ROLEPLAYING GAME

SAGA EDITION CORE RULEBOOK

Star Wars Roleplaying Game Saga Edition Revised Core Rul

Stu Horvath

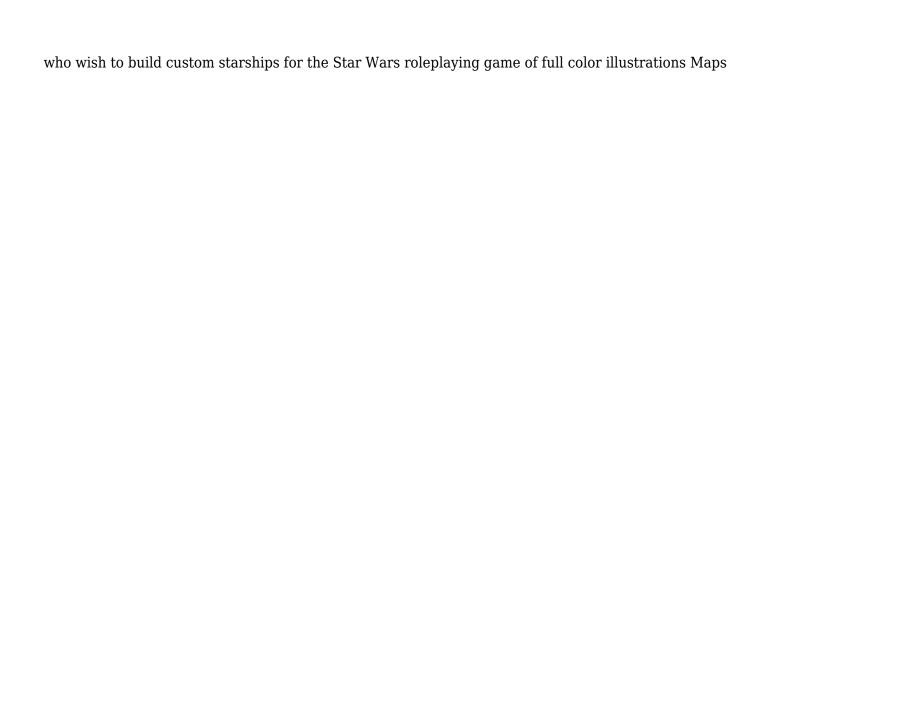
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Star Wars Galaxy of Intrigue Rodney Thompson, Gary Astleford, Eric Cagle, 2010 New rules and character options for campaigns laced with intrigue The Star Wars galaxy is rife with treachery and intrigue from the machinations of Darth Sidious and the 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 intrique into campaigns of all eras It also includes rules for running skill challenges Unleashed Campaign Guide Sterling Hershey, Owen K. C. Stephens, Peter Schweighofer, Rodney Thompson, 2007-11 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 Starships of the Galaxy Gary Astleford, Owen K. C. Stephens, Rodney Thompson, 2007 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 **Star Wars Roleplaying Game** Bill Slavicsek, Andy Collins, J. D. Wiker, 2000 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

Galaxy at War Rodney Thompson, Gary Astelford, Eric Cagle, Daniel Wallace, 2009 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 Star Wars Scavengers Guide to Droids Rodney Thompson, 2009 New droids plus new options for droid heroes The Scavenger's Guide to Droids gives players and Gamemasters access to a variety of droids from across the Star Wars saga It includes new options for droid characters including talents feats equipment modifications quirks and prestige classes as well as other ways to customize droid characters including templates based on different manufacturers This supplement also contains scores of new droids that Gamemasters can include in adventures and campaigns set in any Star Wars era as well as tips for building unique droid models **Star Wars: Force and Destiny RPG** Core Rulebook Fantasy Flight Games (Firm), 2015-05-15 Darkness engulfs the galaxy Under the rule of the Dark Lords of the Sith the Empire controls countless star systems through fear and oppression With the Jedi destroyed seekers and sentinels wardens and warriors pathfinders and peacekeepers must learn to use the Force and restore peace and justice to **Jedi Academy** Rodney Thompson, Eric Cagle, Patrick Stutzman, Robert Wieland, 2009 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 Star Wars: Edge of the Empire Roleplaying Game, 2013 Embark on your own adventures in the Star Wars galaxy with the Star Wars Edge of the Empire Roleplaying Game This complete tabletop roleplaying game explores the lawless fringes of the Empire Flee from Imperial entanglements double deal with Hutts and gangsters and jump to lightspeed in the fastest hunk of junk in the galaxy The core rulebook includes a dynamic dice mechanic that goes beyond success and failure full playable rules for six careers nineteen specialization and eight species obligation rules to invest player characters in the story of Edge of Empire Starship combat customizable equipment Force powers dangerous adversaries and more Legacy Era Campaign Guide Rodney Thompson, Sterling Hershey, Gary Astleford, 2009 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 **Scum and Villainy** Robert J. Schwalb,2008 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 **Ultimate Adversaries** Eric Cagle, Michelle Lyons, Michael Mikaelian, Steve stripes throughout the Star Wars setting Miller, Owen K. C. Stephens, Will Upchurch, 2004 A guidebook that presents players with new options for Star Wars characters Starships of the Galaxy Owen K. C. Stephens, 2001 This is the prime sourcebook for players and gamemasters



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