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# Player's Handbook 3: A 4th Edition D&D Core Rulebook



## Synopsis

Rules for psionic, divine, and primal heroes. *Player's Handbook 3* expands the range of options available to D&D players with new classes, races, powers, and other material. This book builds on the array of classes and races presented in the *Player's Handbook* and *Player's Handbook 2* core rulebooks, presenting old favorites and new, never-before-seen options to the game. *Player's Handbook 3* also adds the psionic power source to the 4th Edition D&D game, along with several new classes that harness this power source.

## Book Information

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## Customer Reviews

RICHARD BAKER is a senior game designer at Wizards of the Coast as well as a "New York Times" best-selling author of the Forgotten Realms(R) novel "Condemnation," His previous design credits include the "Tome of Battle: The Book of Nine Swords"™ supplement, "The Forge of Fury" adventure, and the "Red Hand of Doom"™ adventure. MIKE MEARLS is the lead developer for the Dungeons & Dragons(R) game at Wizards of the Coast, Inc. In addition to his design and development work on 4th Edition, Mike has developed numerous 3rd-Edition game products including the "Tome of Battle: The Book of Nine Swords"™ supplement and "The Shattered Gates of Slaughtergarde"™ adventure. ROB HEINSOO is a Senior Game Designer at Wizards of the Coast, Inc. He co-wrote the "Forgotten Realms"(R) "Campaign Setting," worked on several sets for the "Dungeons & Dragons"™ Miniatures Game," and designed the popular "Three-Dragon Ante"(™) card game. ROBERT J. SCHWALB is a staff designer and developer for Green Ronin Publishing. His design credits for Wizards include the "Player's Handbook"(™) "II," "Tome of Magic"(™), and

"Fiendish Codex II: Tyrants of the Nine Hells"(TM) supplements. Robert lives in Tennessee with his patient wife and pride of cats.

After the first two PHBs I was worried this one would feel unneeded. While, in my personal opinion, the other two are more important, the Player's Handbook 3 is a great addition to the game. The Psionic classes are uniquely cool because of the Power Point system they use to bolster their At Will Powers. The other non Psionic classes are also really cool in their own unique ways (such as Rune Priest's Rune abilities). The races are interesting - none of them are bad or anything like that, they are just (like the classes) very unique in comparison to the others. This book also makes a better hybrid class system due to its rules updates. Overall a great buy and I highly recommend it.

This book adds tremendously solid options (and a few crummy ones) to the D&D4e library. The hybrid classing opens some really unique possibilities and the skill powers are great for adding some flavor to characters who don't want to be defined by how many things they can hit in a turn. Overall not as good as the PHB2 but still fantastic. The book has a lot of material that can be situational but also gives us great stuff like the monk and the rune priest.

Let me jump straight to chapter 8, if you never read Modern Compressible Flow by Anderson, which is the textbook that my school uses for Gas Dynamics course, then you won't be able to do some of the problems given in this particular chapter, such as problem 8.18 (reflected shock, which isn't covered/is barely covered by the authors). If you plan to use this book for introduction to compressible flow or Gas Dynamics, stay away & stick to Anderson's book that I mentioned earlier (after you've read that book, then go ahead & read this book). It is not a bad book overall, but it cannot be used by itself. If you want a decent aerodynamics textbook/reference, then go with another Anderson's excellent book called Fundamentals of Aerodynamics. However, you shouldn't stick with just one book, build your library because some books have their pros and cons.

Its a cool book, but with all the new technologies and the DDI (Dungeons and Dragons Insider) this book is not really necessary, in fact no players handbook is... However i love having these books and just reading, looking at the great pictures, and in some years when i open the old box in the attic, there will they be, ready to be used once again. So, if you are looking for playing at low cost, fast and easy, or you are new to D&D become a DDI member, if you are a collector or you want to get deep in the game, buy the books. Its like buying CDs, not necessary nowadays, but they are cool.

While not sharing the variety in and of itself that the previous books had, the race/ class mix in the PH3 allow for an enormous amount of variation for any game. The addition of the psionic power source gives storyteller DMs like myself an infinite range of possibilities. Well worth the effort from players who want to inject something new into their game as well.

I liked 4ed, but I am really excited to get into 5e, but why would they not offer a core book collection instead of each one separate? And what is up with no pdf versions?

The PHB3 for 4E DnD showed up very quickly and in very good condition. I've just recently started playing 4E with my group; they were very reluctant to give up 3rd edition. One of their common complaints among them were the lack of choices for their characters. This book adds some very good new material and updates some old 3rd classes that appealed to some of my players. Overall, very good book, invaluable for 4E especially if you want to use psionics.

In my senior year as a mechanical engineering student and this book makes it on my list of worst texts I have ever read. The material this book is teaching is complicated, which means the authors should have taken extra care to break things down slowly and concisely. What they did was just the opposite. The book is full of complicated math with little explanation, and irrelevant assumptions with too much explanation.

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