Classes (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)