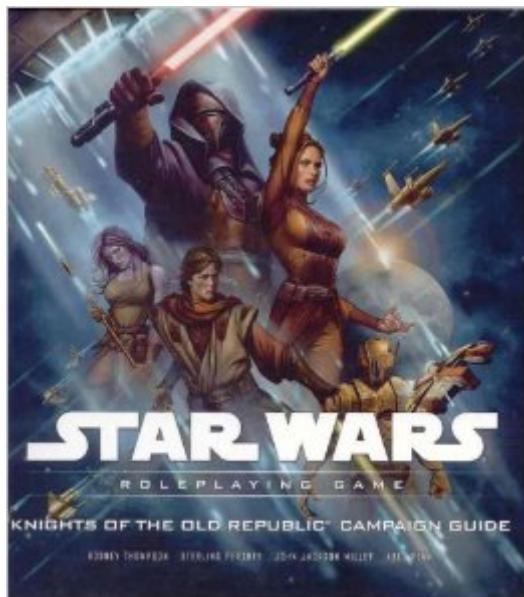


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Knights Of The Old Republic Campaign Guide (Star Wars Roleplaying Game)



Synopsis

A Star Wars™ Roleplaying Game campaign set during the dawn of the Old Republic...Make the jump to lightspeed 4,000 years before the Battle of Yavin to a time when Jedi Knights and Sith Lords clashed in galactic conflict. 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. As the galaxy plunges into one war after another, the forces of the Republic, along with their Jedi allies, struggle to protect themselves from hordes of invading Mandalorians, tyrannical Sith lords, and traitorous allies on every front. Featuring new game material drawn from a variety of sources, and including characters, weapons, vehicles, and droids, this book presents an entire campaign during the violent days of the Old Republic. This book also contains new Force powers, Force techniques, and Force secrets for Jedi and Sith characters, as well as new options for characters of all classes. Players can take advantage of new talents, feats, and other options to play a Mandalorian neo-crusader, a Republic soldier battling against the forces of Darth Revan and Darth Malak, or a Jedi in exile on the run from the Sith.

Book Information

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Customer Reviews

The quality of the WotC Saga Edition campaign books have been amazing. Both this and the Force Unleashed Campaign Setting (Force Unleashed Campaign Guide (Star Wars))have been phenomenally well written and truly an example as to how such items should be made. Chapter 0: IntroductionThe introduction is concise and mostly consists of a timeline which begins at The Great

Sith War (4000 - 3996 BBY). The timeline finishes with The Dark Wars (3956-3951 BBY). Compared to the FU introduction, I feel this one is a bit sparse, and it doesn't exactly mention what this era leads into, after the timeline "ends". Maybe Galactic Peace for nearly 4000 years? At any rate, the period the book does cover is quite active, and you should find no shortage of wars, battles, diplomatic missions and enemies throughout. In this 50 year span, there are no less than four enormous wars. You should be kept well occupied. Chapter 1: Species Here, we get 12 new options for character species. The species represented are: Arkanian, Arkanian Offshoots, Cathar, Draethos, Feeorin, Khil, Kissai, Massassi, Miraluka, Rakata, Selkath and Snivvian. All of them are quite interesting, and the Miraluka even give you a chance to play a race in which EVERYONE is force sensitive, yet blind. Quite interesting. Chapter 2: Heroic Traits The chapter begins with some assistance in creating motivation and back story in the Old Republic. It even offers some options as to how your team got together (instead of the oft used "you all previously know each other", or "you're all at a pub when..."). The chapter later focuses on the Heroic Classes.

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