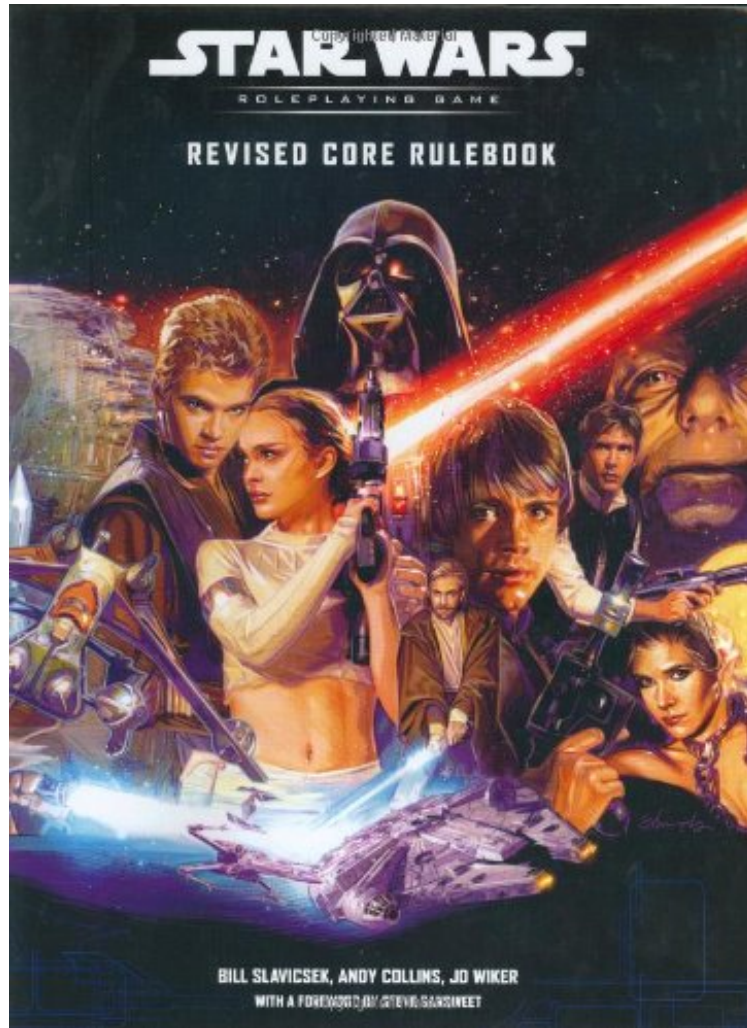


(Download) Revised Core Rulebook (Star Wars Roleplaying Game)

Revised Core Rulebook (Star Wars Roleplaying Game)

Bill Slavicsek, Andy Collins, J.D. Wiker, Steve Sansweet
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#154687 in Books Unknown 2002-05-01 2002-05-01Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 11.16 x .96 x 8.59l, 2.90 #File Name: 078692876X384 pages | File size: 42.Mb

Bill Slavicsek, Andy Collins, J.D. Wiker, Steve Sansweet : Revised Core Rulebook (Star Wars Roleplaying Game) before purchasing it in order to gage whether or not it would be worth my time, and all praised Revised Core Rulebook (Star Wars Roleplaying Game):

2 of 2 people found the following review helpful. A classic d20 rpgBy RichA 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.2 of 2 people found the following review helpful. Must Have for SWRPGBBy Rosario MartinezI 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. 0 of 0 people found the following review helpful. Lets make this simple. For the Price I paid ...By Boris R Mikolajczak 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.

Revised and updated with new information from Star Wars: Attack of the Clones, including game statistics, characters, creatures, and vehicles. 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. The book spans all Star Wars eras, including The Rise of the Empire era, The Rebellion era, and The New Jedi Order era, with material that has never been compiled into a single source. Added features of the revised rulebook include rules for playing droid characters, a new starship combat system, and expanded creature design rules. New species, skills, feats, character classes, prestige classes, and equipment will be extremely well received by the players and fans who have asked for them. The revised rulebook, which features all-new cover art and interior design, is 100% compatible with previous Star Wars Roleplaying Game products.

About the Author 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) RD department. His recent credits include the Star Wars Living Force Campaign Guide and the DD(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.