



Player's Handbook 3: A 4th Edition D&D Core Rulebook

Mike Mearls, Rob Heinsoo, Robert J. Schwalb

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Rules for psionic, divine, and primal heroes.

Player's Handbook® 3 expands the range of options available to **D&D**® players with new classes, races, powers, and other material.

This book builds on the array of classes and races presented in the *Player's Handbook* and *Player's Handbook 2* core rulebooks, presenting old favorites and new, never-before-seen options to the game. *Player's Handbook 3* also adds the psionic power source to the 4th Edition **D&D** game, along with several new classes that harness this power source.

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