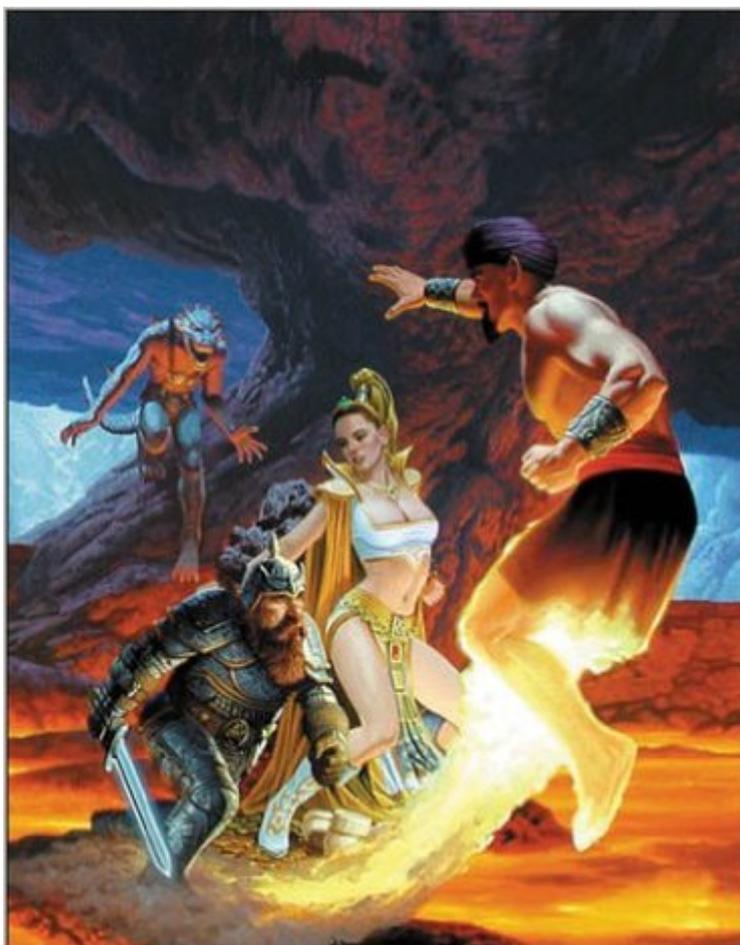


The book was found

EverQuest Player's Handbook (EverQuest Role-Playing Game)



Synopsis

EVERQUEST ITS YOUR WORLD NOW! It reigns supreme as the world's #1 MMORPG (Massively Multiplayer Online Role Playing Game) and now the setting and characters of EverQuest are available in the original roleplaying game format: the book! The EVERQUEST ROLEPLAYING GAME puts the entire world of Norrath –the heroes as well as the villains –in your hands for the first time. THE WORLD'S #1 RPG SETTING MEETS THE WORLD'S #1 FANTASY ROLEPLAYING SYSTEM! Created under the Open Gaming License, the EVERQUEST ROLEPLAYING GAME is 100% compatible with the 3rd edition rules of the world's most popular fantasy tabletop roleplaying system. The EQ RPG PLAYERS HANDBOOK contains everything you need to create characters and begin experiencing EverQuest in a whole new way. All the character classes from the paladin to shadow knight. All the races from dark elf to the lizardmen iksar. Hundreds of spells, skills, feats, equipment and more are packed into this essential volume. Hardcover, full color Cover Art by Keith Parkinson

Book Information

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Customer Reviews

As someone who objects vehemently against having to pay monthly charges on a game I have already bought, I decided early on not to get involved in the whole Everquest fad. As a result I have no bias toward the game one way or the other, though I was curious about it. I finally picked it up at the game shop and was staggered first of all by the thickness of the book, easily one-and-a-half times the thickness of most core rulebooks. It contains over 1000 spells as well as a completely new set of races and classes that can be used in any D20 system game. Beyond that, the setting was

good, with lots of locales that fired my imagination and a backstory of warring gods whose conflicts have been handed down to their mortal progeny. The ART! The artwork is fantastic--FULL COLOR and beautiful (except for a couple of real stinkers). The only real weakness I saw was that there wasn't a hint of who any of the creatures and antagonists are. Yeah, yeah, it's in another book--but what am I supposed to do until then? What I've taken to doing is looking up online information about the creatures from Everquest on the various fan sites out there and improving the stats based on the descriptions. Good book though!

This game from Sword and Sorcery Studios is great for all type of roleplayers from beginners to advanced. The game, based on the EverQuest computer game, takes roleplayers into the actual realm of Norrath. As a player, you are offered a variety of races from the EQ game. You can play races such as the Dark Elves, Erudites, and Vah Shir. Each picks a class to play from the game such as the Enchanter, Beastlord, and Shadow Knight. Characters are then given points to spend on their skills and some character classes can cast spells or songs, as in the computer game. The game uses the familiar d20 system used by Dungeons and Dragons 3rd Edition with some slight differences. One of them being instead of rolling your attributes, you spend points to buy them. The game even gives you a conversion chart to create your PC character into a roleplaying character. The book is full color, over 400 plus pages, hardbound, and has great art of scenes from the EQ world, but great writing as well. The price is cheaper than most roleplaying games that large and it is worth every penny. For Dungeons and Dragons fans, the character classes can be easily used in your own games or you can bring D&D characters into the world of EverQuest. This book is a must buy for all EverQuest fans, fantasy gamer fans, and fantasy fans alike.

This book provides an interesting twist to the 3rd edition rules. There are both new concepts in this game and other parts of 3E thrown out. For example, there are several damage types added to this game like acid and electricity. This leads to new spells and character development rules to accommodate. On the other side, taken away are magic-user's craft magic item feats. There is no scribe scroll or any other creation feat. Fans of DnD can enjoy the new way of looking at classes, from an EQ perspective. However beware of the races, the balancing on racial modifiers, bonuses and penalties are only for the most avid RP'ers. In my opinion the races are far from being balanced. Probably the best part of the conversion from EQ online to pencil-paper game is the spells. The writers did a fantastic job trying to maintain all of the spells from original to lucin expansion. EQ fans should be pleased to know that they are all useful now also! It's neat to see

some life put into some of the really stupid spells from the online game. Happy adventuring.

If you buy any 3rd Edition rule book this is the one to get. It is just shy of being completely self-contained. Unlike this book, anything produced from a 3rd party still requires the WOTC core books as a component to play. All the classic races and classes are here in this book. So far from what I can see is that it lacks only two things, monsters and advanced classes (providing that hasn't been accounted for the creation of the class system in this) Not to mention the art is pretty nice in there too, a rarity in a lot of these poorly illustrated RPG books and WOTC is guilty of the same thing. Ahh, finally an Everquest where Shadowknights and Paladins don't happily co-exist. An Everquest where an Iksar could logically choose to be a rogue for adventuring beyond Kunark.

Never played this game before, bit different than D&D and Pathfinder but looks pretty cool just the same.

It's was in great condition the book

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