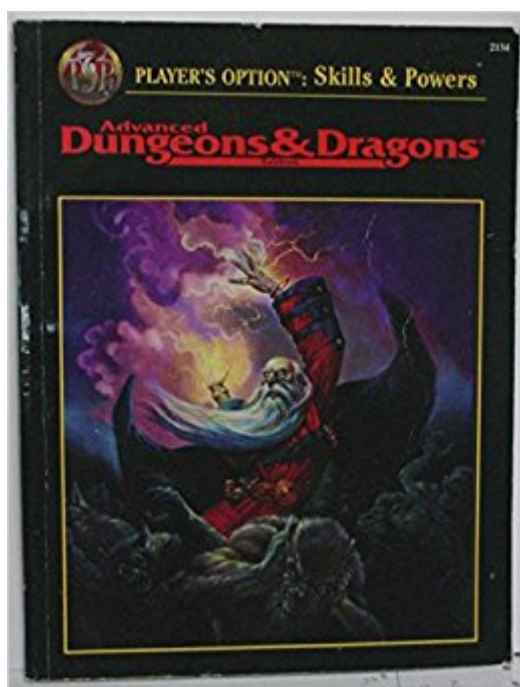




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Player's Option: Skills & Powers (Advanced Dungeons & Dragons Rulebook)



Synopsis

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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

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