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UHR06401 - Symbaroum: Player's Handbook (EN)



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Product Description

The Player's Handbook expands on each chapter of the Player Rules as they appear as Book 2 within the Symbaroum Core Rulebook and is useful for players and gamemasters alike. The book offers a huge selection of new races, professions, abilities, powers and rituals. It also contains many new items of equipment, the possibilities of which greatly enrich the gaming experience. Considering all the optional rules and the expansion of the game world, there can be little doubt that the Player's Handbook is a must-have for anyone who can't wait to delve deeper into the shadowy halls of Davokar! The Player's Handbook includes: Five new playable races - get to know the world anew as an elf, elf trapper, troll, undead or dwarf! Around twenty new professions, such as monster hunters, symbolists and troll singers. Among them are also some so-called professions - elite professions that the characters can work towards - for example, Iron Sworn, Staff Mage or Wrathguard. A system of dividing traits as trumps and cruxes - perfectly designed for solving problems and ideal for giving the character more depth. About fifty new skills and rituals - some of them reserved for members of the professions, others only available for a certain archetype. Rules for crafting artefacts and items, as well as lesser artefacts and mystical specialities that can be used to enhance a masterwork. Alchemical weapons in the form of explosive grenades and fire tubes, the latter either stationary or carried into battle by sappers. Product details: Item number: UHR06401 EAN: 9783958672895 Publisher: Uhrwerk Verlag Product types: Books, Role-playing games Subject area: Symbaroum Language: German Publication date: October 2024 Format: 2cm x 30cm x 22cm Weight: 903 g Content: 140 pages, hardcover, A4

Specifications

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