



Player's Handbook

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This is the essential AD&D reference book for players and Dungeon Masters. It features the complete set of core rules in a stunning full-color presentation.

Separate edition as previous AD&D 2nd edition as book has been revamped and updated with significant changes to structure and content.

Player's Handbook Details

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From Reader Review Player's Handbook for online ebook

Mike (the Paladin) says

I played edition one...then moved up to edition 2. While I enjoyed first edition this one was in my opinion the best they ever released...

I gave it 5 stars for pure enjoyment. As I've said elsewhere, I've played electronic RPGs but I have a special place in my heart for table top games.

Dylan says

Rating based on usefulness.

David says

This is the version that comes with the CORE RULES PC software.

Roger says

Well much as I loved 1ed I actually do still prefer 2ed. The recent re-release made me want to get the old books out and run it again so now to celebrate my 30th year as a gamer that's exactly what I'm doing !

Michelle says

I actually thought this book was very interesting, just to read front to back. lol, I know it's not that kind of book, but it means that it was written very well if that's how I read it. Perhaps I just like the idea of such an imaginative, fantasy-like game, but still. If you think you're completely out of reading material, you should try picking one of these books up and starting Dungeons & Dragons. I have yet to actually play a game, though. I'd recommend it, I guess, to any Dungeons & Dragons fans.

Chris says

I miss THAC0. It may have made no sense (you want high stats. High is good. Except for THAC0. That you want low, because you have to roll OVER it), but its old-school. TSR fixed a number of the problems from 1E, and, more importantly, published this when I was 10, so its shadow has hung over my gaming ever since. This probably deserves three-stars, but this is just so influencial - if you think of role-playing games, the first thing you think of is probably AD&D 2E; if you've ever held a polyhedron die; if you make "saving throw"

or "+5 slaying" jokes; if "chaotic-nuetral" means anything to you . . . this is why. If you've ever tried to explain an RPG to a non-gamer, inevitably one of you will you utter the phrase "sort of like D&D," and you won't be refering to the basic game.

Paul says

This was the first D&D book I ever owned. I saved up my left over lunch money from school, and did odd jobs for neighbors to save up the money to buy this book. I have very fond memories of this book, I bought it some 17 years ago I think, and it was worth every penny. I read it so many times I can still do THAC0, even though I haven't looked at it in years. D&D 2nd edition is still my preferred system when playing D&D, but I'll play 3E or Pathfinder just as well, but I wont touch 4E. Anyway I digress, TSR did an amazing job here the rules are very clear and the book is streamlined, so you don't do a lot of flipping back and forth in character generation. Sadly my copy got ruined, but I will get this book again, hopefully soon.
