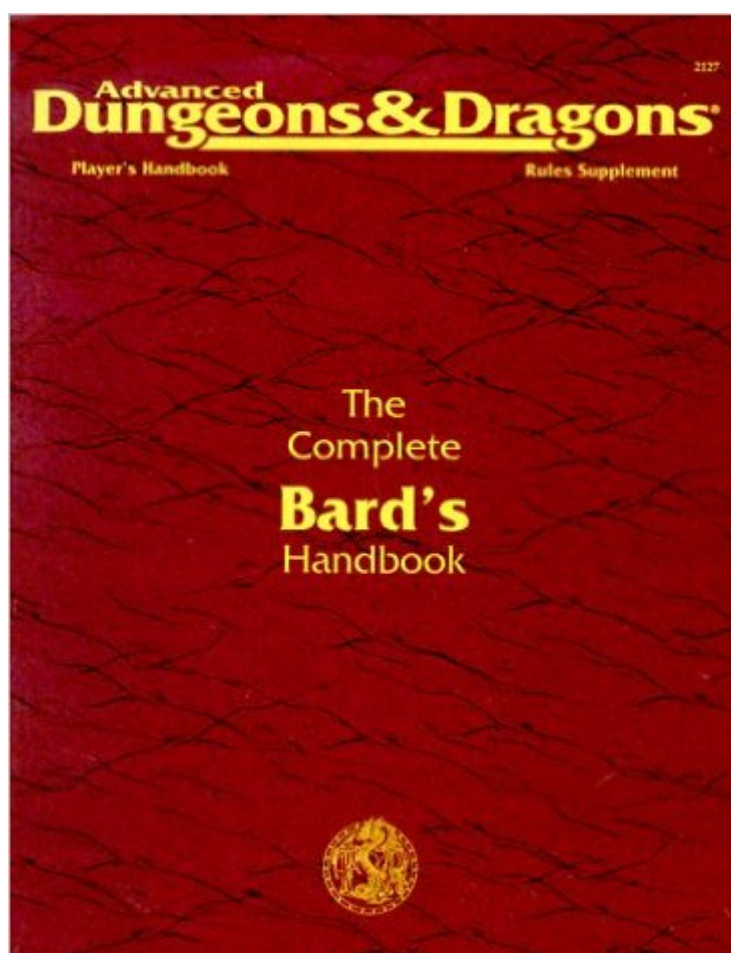


The book was found

The Complete Bard's Handbook: Player's Handbook Rules Supplement, PHBR7, 2nd Edition (Advanced Dungeons & Dragons)



Synopsis

First printing. Leatherette cover.

Book Information

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Customer Reviews

This was a super class handbook. The kits (and modification of the original PHB bard class) make all the difference in this class. Using this book, the bard almost becomes a top-level class with a range of sub-classes (almost) that makes for some of the most interesting role-playing possibilities around. I'm almost sorry I didn't get this book earlier, before I created my most recent character, because some of the kits look to be so much fun. Definitely a book to buy if you like to role-play and personalities are as important to you as (or more important to you than) hack 'n slash adventuring.

Bards have always been a somewhat controversial character class in D&D and this does nothing to help with that. It is not so much that they are bad but they have the potential to be super characters seen as fuel for munchkins and players who don't understand team work. This book 'exploring' the different facets of this character only serves to expand on this dilemma. The different kits seem to make the bard the character who can do anything be anything achieve it ALL, before having a balanced breakfast. So if you like bards, this will make them more so. If you don't this will reinforce that view and if you were on the fence it will certainly topple you over. But with the class in question there is even less of a need for this supplement than most of these books.

I found the book very interesting to read, and some of the tips on roleplaying were very useful.

Unfortunately some of the new rules seem pointless, like the section on reputation. Why do we need

rules about a Bard's reputation? A Bard's reputation should be role-played, not determined by a number on a character sheet. Overall I thought it was interesting, but you can probably get by without it.

This book not only has great kits, it also has some very helpful charts in it concerning the off-combat role playing of the Bard. There is a table for legend lore rolls, money made playing in taverns, reputation and what kind of followers you can have. The kits are astounding and they really explore how far the rules let you go with the Bard. I am a musician in real life and playing the Bard with this book in hand makes D & D so much fun. I recommend this book to DM and player alike.

Pretty standard for the "Complete" series. Lots of good info and kits for those who want to make their bard a bit different than the standard. Combine this with Aurora's Whole Realms Catalog, which has a fantastic shopping section for bards, and you're off to the races!

I never really thought about playing a Bard until this book came along. The rules are interesting, but the kits stand head and shoulders above any from the other books in this series. The kits transform the Bard into one of the most appealing classes. Run, don't walk to get this one.

Bards can be a lot of fun to play. The PHB doesn't give this class justice. With the kits you can be a show-off Blade or a confusing Riddler. Demi-humans can be Bards too. The PHB restricted the class to only Humans and Half-Elf, but a Halfling Whistler can be a lot of fun to play. If you have and Bard's in your campaign, or are thinking of becoming one yourself, get this book.

I recommend this book highly if you use kits. I have several of the handbooks and this one truly has the best kits of any of them. My players use to never play bards, but after getting this book we always have one in our groups. If you don't like kits this book probably isn't for you. However, it does have a good chapter on roleplaying bards as well as optional rules for a reputation system that is pretty interesting. There is a section on music which has a list of instruments with pictures and short descriptions. There is also a couple of new proficiencies, spells, magic items; however, I didn't find these particularly useful.

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