

Get Free Star Wars Roleplaying Game A Star Wars Core Rulebook

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A guidebook that presents players with new options for Star Wars characters.

This is the prime sourcebook for players and gamemasters who wish to build custom starships for the "Star Wars" roleplaying game. of full-color illustrations. Maps.

This new saga edition encapsulates all six "Star Wars" feature films while presenting a thorough revision of the rules, making the game easier to learn while improving the overall game experience.

"Rise of the Separatists is a era sourcebook for Fantasy Flight Games' Star Wars roleplaying game system, featuring brand-new source material compatible with each of Fantasy Flight Games' three Star Wars roleplaying lines [Edge of the Empire, Age of Rebellion, and Force and Destiny]. It is meant to be a spiritual prequel to Collapse of the Republic, with Collapse of the Republic covering the second half of the Clone Wars while Rise of the Separatists covers the first half."--

Containing all the rules needed to play the popular Star Wars Roleplaying Game, this rulebook has been updated and expanded to include changes based on customer feedback and all-new "Star Wars: Attack of the Clones" material.

The gamemaster's ultimate resource for starting and sustaining a Star Wars campaign. This comprehensive guidebook contains everything a beginning or experienced gamemaster needs to create, sustain, and

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enhance a Star Wars campaign. Designed to aid gamemasters in running campaigns from 1st through 20th level, this title includes tips for launching and building campaigns, encounter and adventure hooks, characters of all classes and mixes, and tips for integrating film characters into a storyline. There are rules for handling complex combat and conflict, and information is presented on elements of an epic campaign. Ease of game play is facilitated with dozens of pre-generated maps and characters and detailed descriptions of numerous locations.

Provides instructions for creating characters and campaigns for the "Star Wars" roleplaying game that call on the dark side of the Force, and offers details on character classes, specific evil characters, and related topics.

Bring your Star Wars Roleplaying Game campaign into the epic battles of the Clone Wars. This book includes new information for heroes on both sides of the war, including new talents, feats, prestige classes, and equipment designed to tailor characters to the unique feel of the Clone Wars conflict. More than just information for players, The Clone Wars Campaign Guide provides Gamemasters with descriptions and statistics for starships, vehicles, allies, opponents, and planets and features in-depth information on material drawn from Lucasfilm's new CG animated series, The Clone Wars.

More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and

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criminals of all stripes throughout the "Star Wars" setting. Gerald tells of the very unusual animals he would add to the zoo, if he were in charge.

A guide for players and game masters provides strategies for building droid characters using manufacturer templates and a variety of equipment, modifications and talents, in a supplement that also contains droid profiles for inclusions in adventures and campaigns.

Unleash the Force and fight the Empire. The Emperor has swept away the last vestiges of the Old Republic. Darth Vader and his dark apprentice hunt down the surviving Jedi one by one, but a few escape capture and find refuge on backwater worlds. Fewer still reach deep into the Force, unleashing powers beyond their wildest imaginings. Meanwhile, other brave heroes rise to oppose the tyranny of the Empire, heralding the birth of the Rebellion. This campaign guide draws its inspiration from *The Force Unleashed*, a revolutionary new video game from Lucasfilm, Ltd. It presents a complete campaign setting during the period between Episode III: *Revenge of the Sith* and Episode IV: *A New Hope*. The guide offers exciting new character options and Force powers for players as well as adventure content, campaign seeds, and ready-to-play adversaries for Gamemasters. This supplement is designed for use with the *Star Wars Roleplaying Game Saga Edition* core rulebook.

Bygger på figurerne fra Star Wars filmen

- 1.) All the rules of the game, for players and Gamemasters.
- 2.) Character creation, featuring Fast-track templates and

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nearly limitless options. 3.) Details on how to play in any time frame-Episode I (The Rise of the Empire), Episodes IV-VI (The Rebellion), or the New Republic era (The New Jedi Order). 4.) Equipment, weapons, vehicles, and aliens from the Star Wars movies and expanded universe 5.) An action-packed starting adventure 6.) Conversion information for previous Star Wars roleplaying game systems. 7.) Game statistics for the iconic characters in the Star Wars universe. This premier guide to alien races in the Star Wars universe, which complements the Star Wars Roleplaying Game, is a revised and updated collection of more than 125 alien species suitable for play as characters in the game.

Jump to hyperspace with *Starships and Speeders*, the essential collection of vehicles for Star Wars Roleplaying! As the Galactic Civil War rages on, the Empire and Rebel Alliance fight their battles on the surface of planets across the galaxy and in the black depths of space. Using vehicles that range from technologically advanced superweapons to repurposed civilian craft, both sides bring the fight to every conceivable environment. And as always, the traders, smugglers, and pirates who fight for their own interests rely on vehicles and ships that can slip by undetected or speed away at the first sign of trouble. *Starships and Speeders* is a 144-page sourcebook that collects ships from all three Star Wars Roleplaying game lines and introduces a number of vehicles never before profiled. In addition to the vehicles themselves, players and GMs will find advice and adventure seeds to help integrate each craft into their games. With more than 130 vehicles ranging from civilian speeders to mighty battleships, you'll find the perfect vessel for any challenge that may arise!

This campaign guide offers both players and Gamemasters a wide array of new options that can be used to craft a unique roleplaying game experience. Featuring new game material,

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this book presents an entire campaign during the violent days of the Old Republic.

Explore the uncharted reaches of the Star Wars® galaxy. Far from the cityscape of Coruscant, beyond the fringe planets of the Outer Rim, lies a vast region of space called the Unknown Regions. The Unknown Regions are mysterious and uncharted. They are home to strange aliens, violent slavers, and the forgotten remnants of ancient civilizations that have lived in isolation for eons. This sourcebook gives players and Gamemasters everything they need to run and play in campaigns featuring scouts, exploration, and adventure in the uncharted reaches of the Star Wars galaxy. The Unknown Regions allows Gamemasters to take their existing campaigns in bold new directions, or this book can be used to jumpstart a new campaign that focuses on exploring the unknown.

This in-depth review of the Core Worlds region of the "Star Wars(" galaxy features an emphasis on the capital world, Coruscant. Full-color maps & illustrations.

This supplement contains advanced starship combat rules for the "Star Wars] Roleplaying Game Saga Edition." In addition, it provides new character options for spacefaring heroes as well as descriptions, deckplans, and statistics for starships from all eras.

A wide-ranging review of more than two dozen worlds on the outer rim of the Star Wars galaxy.

Part of the bestselling Jedi Path series by Daniel Wallace, Star Wars®: Smuggler's Guide reveals previously untold stories of the galaxy's underworld.

Recovered from a strongbox on the Millennium Falcon, this guide started as a simple logbook with a piece of valuable information. But it was soon stolen, traded, and

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smuggled around the outer rim and shady ports, until it ultimately ended up in the hands of the outlaw Han Solo.

- The infamous logbook passed through the hands of such notorious characters as Maz Kanata, Hondo Ohnaka, Dryden Vos, and Lando Calrissian
- With each pirate, thief, gambler, and criminal who took possession of the book, new insights and details were added
- The result is a coveted collection of hidden treasure locations, advice, and hard-earned data

A must-have handbook to the galaxy's underworld, *Star Wars®: Smuggler's Guide* is a crucial and hugely entertaining read for fans seeking a deeper understanding of the saga. Readers explore the checkered pasts of the galaxy's smugglers, thieves and pirates, with numerous tie-ins to the films.

- Reveals secrets and other juicy morsels of new information in the *Star Wars®* lore
- Perfect gift for *Star Wars®* fans of all ages who are eager to learn more about the *Star Wars®* universe
- Great for those who loved *Star Wars: The Visual Encyclopedia* by Adam Bray, *Star Wars Encyclopedia of Starfighters and Other Vehicles* by Landry Q. Walker, and *Star Wars: 5-Minute Star Wars Stories* by Disney Lucasfilm Press © & TM LUCASFILM LTD. Used Under Authorization.

Space is a hell of a thing but you need to be sure that this is what you want. Like, what you really want. The idea of space exploration to further the frontiers of mankind is noble, but let's not kid ourselves – it's really all about furthering the profit margins. There's money to be made and out there is the place to make it, but you hear all kinds of stories... equipment malfunctions,

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strange discoveries, crewmembers going insane... You'll be out there in the reaches, alone, for months or years, breathing recycled air and drinking recycled water, with nothing but a few feet of metal and shielding between you and certain death. Are you sure this is what you want? – Crew Orientation Briefing *** Those Dark Places is a rules-light, story-focused roleplaying game about the darker side of space exploration and the people who travel the stars in claustrophobic, dangerous conditions. Starships, stations, and outposts aren't havens of safety with clean, brightly lit corridors – they're potential deathtraps, funded by budget-conscious corporate interests and running on stale, recycled air and water. The stars may be the future of humanity, but they are also home to horrors and terror the human mind cannot comprehend.

NATIONAL BESTSELLER • A mysterious former Sith wanders the galaxy in this stunning Star Wars tale, an original novel inspired by the world of *The Duel* from the *Star Wars Visions* animated anthology. The Jedi are the most loyal servants of the Empire. Two decades ago, Jedi clans clashed in service to feuding lords. Sickened by this endless cycle, a sect of Jedi rebelled, seeking to control their own destiny and claim power in service of no master. They called themselves Sith. The Sith rebellion failed, succumbing to infighting and betrayal, and the once rival lords unified to create an Empire . . . but even an Empire at peace is not free from violence. Far on the edge of the Outer Rim, one former Sith wanders, accompanied only by a faithful droid and the ghost of a less civilized age. He carries a lightsaber, but

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claims lineage to no Jedi clan, and pledges allegiance to no lord. Little is known about him, including his name, for he never speaks of his past, nor his regrets. His history is as guarded as the red blade of destruction he carries sheathed at his side. As the galaxy's perpetual cycle of violence continues to interrupt his self-imposed exile, and he is forced to duel an enigmatic bandit claiming the title of Sith, it becomes clear that no amount of wandering will ever let him outpace the specters of his former life.

Warfare is a common theme throughout the Star Wars saga. This supplement gives players and Gamemasters everything they need to run games or play characters in a war-torn galaxy.

The perfect entry point for novice roleplayers, the Star Wars: Edge of the Empire Beginner Game features a complete, learn-as-you-go adventure. Pre-generated character folios keep rules right at your fingertips, while custom dice and an exciting narrative gameplay system make every roll into a story. Detailed rules provide for hours of entertainment in a galaxy far, far away!

"So, you wish to learn the ways of the Force..." Written as the ultimate Jedi training manual, *The Jedi Academy: Training Manual* game supplement reveals the secrets of the Jedi across all eras of the Star Wars saga, from the earliest days of the Old Republic to the Dark Times and the reemergence of the Jedi Order after the fall of the Galactic Empire. It gives players exciting new talents, feats, Force powers, and equipment for their Jedi characters. It also elaborates on the known Jedi fighting styles and provides new ways to build your character

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around a particular fighting style.

Take on the sinister Galactic Empire as a member of the Rebel Alliance! The 464-page Star Wars: Age of Rebellion Core Rulebook provides everything you and your friends need to wage guerrilla warfare across the Star Wars galaxy, face down legions of stormtroopers, or steal secret plans and restricted codes. No matter what role you play in the Rebellion, the fate of the galaxy rests in your hands while custom dice help create an immersive narrative with each and every check.

"The perfect entry into the Star Wars roleplaying experience for players of all skill levels, The Force Awakens Beginner Game introduces a complete, learn-as-you-go adventure that carries you from the sands of Jakku deep into the heart of a mystery that could change the course of the galaxy."--Publisher website.

"Few books or games have had as enduring an impact upon the Star Wars galaxy and its fans as Star Wars: The Roleplaying Game. Originally published by West End Games in 1987, it arrived at a time when the future of the Star Wars galaxy was uncertain, and it captivated a whole generation of gamers with rules and guidelines that made it easy to design and enjoy adventures truly worthy of the Star Wars universe and its ongoing space opera... Star Wars: The Roleplaying Game 30th Anniversary Edition is a faithful, limited edition recreation of both Star Wars: The Roleplaying Game and The Star Wars Sourcebook, both printed with higher quality than the originals and packaged in a stylized slipcase"--manufacturer's website.

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