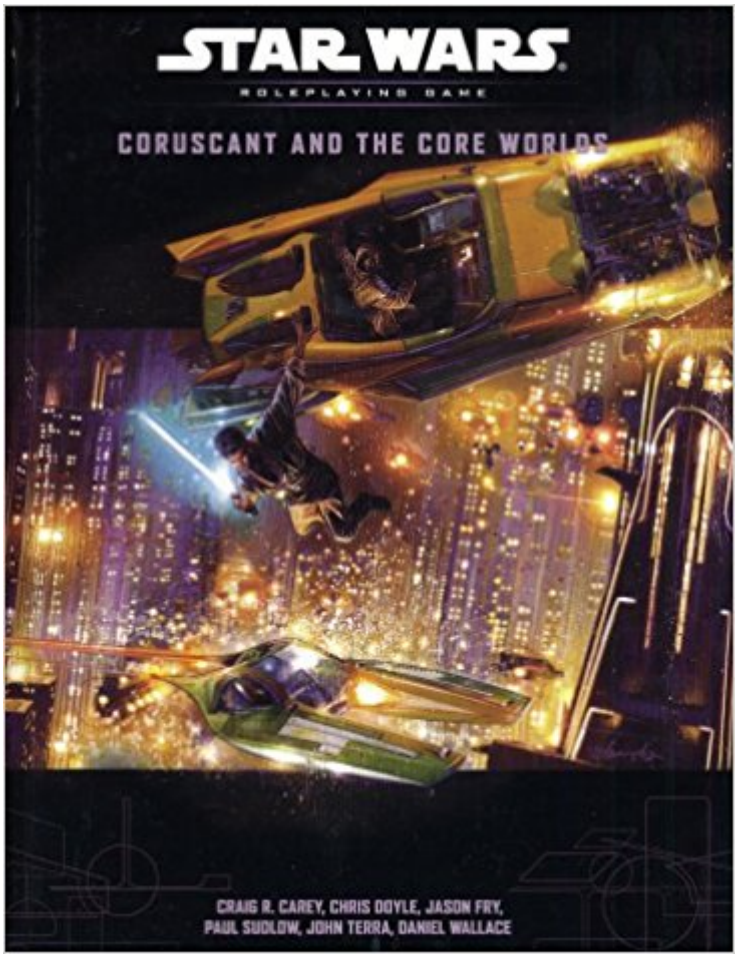
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Coruscant And The Core Worlds (Star Wars Roleplaying Game)



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Synopsis

Adventure Awaits at the Heart of the Galaxy.The glittering pinnacles and shadowy canyons of Coruscant’s global cityscape offer an inexhaustible source of action, intrigue, risk, and reward. The shining capital planet also lies within easy reach of each of the other major worlds of the Galactic Core, from the deceptively peaceful expanses of Alderaan to the teeming shipyards of Corellia.This sourcebook features:Ã¢â ¬Â¢ Detailed descriptions of 28 planets in the Core Worlds region of the galaxy.Ã¢â ¬Â¢ Historical information that spans all three major eras, descriptions of indigenous populations, and key locations for each planet.Ã¢â ¬Â¢ Special emphasis on Coruscant, including characters and locations introduced in Episode II: Attack of the Clones.Ã¢â ¬Â¢ Gamemaster-only sections for each planet with supporting characters, adventure hooks, new creatures, aliens, vehicles, droids, prestige classes, and feats.To use this sourcebook, you also need the Star Wars Roleplaying Game Revised Core Rulebook.

Book Information

Age Range: 3 and up

Series: Star Wars Accessory

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Customer Reviews

I am a huge fan of the Star Wars RPG and I collect all the associated books - from the core books to the supplements. While many are of course optional, this is one of the ones I think every Star Wars RPG’er would really enjoy having in their collection of reference books. It’s amazingly illustrated, with great maps, and it sets the stage for any number of adventures/scenarios you might want to plan base on Coruscant and/or the core planets. Definitely recommended.

I for one can’t imagine playing the Star Wars universe without it. I just reciently started playing using the core book and I have to say that world design is the tough part foe me. I don;t lack imagination but I like to have a little consistance from game to game and be able to create a sense of "reality". You know, plot continuity from the movies and all that. Without this book that would be an impossibility for me. I am not a die hard star wars fanatic so I really don’t have the info on the entire universe memorized, and even though I don’t know tons of facts, I find that usually my players can sense when we’re just winging it. Making stuff up and it really doesn’t make much fun. This books has what you’re looking for. It has all the core worlds and info on each, carefully detailed and well written in a professional way. Weith plenty of NPC and plots tossed in. Just buy it. You won’t go wrong.

First of all, what this book contains will not disappoint if you spent time on the core worlds. Most parties will eventually go there, and this book will help you as the GM make them come to life like you wouldn’t believe.Each planet is divided up into a player’s and GM’s section. The players section lists history, locations, and things of that ilk. The GM’s section includes plot hooks and major NPCs. I think that more WotC books should implement this sort of organization, where a player can read through the book and not worry about accidentally spoiling something for him- or herself. The plots are interesting, and tend to involve whatever makes that planet unique (the shipyards of Corellia, for example). They are also divided along era lines, which is a worthwhile practice that should be continued in future WotC projects.That said, the book does have a few flaws. First, the art, while good, is sparse. Each planet (Coruscant has the biggest section and is therefore an exception) has only one or two pieces, and they don’t really give a suffient feel for the planet, leaving it up to the descriptions and the GM’s knowledge. Second, the section on planetary histories is a little short for most worlds, usually constituting little more than a page. For some of the minor worlds (like Anaxes) this is permissable, but even Corellia and Coruscant are lacking in that regard.In short, this book is worth getting (almost essential, in fact) if you plan on spending time in the Core, but not really if its a casual thing that you "might do someday." Its limited nature makes it less useful than, say, WotC’s upcoming Ultimate Alien Anthology.

This is a high quality sourcebook from Wizards detailing about 25 worlds near the center of the star wars galaxy. Full color and with sections divided into PC and GM information, it is packed with plot hooks, enemies, allies, and art. Drawbacks include that it is not as useful for PC’s other than fun

reading and detailing their homeworlds. A personal peeve was that many monsters and locales are described but lack pictures to illustrate them. But that's probably hard to do for every monster and locale as so many are introduced over the book. Overall, a good product especially for new players who don't own any other planet guides from earlier game systems.

Lots of core world details to create both adventures and characters around. The extra equiment and creatures is nice, as are the adventure hooks.A solid resource, but an inventive game master who is well read in the fiction can do without. It nicely condenses a lot of other works. A time saver.

great

I'm not a big fan of the WotC SWRPG -- it's simply too complicated mechanics-wise for my tastes -- but this book is an excellent supplement and could be used obviously by its intended audience or by the old d6 WEG crowd with very little modification. It goes into substantive detail on a number of worlds and is well worth the price, especially for what charges.

Much like the companion book (Geonosis and the Rim Worlds), lots of great detailed information in here about the worlds of the Star Wars universe. So many plot seeds, so the GM never runs out of ideas.

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