

Star Wars Roleplaying Game Saga Edition Revised Core Rul

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.

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 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.

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 Galaxy of Intrigue

Icons

Lead by Example: A Sourcebook for Commanders

Geonosis and the Outer Rim Worlds

Starfinder

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

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Illustrated terrain tiles for use with the Star Wars (TM) Roleplaying Game. This product adds a new dimension to the Star Wars Roleplaying Game and gives Gamemasters an easy-to-use and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable terrain tiles of various shapes. Use the tiles to build your own Imperial bases, Rebel redoubts, and fringe outposts! This terrain accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock.

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

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.

Edge of the Empire Beginner Game

D20 Modern Roleplaying Game

Arms and Equipment Guide

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Lightsabers from the Skywalker Saga, The Clone Wars, Star Wars Rebels and more | (Star Wars gift, Lightsaber book)

Coruscant and the Core Worlds

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.

"Wallace's strong grasp of the mythos of this universe will satisfy the die-hard Star Wars fan and serve as a fine introduction to those taking a first-time dive into one of pop culture's most important creations." -The

Washington Post "This book is a bonanza for fans, cosplayers, and prop builders who always wanted to get an up close and personal look at lightsabers seen in the Star Wars saga." - SyFy Wire

"With the holidays approaching, this would make an excellent gift for any Star Wars fan in your home and extended family. It's one of the most exquisite books I've had the honor of reviewing" - WookieRadio "Each and every page in this book is absolutely beautiful!" -

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Anakin and His Angel "It's one of the most beautiful books I've had the pleasure of reviewing" – SWNN Star Wars: The Lightsaber Collection is a comprehensive visual guide exploring the iconic and legendary lightsabers found within the Star Wars galaxy, featuring fan-favorite hilts from the Skywalker saga, Star Wars: The Clone Wars, Star Wars Rebels, comics, novels, and video games. • Own the definitive lightsaber guide. This book features the hilts of characters such as Darth Vader, Darth Maul, Yoda, Obi-Wan Kenobi, Mace Windu, Luke Skywalker, Leia Organa, Kylo Ren, Rey, Ahsoka Tano, and more. Learn about the creation and history of lightsabers from all of Star Wars, including Darth Maul's double-bladed saber and the Darksaber. • Discover never before seen art and illustrations. Featuring photo-realistic renders of lightsabers from Star Wars animation and comics, including Ezra Bridger's blaster-saber hybrid, the Grand Inquisitor's spinning blades, and a new lightsaber from The High Republic, this book is a must-have for Star Wars fans.

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

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.

Threats of the Galaxy
Revised Core Rulebook
Only War

Galactic Campaign Guide
Star Wars Revised Rulebook

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 around a particular fighting style.

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.

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.

Knights of the Old Republic Campaign Guide

Star Wars Scavengers Guide to Droids

Star Wars the Unknown Regions

Galaxy Tiles

Tempest Feud

Scores of nefarious characters, fearsome creatures, and droids of various levels are defined in this "Star Wars" supplement.

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 criminals of all stripes throughout the "Star Wars" setting. 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.

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Jedi Academy Training Manual

Ultimate Alien Anthology

Rebellion Era Sourcebooks

Star Wars: The Lightsaber Collection

"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."

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

Star Wars Roleplaying Game Revised Core Rulebook

Bygger på figurerne fra Star Wars filmen

Core Rulebook

A Star Wars Core Rulebook

Power of the Jedi Sourcebook

Lois McMaster Bujold's Vorkosigan Saga

The Force Unleashed Campaign Guide

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.

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.

Containing all the rules needed to play the popular Star Wars Roleplaying Game, this

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rulebook has been updated and expanded to include changes based on customer feedback and all-new "Star Wars: Attack of the Clones" material.

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.
Star Wars Edge of the Empire Roleplaying Game
Star Wars

Galaxy at War

Scum and Villainy

Starships of the Galaxy

What kid raised in recent generations hasn't pretended to be a superhero at some point: worn a cape, "flown" around, bounced imaginary bullets or shot "blasts of power" from hands or eyes? Why not? After all, the superhero is the perfect modern fantasy: powerful, respected, and loved by the public, but with a message of responsibility, duty, truth, and justice that appeals to parents as well as kids. In countless comic books (and now "graphic novels"), cartoons, and live-action television shows and films, superheroes continue to thrill and capture our imagination while also celebrating some of our better qualities. Who wouldn't want to be a hero? With **ICONS, you can be! Steve Kenson, the designer of the best-selling **Mutants & Masterminds** delivers a superpowered new role-playing game, inspired by the fast-playing old-school games and the new generation of narrative role-play! Within its pages are complete rules for character creation, abilities and powers, random adventure**

generation, a rogue's gallery of villains, a complete adventure and all the superheroic action you can handle! 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 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.

- 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 charcters in the Star Wars universe.

Star Wars Age of Rebellion Roleplaying Game

Legacy Era Campaign Guide

Star Wars Force and Destiny Rpg - Core Rulebook

The Dark Side Sourcebook

The Roleplaying Game

*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.*

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

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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 are set during the same timeframe as the three original films, and offers details on specific characters and cultural information.

Sourcebook and Roleplaying Game

Star Wars Roleplaying Game

Star Wars Gamemaster Screen

The Clone Wars Campaign Guide

Star Wars Rpg - Force and Destiny Beginner Game