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Star Wars Roleplaying Game Core Rulebook, Saga Edition



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Synopsis

Immerse yourself in the excitement of the greatest space fantasy of all time!This new edition of the Star Wars Roleplaying Game encapsulates all six feature films while presenting a thorough revision of the rule, making the game easier to learn while improving the overall game experience.This new edition includes new character abilities and options, a world gazetteer, statistics for key characters from all six Star Wars films and the Expanded Universe, and guidelines on how to use Star Wars miniatures and battle maps in play.

Book Information

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Customer Reviews

If familiar with the D20 system this is great for Star Wars RPG. I having a blast since it plays like a decent hybrid of 3.5 and 4th edition.Complaints:The book is really bare bones, considering it's a developed (ish anyways) setting like the Star Wars. It's this way to gouge people with supplements. Which saga edition does pretty well, seriously the book should have two core books. A players guide to teach players and GM book with the setting details (Rebellion Era but I'm biased) for the GM. Now, I can understand different books for different settings : Old republic stuff but having eight books spreading around basic stuff is ridiculous.Also it's out a print, Wizards of the Coast should really offer pdfs. Though I don't know if they can considering they lost the rights to the setting.

As you doubtlessly know by now, theÃ Â Star Wars Roleplaying Game Core Rulebook, Saga EditionÃ Â is the latest iteration of the Star Wars D20 RPG.Others reviwers have gone more in-depth, so I'll keep this concise. In a nutshell, this is a vastly superior game to its D20 predecessor. The cumbersome skills and bloated Feats/Force Feats are retooled, leaving a more

elegant, simpler, yet versatile and satisfying system for PCs to work with. The races are streamlined and balanced. The classes are finally each useful, unique, and evenly matched powerwise; even when it comes to the Force, other classes have the chance to compete with Jedis now. And higher level NPCs are a cinch to design: no more spending an hour calculating skill ranks, prerequisite feats, etc.Combat goes much more smoothly as well. My first time running a firefight was easy, quick, and fast-paced without sacrificing tactical decisions on the part the PCs or my NPCs. The only gripe I have is the assumption that GMs will be using miniatures and tiled battlegrids for combat; while you can do a purely narrative combat, the system really is designed around the use of minis.But even so, this is a great game. You can just as easily run a fast-paced action campaign as a more thoughtful, immersive one.

This is just a fantastic system for the experienced or the novice role player. Of course centered in everyone’s favorite gaming universe of A Long Time Ago... The system is easy to pick up with enough races (17!!), and classes (5) that cover most of the ones shown in the original trilogy. Modeled after the D20 Modern system it introduces players to skills, feats, and Talents which will help to hone your character into an epic hero for the Rebellion, scary villain for the Sith, or anything in between and rival those shown in the films. The core rule book is enough to get any game group going and going strong, and the supplement books while not required are helpful depending on Eras of play or to help in fine tuning your characters. The splat books hold a little something for all characters but usually focus on one specific class for example Scum & Villainy focuses on the scoundrel while the Jedi Academy Training Manual is of course for the Jedi. As i said the book covers everything that is needed in initial play from melee combat, ranged combat, skill challenges, starship combat, and of course it wouldn’t be star wars without the Jedi and the pesky Force. Droids are covered as allies, enemies, and even player characters. The only thing that i have to complain about just a little is the lightness of the "monsters" listed as foes for the players to fight. A budding gamemaster should pick up Threats of the Galaxy as well to help complete the roster of NPCs and foes to fight. I find the game best played on a real map with minis as it helps to add more accuracy to the game as combat is mostly ranged in star wars, and remember cover is your best friend in this game!!! Sadly they have let the license lapse so if you are on the fence buy a few of the supplants if you can as can be seen by other listings that the campaign era books are beginning to rise in price which is sad, but inevitable. Hope this helped now grab some dice, some paper, and roll initiative!!!!!

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