

Character Name \_\_\_\_\_ Player \_\_\_\_\_

Class \_\_\_\_\_ Yes ☐ No ☐ Neurotic Processor \_\_\_\_\_

Character Level \_\_\_\_\_ Class Level \_\_\_\_\_

Vocabulary \_\_\_\_\_ Personality \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Manipulator \_\_\_\_\_

# STAR WARS

## ROLEPLAYING GAME

### DROID RECORD SHEETS

	Score	Modifier	Score	Modifier
<b>STR</b> Strength				
<b>DEX</b> Dexterity				
<b>CON</b> Constitution				
<b>INT</b> Intelligence				
<b>WIS</b> Wisdom				
<b>CHA</b> Charisma				

  

	Total	Current
<b>VITALITY</b>		
<b>DEFENSE</b>		±10+

  

	Total	Current	Vitality Die
<b>WOUNDS</b>			

  

	Total	Current	Vitality Die
<b>SPEED</b>			
<b>Base Attack Bonus</b>			
<b>Chassis</b>			

  

	Total	Current	Vitality Die
<b>INITIATIVE</b>			
<b>REPUTATION</b>			

**Saving Throws**

**FORTITUDE** (Constitution) Total = Base Save + Ability Mod + Skill Mod

**REFLEX** (Dexterity) Total = Base Save + Ability Mod + Skill Mod

**WILL** (Wisdom) Total = Base Save + Ability Mod + Skill Mod

**MELEE** (Attack Bonus) Total = Base + STR Mod + Skill Mod + Skill Mod

**RANGED** (Attack Bonus) Total = Base + DEX Mod + Skill Mod + Skill Mod

**WEAPON**

Range	Weight	Type	Base	Special Properties

**WEAPON**

Range	Weight	Type	Base	Special Properties

**WEAPON**

Range	Weight	Type	Base	Special Properties

**Armor / Protective Item**

Type	Armor Bonus	Max Dex Bonus

**SKILLS**

Class	Class Skill Name	Ability	Ability Mod	Rank	Mod Mod	Best Mod
	Appraise 1	INT				
	Appraise 2	INT				
	Appraise 3	INT				
	Appraise 4	INT				
	Appraise 5	INT				
	Appraise 6	INT				
	Appraise 7	INT				
	Appraise 8	INT				
	Appraise 9	INT				
	Appraise 10	INT				
	Appraise 11	INT				
	Appraise 12	INT				
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	Appraise 91	INT				
	Appraise 92	INT				
	Appraise 93	INT				
	Appraise 94	INT				
	Appraise 95	INT				
	Appraise 96	INT				
	Appraise 97	INT				
	Appraise 98	INT				
	Appraise 99	INT				
	Appraise 100	INT				

Skills marked (I) can be used untrained (0 skill bonus). \* Armor check penalty, if any, applies.  
Skills marked (T) can be used untrained (0 skill bonus) with a Neurotic Processor installed.

**UNSPENT SKILL POINTS**

# Star Wars D20 Players Handbook

**Michael Brown**



## **Star Wars D20 Players Handbook:**

**The Routledge Handbook of Role-Playing Game Studies** José P. Zagal, Sebastian Deterding, 2024-06-27 This Handbook provides a comprehensive guide to the latest research on role playing games RPGs across disciplines cultures and media in one single accessible volume Collaboratively authored by more than 40 key scholars it traces the history of RPGs from wargaming precursors to tabletop RPGs like Dungeons Dragons to the rise of live action role play and contemporary computer RPG and massively multiplayer online RPG franchises like Baldur s Gate Genshin Impact and World of Warcraft Individual chapters survey the perspectives concepts and findings on RPGs from key disciplines like performance studies sociology psychology education economics game design literary studies and more Other chapters integrate insights from RPG studies around broadly significant topics like worldbuilding immersion and player character relations as well as explore actual play and streaming diversity equity inclusion jubensha therapeutic uses of RPGs and storygames journaling games and other forms of text based RPGs Each chapter includes definitions of key terms and recommended readings to help students and scholars new to RPG studies find their way into this interdisciplinary field A comprehensive reference volume ideal for students and scholars of game studies and immersive experiences and those looking to learn more about the ever growing interdisciplinary field of RPG studies

**Empire of Imagination** Michael Witwer, 2015-10-06 The first comprehensive biography of geek and gaming culture s mythic icon Gary Gygax and the complete story behind his invention of Dungeons Dragons The life story of Gary Gygax godfather of all fantasy adventure games has been told only in bits and pieces Michael Witwer has written a dynamic dramatized biography of Gygax from his childhood in Lake Geneva Wisconsin to his untimely death in 2008 Gygax s magnum opus Dungeons Dragons would explode in popularity throughout the 1970s and 80s and irreversibly alter the world of gaming D D is the best known best selling role playing game of all time and it boasts an elite class of alumni Stephen Colbert Robin Williams and Vin Diesel all have spoken openly about their experience with the game as teenagers and some credit it as the workshop where their nascent imaginations were fostered Gygax s involvement in the industry lasted long after his dramatic and involuntary departure from D D s parent company TSR and his footprint can be seen in the role playing genre he is largely responsible for creating Through his unwavering commitment to the power of creativity Gygax gave generations of gamers the tools to invent characters and entire worlds in their minds Witwer has written an engaging chronicle of the life and legacy of this emperor of the imagination

**HowExpert Guide to Tabletop Roleplaying Games** HowExpert, Jeffrey Wright, 2020-03-23 Take a deep dive into the art of making and playing unforgettable characters in your favorite tabletop roleplaying game For decades TTRPGs have been bringing friends together to tell stories of adventure and intrigue Now the genre has become more popular than ever with appearances in movies TV shows podcasts and more But what if you want to add even more immersion to your game The answer is in roleplaying With dynamic and popular series such as Critical Role available to watch online it can be understandably intimidating to start

adding more roleplaying to your game But there is no need to fear This comprehensive roleplaying guide will teach you how to Plan and kick off your tabletop RPG experience Create your own unique character that is fully immersed in your game s world Find and use inspiration for your TTRPG characters Use description to grow your imagination and make more compelling stories Adapt your character to your game s world Develop skills that are useful in and outside of the game Find your next favorite TTRPG series Connect with other gamers With a proven process for creating engaging characters honed over many awkward and nerdy years this guide is your one must have resource to make and play unforgettable TTRPG characters About the Expert Jeffrey Wright is a proud nerd avid tabletop gamer and writer With nearly two decades of experience playing and running a wide variety of tabletop roleplaying games Jeffrey Wright has made it his mission to get as many people playing TTRPGs as possible He credits the freeform immersion offered by tabletop gaming for his outgoing personality love of writing and obsessive collecting habits He regularly prepares and runs games for new players at his local game store to introduce them to the magic of roleplaying games Most days he can be found resting atop his gigantic dice hoard challenging strangers to riddle contests On other days he practices being less sarcastic HowExpert publishes quick how to guides on all topics from A to Z by everyday experts Role-Playing Game Studies Sebastian Deterding, José Zagal, 2018-04-17 This handbook collects for the first time the state of research on role playing games RPGs across disciplines cultures and media in a single accessible volume Collaboratively authored by more than 50 key scholars it traces the history of RPGs from wargaming precursors to tabletop RPGs like Dungeons Dragons to the rise of live action role play and contemporary computer RPG and massively multiplayer online RPG franchises like Fallout and World of Warcraft Individual chapters survey the perspectives concepts and findings on RPGs from key disciplines like performance studies sociology psychology education economics game design literary studies and more Other chapters integrate insights from RPG studies around broadly significant topics like transmedia worldbuilding immersion transgressive play or player character relations Each chapter includes definitions of key terms and recommended readings to help fans students and scholars new to RPG studies find their way into this new interdisciplinary field *Dungeons & Dragons Player's Handbook* Monte Cook, Jonathan Tweet, Skip Williams, 2003 Revised versions of the phenomenally successful Dungeons Dragons core rulebooks

**Librarian's Guide to Games and Gamers** Michelle Goodridge, Matthew J. Rohweder, 2021-11-15 Helps librarians who are not themselves seasoned gamers to better understand the plethora of gaming products available and how they might appeal to library users As games grow ever more ubiquitous in our culture and communities they have become popular staples in public library collections and are increasing in prominence in academic ones Many librarians especially those who are not themselves gamers or are only acquainted with a handful of games are ill prepared to successfully advise patrons who use games This book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games whether they are new to gaming or seasoned players through

advisory services This book maps all types of games board roleplaying digital and virtual reality providing all the information needed to understand and appropriately recommend games to library users Organized by game type hundreds of descriptions offer not only bibliographic information title publication date series and format platform but genre classifications target age ranges for players notes on gameplay and user behavior type and short descriptions of the game s basic premise and appeals     A Guide to Movie Based Video Games, 2001 Onwards Christopher Carton,2024-08-30 Play Along with the Film When gaming moved from the 16 bit era and into the exciting realm of 3D gameplay Hollywood properties continued their journey into the interactive medium Popular home and handheld consoles played host to ambitious titles that sought to bridge the gap between movies and video games providing fans with scenarios that both replicated and went beyond their favorite stories Gathered in this book are some of the biggest video games that originated from movies some being direct adaptations and others that expanded existing universes With 20 chapters covering over 450 games including every Lego movie video game and franchises such as Star Wars Aliens Disney Pixar and The Lord of the Rings A Guide to Movie Based Video Games 2001 2023 gives readers a chance to revisit and discover the ups and downs of licensed titles across two action packed decades Load up the reels press start and immerse yourself in timeless adventures

*Monsters, Aliens, and Holes in the Ground, Deluxe Edition* Stu Horvath,2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In *Monsters Aliens and Holes in the Ground* Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades *Monsters Aliens and Holes in the Ground* features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play The deluxe edition will include a foil stamped cover and slipcase with a cloth binding a ribbon gilded edges and an 8 5x11 inch card stock poster of the regular edition     **Monsters, Aliens, and Holes in the Ground** Stu Horvath,2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In *Monsters Aliens and Holes in the Ground* Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant

gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play

**Expressive Processing** Noah Wardrip-Fruin,2012-02-10 From the complex city planning game SimCity to the virtual therapist Eliza how computational processes open possibilities for understanding and creating digital media What matters in understanding digital media Is looking at the external appearance and audience experience of software enough or should we look further In Expressive Processing Noah Wardrip Fruin argues that understanding what goes on beneath the surface the computational processes that make digital media function is essential Wardrip Fruin looks at expressive processing by examining specific works of digital media ranging from the simulated therapist Eliza to the complex city planning game SimCity Digital media he contends offer particularly intelligible examples of things we need to understand about software in general if we understand for instance the capabilities and histories of artificial intelligence techniques in the context of a computer game we can use that understanding to judge the use of similar techniques in such higher stakes social contexts as surveillance

**Gaming Programs for All Ages at the Library** Tom Bruno,2018-06-20 Join librarian and lifelong gamer Tom Bruno on his quest to bring gaming to his library community from bringing back classic board games such as Fireball Island to offering free play in the latest virtual reality games using the Oculus Rift or the HTC Vive Gaming Programs for All Ages at the Library shows you how you can launch and support gaming programming in your library including how to make the case for library gaming with your administration how to acquire and loan gaming materials whether or not you have the budget for them how to publicize your library gaming programming and how to incorporate other library units into the gaming experience Everything from acquisitions to budgeting to circulation is covered in this practical guide you ll also learn about promotion assessment and experiential learning opportunities

[Encyclopedia of Weird Westerns](#) Paul Green,2016-03-10 From automatons to zombies many elements of fantasy and science fiction have been cross pollinated with the Western movie genre In its second edition this encyclopedia of the Weird Western includes many new entries covering film television animation novels pulp fiction short stories comic books graphic novels and video and role playing games Categories include Weird Menace Science Fiction Space Steampunk and Romance Westerns

[Star Wars Roleplaying Game](#) Christopher Perkins,Owen K. C. Stephens,Rodney Thompson,2007 The Star Wars universe is at your fingertips The Star Wars Edge of the Empire Core Rulebook is a role playing game that explores the places across the galaxy where morality is gray and nothing is certain It contains everything that players and GMs need to conduct their adventures as smugglers in the Outer Rim to collect bounties on the scum in the shadows of Coruscant or to establish new colonies

beneath the Empire's notice From publisher description [Your Turn!](#) Scott Rogers,2023-09-27 Whether you are a novice or experienced pro this easy to follow guide to designing board games is for you In Your Turn The Guide to Great Tabletop Game Design veteran game designer Scott Rogers creator of tabletop games including Rayguns and Rocketships Pantone the Game and ALIEN Fate of the Nostromo delivers a practical walkthrough to help YOU create over a half dozen game prototypes including dice card euro miniature and party games The book is packed with easy to follow instructions charming illustrations and hands on lessons based on the author's proven knowledge and experience And once you've made your game Your Turn will teach you how to prepare pitch and sell it whether through crowdfunding or a publisher You'll also learn how to Write and create elegant and crystal clear rules of play Playtest your games to improve quality fix problems and gather feedback Learn what players want and how to design for it Learn the secrets of the Six Zones of Play and why they are so important to your game design Your Turn is the essential guide for practicing and aspiring tabletop game designers everywhere Why wait to make the tabletop game of your dreams Grab this book and prepare to take Your Turn [Roll to Hit](#) Harry Slater,2025-08-30 It might be unauthorized but this book sure is comprehensive This isn't just a book about a game The author focuses on the people who created it and expanded it over the decades as well as the people whose contributions have been hidden in the shadows A richly detailed exciting and frequently surprising history Booklist Roll to Hit An Unofficial History of Dungeons and Dragons is a deep dive into the story behind the world's most popular tabletop roleplaying game From its humble beginnings in a basement in a house in a small town in Wisconsin through the Satanic Panic and the boom and bust of the 90s all the way to a modern resurgence that has seen the game become a true pop culture phenomenon the book tells the tale of the people who have shaped D D through every step of its development But more than that it's a story of leaps of imagination of shocking circumstances and tragedies of conflicts and comings together both on the table and off From HG Wells playing with toy soldiers to multi million dollar movie deals from early war simulations to crazy homebrew campaigns the book explores the history of D D and asks why even after all this time its name remains a shorthand for the tabletop roleplaying experience As Dungeons Dragons reaches its fiftieth birthday and with the game is as popular as it's ever been regular players old school gamers and newcomers are going to find something here to excite and entice After all without them without the players there'd be no Dungeons Dragons at all [Star Wars Revised Rulebook](#) Bill Slavicsek,Andy Collins,J. D. Wiker,2002-05 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 [Dragons in the Stacks](#) Steven A. Torres-Roman,Cason E. Snow,2014-10-17 A one stop complete guide to tabletop role playing games for novice librarians as well as seasoned players Tabletop role playing games RPGs are a perfect fit for library teen services They not only hold great appeal for teen patrons but also help build important skills ranging from math and literacy to leadership and dramatics Role playing games are cost effective too Dragons in the Stacks explains why RPGs

are so effective at holding teenagers attention identifies their specific benefits outlines how to select and maintain a RPG collection and demonstrates how they can enhance teen services and be used in teen programs Detailed reviews of role playing games are included as well with pointers on their strengths weaknesses and library applications Coauthored by an experienced young adult librarian and an adult services librarian this is the definitive guide to RPGs in the library and the only one currently available      **Hero's Guide** J. D. Wiker,Rodney Thompson,2003-05 A guidebook that presents players with new options for Star Wars characters      **The EBay Price Guide** Julia L. Wilkinson,2006 Provides lists of selling prices of items found on eBay in such categories as antiques boats books cameras coins collectibles dolls DVDs real estate stamps tickets and video games      Star Wars Rebellion Era Campaign Guide Rodney Thompson,Sterling Hershey,Owen K. C. Stephens,J. D. Wiker,2009 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



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