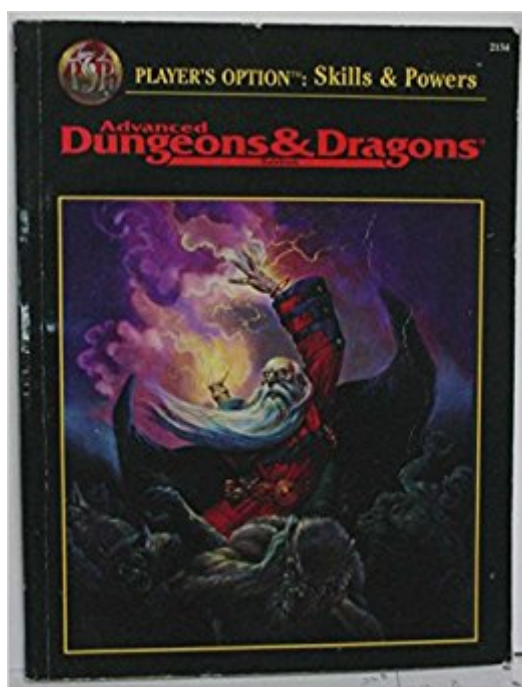


The book was found

Player's Option: Skills & Powers (Advanced Dungeons & Dragons Rulebook)



Synopsis

Fair in Wraps; 4to; Paperback; 192 pages; B/W & Color Illustrations; TSR, Inc.; 1995; First Thus; Heavy creasing and wear to wraps; Spine repaired with packing tape; Soiling to edges of text block; Bottom foredge corner of text dog-eared; Soiling to text; Text smells of smoke.

Book Information

Series: Advanced Dungeons & Dragons Rulebook

Hardcover: 192 pages

Publisher: Wizards of the Coast; 2nd Edition edition (July 1995)

Language: English

ISBN-10: 0786901497

ISBN-13: 978-0786901494

Product Dimensions: 0.5 x 8.5 x 11.2 inches

Shipping Weight: 15.2 ounces

Average Customer Review: 4.0 out of 5 stars 31 customer reviews

Best Sellers Rank: #219,741 in Books (See Top 100 in Books) #71 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

Customer Reviews

Fair in Wraps; 4to; Paperback; 192 pages; B/W & Color Illustrations; TSR, Inc.; 1995; First Thus; Heavy creasing and wear to wraps; Spine repaired with packing tape; Soiling to edges of text block; Bottom foredge corner of text dog-eared; Soiling to text; Text smells of smoke.

If you're still playing 2nd edition like myself, then this book may be for you. So let me tell you exactly what this players option book is all about. This book will help your players develop there characters to even greater depths than ever before. With this book, races have more abilities to choose from, classes have more advantages to choose from, and with the adding of traits, a player can really define what makes his character stand out from the rest. Character Points (CP's) are continuously spent and added through character creation. You are awarded X amount of CPs for your race, then you spend them on abilities, then you get X amount of CPs for your class, again ; spend them on abilites. Non-weapon and Weapon proficiency's both have X amount of CPs based on your class. Players can even add limitations (as defined by the book) to there characters, adding even more depth to their character. For every limitation a character takes, he gets an amount of CPs to add to his/her pool. So even though a fighter may not be able to use a ranged weapon, he did get

some more CPs to spend and maybe elected to gain multiple specialization rather than just the regular 1 weapon specialization. Lastly, if you are new to the game, or the edition, I'd suggest not using this book. If you're a Dungeon Master, you should read the book first, and decide if you're ready to handle the responsibility that comes with it. It will add some extra work for you BUT, it also lets you develop villains that also have several special abilities like the PC's do. Overall, if you're an advanced group, and want to try something new, get this book, and really live out your adventure.

To be honest I only bought this for the list of extra races and psionic rules. If you want to do skills and character points you may as well play D&D 3rd edition or Pathfinder

great dnd book! Just not for beginners though. you need experience in dnd before you begin to use it, fair warning.

The add on of sub-statistic stats was a mistake for 2nd ed AD&D. it only made things infinitely more confusing and lengthy. While this set of books works off of that system, it's an option. You don't need to revamp an entire campaign to incorporate, or even better not use it at all. HOWEVER, the skills and powers book does add some good ideas on adding more detail, and lets players and DMs alike delve into alternatives to some of the old standards of game play

A set of different rules, very nice variations. Feel free to use them or ignore them. It is no replacement of the regular player handbook, for it doesn't hold every information you need to make character sheets.

Love second ed nice to see they are available in this kind of quality. If you are buying for the gamer not a bad choice

Well, we love any books that add ideas for a campaign. Skills and powers, who doesn't need more of those?

Great book, great price, great seller

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

Player's Option: Skills & Powers (Advanced Dungeons & Dragons Rulebook) Dungeon Master
Option: High-Level Campaigns - Advanced Dungeons & Dragons, Rulebook/2156 Dungeons &

Dragons Player's Handbook: Core Rulebook I v.3.5 Dungeons & Dragons Player's Handbook: Core Rulebook 1 Dungeons and Dragons: Dungeons & Dragons - Dungeon Master's Screen (Fifth Edition) How to Play Dungeons and Dragons: Your Step-by-Step Guide to Playing Dungeons and Dragons for Beginners Advanced Dungeons & Dragons Player's Handbook, 2nd Edition Player's Handbook Advanced Dungeons & Dragons (2nd Ed Fantasy Roleplaying) 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) Monster Manual: Core Rulebook III v. 3.5 (Dungeons & Dragons d20 System) Dungeon Master's Guide: Core Rulebook II v. 3.5 (Dungeons & Dragons d20 System) Monster Manual: Core Rulebook III (Dungeons & Dragons) Dungeon Master's Guide: Core Rulebook II (Dungeons & Dragons) TRADING: Basic, Intermediate, Advanced and Tips & Tricks Guide to Crash It with Day Trading - Day Trading Bible (Day Trading, Trading Strategies, Option Trading, Forex, Binary Option, Penny Stock) Player's Handbook (Dungeons & Dragons) Dungeons & Dragons 3.5 Player's Handbook Dungeons & Dragons Player's Handbook: Arcane, Divine, and Martial Heroes (Roleplaying Game Core Rules) Player's Handbook II (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) (Bk. 2)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)