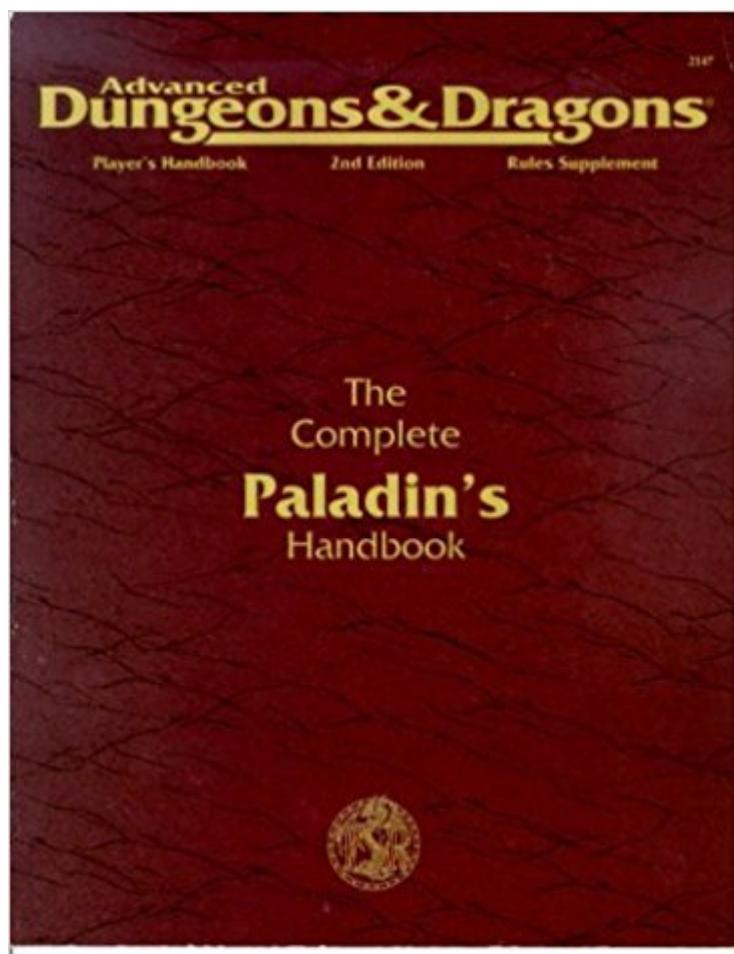


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# The Complete Paladin's Handbook (Advanced Dungeons & Dragons, 2nd Edition, Player's Handbook Rules Supplement)



## Synopsis

First printing. Leatherette cover.

## Book Information

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## Customer Reviews

The PHBR (Player's Handbook Reference) series is one of the most highly-regarded, and yet much-maligned, series of supplements ever created. Each sourcebook takes one of the races or classes of the AD&D game, and adds to it huge amounts of new detail - new equipment, spells, kits (sub-classes), lore, new rules, etc. The problem is that the players love these so much that the DM often feels compelled to buy into the rest of the series - an expensive proposition! Fortunately, these works were "reprinted" in the excellent AD&D Core Rules CD-ROM. This one has details on the creation and development of Paladins, with chapters including: Paladin requirements, level advancement, armor, weapons, magic, special powers (including a full description of the Aura of Protection), honor, kits (with such great examples as the Divinate, Inquisitor, Skyrider, and Wyrmslayer), proficiencies, equipment, role-playing, faith and divinities, holy orders, and more! A great book.

The Complete Paladin's Handbook is packed with new information and background for a character class that historically has lacked good informational resources. Many pages are devoted to describing the Paladin's lifestyle and society, all of which is interesting to include in a campaign. The several character classes are all very interesting as well. Finally, a great deal of this book describes the Paladin's special abilities which are only briefly touched in the Player's Manual. Some of the information is a bit scattered or incomplete, but 95% of the book is superbly written. Overall, this

book is a fine reference for Paladin players, DMs, or anyone interested in playing a knight-like character.

It goes without saying that the Paladin is the most difficult character to roleplay. The Paladin's strict ethos, and the punishments that enforce it, force the Paladin down a narrow path. However, it is hard to know exactly what each of the tenets are sometimes. The guide provides clear guidance to help the Paladin player to play this character. Also, the Paladin has some of the most powerful special powers in the game. Each of these is explained and expanded upon. There is good advice for roleplaying a Paladin, the attitude that a Paladin is supposed to have, and also many useful kits. All in all, a superb guide for Paladins and those who love them.

This book covered almost every detail about being a paladin, even the roleplaying aspect of it. The book even gave recommendations on books to read and movies to see in order to correctly roleplay a paladin. The one thing I think it should have had was more paladin orders for players below 9th level. If I'm correct 9th level was the lowest level someone was eligible to join an Order. An order for 6th level paladins may have been created to get the ball rolling on Order advancement.

This DND book is a great book to own if you plan on playing a Paladin in any way. It covers all the areas from what types of kits will play to your strengths to what kind of personality your Paladin can have. It is a MUST for any DM's (Dungeon Master's) collection. It is completely reliable and I would Recommend to anyone interested in DND. It may even change your mind to playing a Paladin.

I have never been a fan of those pompous self absorbed Knights, I prefer a character along the lines of a chaotic good alignment, but I do have respect for those that play them, and even more respect for those that play them well. It is an incredibly hard character to play (much like a true druid) and I have only come across 1 player in my ten years of DMing and playing as a character that could pull it off, for those of you out there that are successful with your Paladins, congrats, it means you know how to play pretty well and you have my respects.

It's classic TSR, you really can't go wrong!!! This book like everything else TSR has done is informative and well put together. If you're into classic TSR AD&D, then this book is a must have!!!!

this is a great player's handbook for dnd! be sure to check out the kits section for ideas on how to

play your characters!

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