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Core Rulebook (Star Wars Roleplaying Game)



Synopsis

No science fiction saga has influenced and sparked the imagination of more people around the world than Star Wars. From Darth Vader and the Death Star to Queen Amidala and beyond, the Star Wars roleplaying game lets players take part in events from the complete Star Wars universe as detailed in all four movies as well as every novel and comic book. Nowhere is the Force as strong as in the illustrated Star Wars hardcover rulebook. Everything a player needs can be found in this comprehensive, hardbound book: character creation, the Force and its powers, spaceship combat, advice for creating new Star Wars adventures, and much more.

Book Information

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Customer Reviews

BILL SLAVICSEK is the Vice President and Director of Roleplaying Game Design at Wizards of the Coast, Inc. His most recent designs include The Dark Side Sourcebook and The Rebellion Era Sourcebook. He lives in Washington state. ANDY COLLINS writes and edits roleplaying games for the Wizards of the Coast(r) R&D department. His recent credits include the Star Wars Living Force Campaign Guide and the D&D(r) adventure Lord of the Iron Fortress. He lives in Washington state. JD WIKER is a game designer with Wizards of the Coast and has contributed to numerous Star Wars products, including Secrets of Tatooine and The Dark Side Sourcebook. He lives in Washington state. --This text refers to an out of print or unavailable edition of this title.

Of all the RPGs I have played over the past 5 years, and dmed for 2, this one is by far the greatest

in my opinion. If you throw out improved critical and a few other things, in favor of playing in an AD&D sort of set-up, this game is great and challenging. My players have never been more on-their-toes in a game yet. Since starting health will likely be less than 10 and stat rolls will have some less than 10 (unless you play with a house rule where you re-roll 11 or less or something) it will really force players to avoid combat. My group was kind of kick in the door but in this game they have used almost every skills and ability they have--there is no dumpstat for powergamers--to avoid combat and even resorted to roleplaying in several circumstances. I was a little uncomfortable with the way prestiging worked, being more driven by stats the character has and not by their level, but the more I read through the book the more I really liked the prestige classes. I have combined several Saga supplementary books with this system changing things to match it as it needs, advanced D6 Star Wars to match the needs of the D20 System, and the core/revised has a plethora of books already provided for its version, so there is no shortage of material at your disposal. I had one particular player that wanted to play DnD but by the end of the 3rd, or so, session he really wanted to play Star Wars because he has given his character a persona and adapted to the setting. I had another player that didn't like the challenge and babied out but we play on without him. I like this system more than Saga because I really didn't like 4th Edition DnD for the same reason I don't like Saga. Wizards culled out the system skills, simplified combat, and, with the addition of so many bonuses, removed the aspect of RNG/Luck from the game. If you're new to RPGs, sure, go with 4th Ed/Saga if you have little plans to do that, and don't plan on getting Fantasy Flights custom diced game (which actually isn't that bad but I'd still prefer the d20 system any day), then definitely go with this one. It's challenging, there are no dumpstats, combat is interesting, classes are direct, prestiging is nice and keeps the game interesting mid-level for experienced players, multiclassing is surprisingly balanced, and star wars has a huge lore if you count out Dinsey's disposal of what they consider not cannon. If you plan on getting this to start a collection, complete a collection, or as a gift, then I HIGHLY recommend it.

A solid book that I wish was still in print. Faithful to the universe and the Legends (the correct) timeline. Well balanced, allows players to create any type of character they can imagine.

I purchased it new from I think one of the cheapest sellers. It came 2 days early in a bubblewrap-padded envelope, brand new. No problems with the book at all. In it, you have all of the basics you need to start playing: Feats, races, game mechanics, classes, skills, vehicles, starships, droids, etc. This book really acts as a lighthouse from where you can determine where your RPG

should go. Personally, I like to throw in a lot of my own stuff (weapons, game mechanics, eras, etc.) and I still value the book as a good starting point to understand the game. From where I modified the rules and added cool weapon attachments, species, planets, events that never happened in the star wars universe, etc. Its a fantastic foundation to begin with for SWRPG, from where you can build up your game experience how you see fit.

Lets make this simple. For the Price I paid you could ask for more. It has all you need to run a 3.0 version of the RPG. What I was looking for was the 3.5 version instead because it's what I'm running for my campaign I'm running in the Old Republic Era. There are stats in this book that aren't in the next version I need but I'm going to pay \$50+ for it either. I'll just suffer on the one book my friends and I share until the price drops....lol I will however still use all the templates and pre-generated characters in this book for my game. Over-all if your A Star Wars fan you and want to run a game in this universe pick this one up.

This book is a work of art for any Star Wars fan. There are just so many things that make this book shine in my collection. I wanted to begin playing RPGs for quite a while, and I was looking for a decent RPG that could translate into Star Wars. But when I heard the OFFICIAL Star Wars RPG was going to be available I quickly pre-ordered it. The product is just amazing! The pages are beautifully rendered and the text is easy to read. The images are GORGEOUS, and there's plenty of them! This book is well written for those interested in playing RPGs, and I recommend getting the Invasion of Theed Introductory game if you haven't played RPGs before. Also get the Character Sheets because the one in the back of the book is IMPOSSIBLE to photocopy (too close to the binding). I gave the book 4 stars instead of 5 because at some points, particularly at the beginning, the book tends to assume that you have enough knowledge about the game and is confusing at first. But it's a minor drawback that clears up as you keep reading. Otherwise go **BUY THIS BOOK!**

I was delivered what I was promised....what a concept! :) Another satisfied customer? Yes Indeed!

It's great, has everything you need to get started with. Also if your familiar with the d20 system from D&D you won't really have to learn a whole lot more to play this game.

Very dissatisfied with the amount of wear on the book. It says "light wear. Mostly shelf wear" and it came with some of the pages falling out of the binding. Product description is extremely misleading.

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