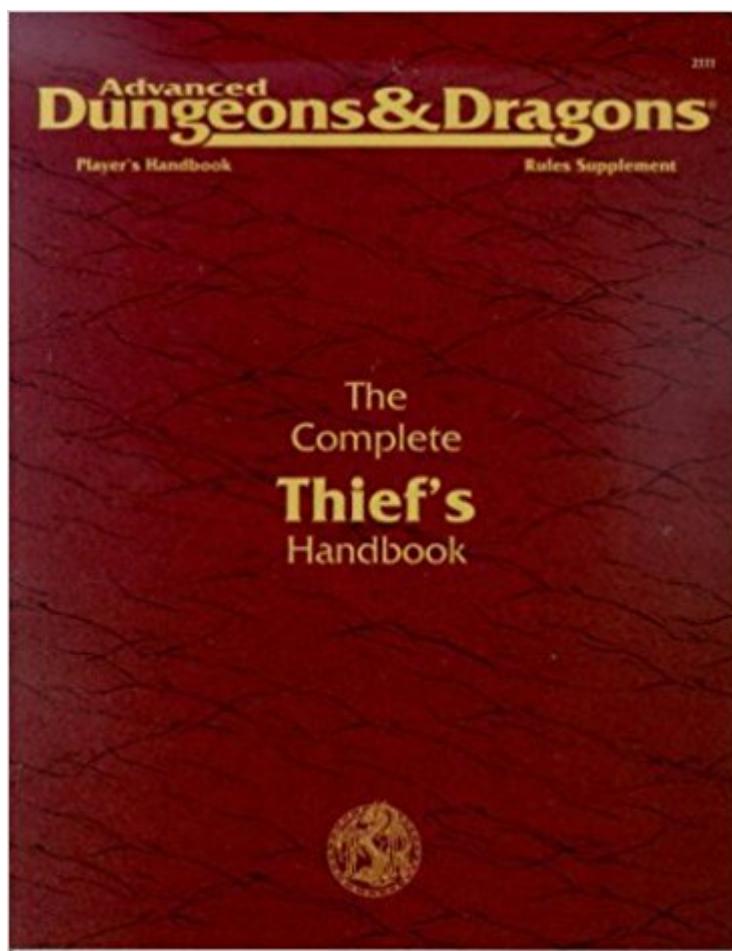


The book was found

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



Synopsis

Rear cover notes: "Open locks; hide in shadows; move silently; find traps. If you thought that was all a thief was good for, think again. The masters of skulking and skullduggery are a force to be reckoned with. Is anyone or anything safe from a person who might be anywhere, anytime? Learn the thief's most closely guarded secrets in this devious accessory for the AD&D game."

Book Information

Paperback: 128 pages

Publisher: TSR Inc.; 2nd edition (January 27, 1990)

Language: English

ISBN-10: 0880387807

ISBN-13: 978-0880387804

Product Dimensions: 10.8 x 8.4 x 0.3 inches

Shipping Weight: 12 ounces

Average Customer Review: 4.6 out of 5 stars 34 customer reviews

Best Sellers Rank: #344,533 in Books (See Top 100 in Books) #132 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

Customer Reviews

Rear cover notes: "Open locks; hide in shadows; move silently; find traps. If you thought that was all a thief was good for, think again. The masters of skulking and skullduggery are a force to be reckoned with. Is anyone or anything safe from a person who might be anywhere, anytime? Learn the thief's most closely guarded secrets in this devious accessory for the AD&D game."

bought this for my husband and he loves it. it's constantly giving him ideas. now if it could only keep him from falling in a hole or rolling higher than a two.

Amazing complement for AD&D rules. Basically a great material to enrich the thieves class.

A jewel in 2nd Edition's crown

:)

great addition to my collection

Fantastic condition!

For those that enjoy 2nd edition AD&D, this is a cool book if you like to play a certain kind of thief.

I have owned this book for many years, but I only recently looked at the character kits outlined within its pages. I had thought they would unbalance the game, terribly, so I ignored them... I was wrong. The different Rogue kits open up new role-playing vistas which could have been used by me, to greatly expand my NPC's, as well as the options for my players; these options could have widened the breadth, and depth, of my campaign in very fun, and dramatic ways. The Scout Rogue, is far from your normal, first edition Thief! He is a 'thief' who works in the wilderness, as a guide, for the highest bidder; he may work for one government for a while, but switch sides, later, as the fortunes shift, giving one side dominance over another. Some of the detailed kits could be applied to Fighters, as well as Rogues, but the concepts are excellent. To give you an idea, a Rogue Scout, or any other type of Rogue kit, is given suggested Non-Weapon Proficiencies, which go a long way towards shaping the character's skill sets to suit his profession; they also direct how the character should spend their percentage points, within the various skill categories, to further shape the character's skill sets so that they can perform their specialized, kit role. This is really fantastic, creating virtually new, different, and fun to play, character sub-classes. This one "Complete Handbook", has sold me on the idea of collecting other copies of the series. I know they are a mixed bag, and I rely heavily on reviewers' comments when deciding which ones to acquire, but this particular book, in my opinion, is one of the very best. Cheer!

[Download to continue reading...](#)

The Complete Thief's Handbook: Player's Handbook Rules Supplement, 2nd Edition (Advanced Dungeons & Dragons) The Complete Ranger's Handbook (Advanced Dungeons & Dragons, 2nd Edition, Player's Handbook Rules Supplement/PHBR11) The Complete Wizard's Handbook, Second Edition (Advanced Dungeons & Dragons: Player's Handbook Rules Supplement #2115) Dungeons and Dragons: Dungeons & Dragons - Dungeon Master's Screen (Fifth Edition) Advanced Dungeons & Dragons Player's Handbook, 2nd Edition How to Play Dungeons and Dragons: Your Step-by-Step Guide to Playing Dungeons and Dragons for Beginners Player's Handbook Advanced Dungeons & Dragons (2nd Ed Fantasy Roleplaying) Dungeons & Dragons: Forgotten Realms Player's Guide- Roleplaying Game Supplement Dungeons & Dragons Player's Handbook: Arcane, Divine, and Martial Heroes (Roleplaying Game Core Rules) Premium 3.5 Edition Dungeons &

Dragons Magic Item Compendium: Rules Supplement V.3.5 (D&D Accessory) Player's Option: Skills & Powers (Advanced Dungeons & Dragons Rulebook) Complete Adventurer: A Guide to Skillful Characters of All Classes (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Player's Handbook (Dungeons & Dragons) Dungeons & Dragons 3.5 Player's Handbook Dungeons & Dragons Player's Handbook: Core Rulebook I v.3.5 Dungeons & Dragons Player's Handbook: Core Rulebook 1 Player's Handbook II (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) (Bk. 2) The Dungeon Master Guide, No. 2100, 2nd Edition (Advanced Dungeons and Dragons) Monstrous Compendium Annual, Vol. 1 (Advanced Dungeons & Dragons, 2nd Edition) Monster Manual II (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)