The Player’s Handbook II builds upon existing materials in the Player’s Handbook. This is the first direct follow up to the best-selling and most used D&D rulebook. It is specifically designed to expand the options available for players by both providing new material and increasing the uses for existing rules. Included are chapters on character race, background, classes, feats, spells, character creation, and character advancement. New rules include racial affiliations that make race matter as a character advances in level, new character classes and alternate class features for existing classes, new feats, tools for rapid character creation, and additional organization and teamwork benefits -- an option first introduced in Dungeon Master’s Guide II and Heroes of Battle.
If you do not like the MMO feel of 4.0 D&D, and play 3.5, this is a book you want in your collection. The Players handbook II presents three new classes that fill in a needed niche for 3.5 edition. The feats presented in this book add some amazing customization options that address the balance issues between melee types and casters. While some of the new character options for old classes are lackluster, they present some interesting opportunities for new character builds. There is also a section covering team skills that may find some use in your game; it is always good to have new uses for old powers, or a reason to take 1 rank in a skill. The least useful section of this book is the organization chapter. Depending on how much of your world(s) you create, you may find this section useful.

Even with one bad chapter, no other book has pulled us back to playing D&D 3.5 quite like the Players Handbook II.

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