

## Star Wars Roleplaying Game Saga Edition Revised

An exploration of two of the most exciting components of D&D(, "Dragon Magic"\* changes the way dragons are used in D&D campaigns by imagining a world in which dragons openly share their magical secrets with humans and other races.

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.

First in a new series of products that will accompany each Star Wars miniature expansion, this new handbook helps players enhance their use of the "Rebel Storm" Miniature. Includes a fold-out poster map. Full color.

Fully illustrated, this book is an essential guide to equipping characters in the "Star Wars" roleplaying game.

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.

"Power of the Jedi" provides the most comprehensive look at the Jedi ever created. It includes details of the origin and rise of the Jedi, as well as information about the Jedi throughout the timeline of the Star Wars universe, including material from "Star Wars: Episode II: Attack of the Clones."

In this "Star Wars" roleplaying game supplement, players can find everything they need to create heroes that fit perfectly into the Legacy Era, while Gamemasters can learn to create exciting adventures against the backdrop of a galaxy ruled by the Sith.

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

This book is designed to be the complete rulebook for all modern roleplaying games using the d20 settings. Thematically aligned with the highly popular heroic fantasy and horror genres, this volume will build on the strength of the growing d20 System while attracting new players.

"Open Game License version 1.0a"--4th unnumbered page.

"The Rebellion Era Campaign Guide" brings the Saga Edition rules to the time when tyranny and oppression mark the reign of the Galactic Empire. For players, it provides new character options for Rebel and fringe heroes.

The Tales of Arcana® 5E Race Guide features over 200 5E playable races for use as player or non-player characters in your 5E (5th Edition) campaigns. This guide is essential for Story Masters and players who wish to go beyond traditional races like humans, elves, and dwarves. With the races in these pages, you'll be able to reimagine your roleplaying games and create weird, fantastical campaigns. Even if you have no desire to play 5E, this guide is a great resource for worldbuilding. Will you play as a

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forest-dwelling sasquatch or tree squid? Swim the murky depths as a grindylow or merfolk? Or perhaps entertain villagers as a toon or a clown? Perhaps your Story Master will have you square off in combat with the foul-smelling krampus or a band of mischievous kasa-obake? There are races here that will resonate with traditional players as well as newer or younger players. Welcome, Arcanaut, to your next adventure!

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

Bygger på figurene fra Star Wars filmen

A Threat of Epidemic Proportions A virulent plague sweeps over the planet Endregaad, forcing the Corporate Sector Authority to quarantine the stricken world with a planetwide blockade. A mission of mercy and a desperate search lead heroes to the Hutt homeworld, where they discover an even greater scourge spreading throughout the galaxy. This stand-alone adventure is for 9th-level heroes. • Embroils the heroes in various dealings with the Hutts. • Explores several locations across Hutt space, including Nar Shaddaa, the Smuggler's Moon. • Introduces new Hutt droids and Hutt battle armor. • Features new starships, including one for the heroes--complete with a deckplan. To use this adventure, a Gamemaster also needs the Star Wars Roleplaying Game. Scores of nefarious characters, fearsome creatures, and droids of various levels are defined in this "Star Wars" supplement. 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.

Provides instructions for creating characters and campaigns for the "Star Wars" roleplaying game that are set during the same timeframe as the three original films, and offers details on specific characters and cultural information.

An essential Star Wars Roleplaying Game accessory. This product includes the following components designed for use with the Star Wars Roleplaying Game Saga Edition core rulebook: A four-panel Gamemaster's Screen containing important tables and other information GMs need to effectively run Star Wars adventures.

This new supplement provides new rules and modules for running a futuristic d20 Modern campaign. The wealth of information covers new character traits, advanced classes, starting occupations, gear, starships, monsters, and more. 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. 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.

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.

### Star Wars Roleplaying Game Revised Core Rulebook

This sourcebook offers gamemasters information and adventures about Luke Skywalker's home planet of Tatooine through all three Star Wars eras, including brand-new information that has never appeared anywhere.

More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and criminals of all stripes throughout the "Star Wars" setting.

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.

New rules and character options for campaigns laced with intrigue. The Star Wars galaxy is rife with treachery and intrigue, from the machinations of Darth Sidious and the Bothan SpyNet to the secret agendas of the Rebel Alliance and the Empire. This supplement gives players and Gamemasters everything they need to run games and play characters in a galaxy of intrigue. This book provides new options and gear for nobles and other sly-minded characters, as well as a host of adventure hooks and campaign seeds that can be used to inject elements of intrigue into campaigns of all eras. It also includes rules for running skill challenges.

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.

Despite the insatiable public appetite for all things Star Wars, the more analytical side of the saga is all too often ignored. This book offers a new way of seeing George Lucas' space opera—particularly the prequel trilogy, a series never given a fair chance because of constant comparisons to the iconic originals. In the classic style of Joseph Campbell, the trilogy is viewed through the lens of myth and metaphor, revealing a body of work not only worthy of scholarly study but perhaps destined to find therein its home. A wide variety of philosophical and mythological themes are presented and expounded upon, drawing from a rich source of scholars, thinkers, writers, and poets from East and West alike. Heretical or not, the Star Wars prequels are a surprisingly rich source of insight into the saga—as well as the human drama—as a whole.

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!

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.

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

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

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 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.

"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 around a particular fighting style.

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.

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