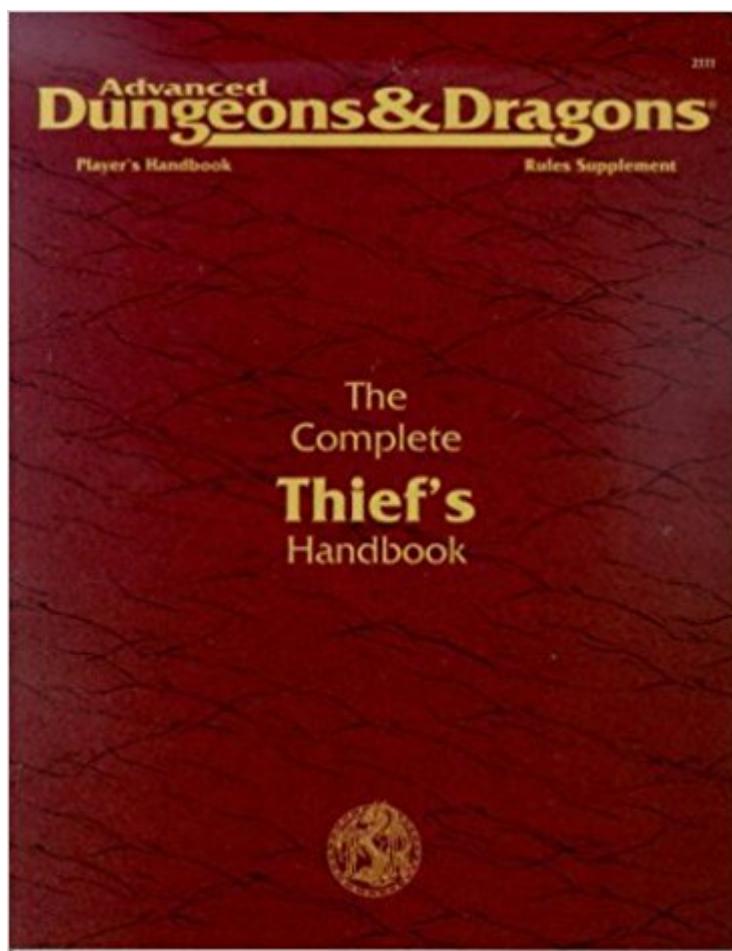


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# The Complete Thief's Handbook: Player's Handbook Rules Supplement, 2nd Edition (Advanced Dungeons & Dragons)



## **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**

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## **Customer Reviews**

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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!

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