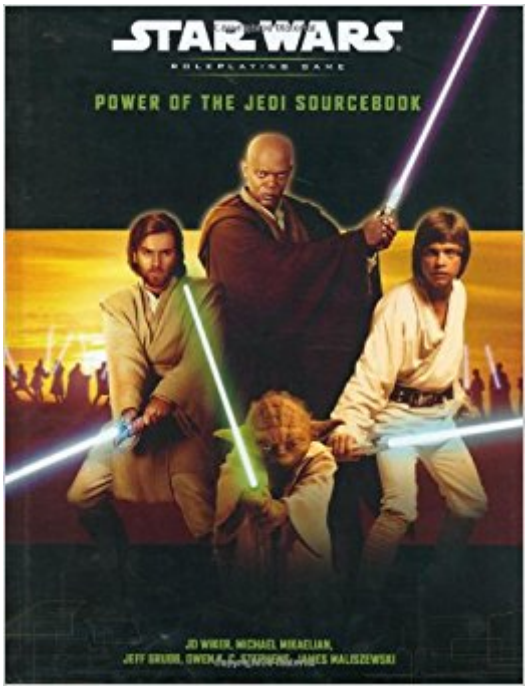
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Power Of The Jedi Sourcebook (Star Wars Roleplaying Game)



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Synopsis

You must learn the ways of the force...Through training and meditation, you hone your skills as a warrior and mediator. Armed with a lightsaber and the power of the Force, you stand against the darkness of the Sith and the tyranny of the Yuuzhan Vong. Only with the Force as your ally can you overcome the temptations of the dark side and bring peace and justice to the galaxy.This sourcebook features:Ã¢â ¬Â¢ New Jedi skills, feats, equipment, vehicles, and starshipsÃ¢â ¬Â¢ Advice on playing and Gamemastering Jedi heroesÃ¢â ¬Â¢ The history of the Jedi and the Jedi CodeÃ¢â ¬Â¢ New prestige classes, including the Force warrior and Jedi healerÃ¢â ¬Â¢ Force-using creatures, aliens, and character archetypesÃ¢â ¬Â¢ Discussions of Jedi traditions throughout the various eras, including game statistics for dozens of charactersTo use this sourcebook, you also need the Star Wars Roleplaying Game Revised Core Rulebook.

Book Information

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Customer Reviews

OWEN K. C. STEPHENS recently helped write the Star Wars Roleplaying Game, the Star Wars Fast-Play Game, and The Rebellion Era Sourcebook. He lives in Oklahoma. JEFF GRUBB's recent credits include the D&D accessory Manual of the Planes and the three Ice Age Cycle novels in the Magic: The Gathering world. He lives in Washington state. MICHAEL MIKAELIAN is the associate editor of Star Wars Gamer and Star Wars Insider magazines, and he has contributed articles to both publications. He lives in Washington state. JAMES MALISZEWSKI is a Canadian freelance writer whose recent credits include Prophecies of the Dragon, an adventure for The Wheel of Time Roleplaying Game.

Exactly the item depicted and described. Also delivered on time.

Amazing book, with Jedi way in all forms. For your Star Wars campaign, here we have prestige classes, Light Side force skills, and a entire chapter about Jedi history, Jedi traditions...this is the best, in my opinion. With this, you can show and teach to the players what really means to be a Jedi. Its is not about rolling dices and kill enemies. It’s better than that.I recommend this book, it is a good investment.

helpful for star wars d20 game

its good just some water damages

A great addition to any revised star wars campaign, a must have for those who want to play as a Jedi.

Everything in the book was in good shape and very affordable. This book has help with expanding my roll playing with my friends.

If you have the Core Rulebook, this supplement is a must. It contains lots of info on the jedi and lots of great stuff about the types of jedi you can play with prestige classes and all. Being a Jedi is what Star Wars is made of, so this book is a must if you want your adventure of RPG to be complete.

The Power of the Jedi Sourcebook is a full-color, hardcover resource for all things pertaining to the Jedi Order. Continuing from the standard set by the Dark Side Sourcebook, the "PotJ" book combines information and utility with a tasteful arrangement of interior artwork and photos.Most players will probably be most interested in the selection of new Jedi Prestige Classes, Light Side Force skills, feats, and equipment that the book offers. But there are also sections discussing Jedi history, Jedi traditions, new equipment, and new force-sensitive creatures. There are entries on important characters, important locations, and even advice on how to run a Jedi campaign. And of course, no book on the Jedi would be complete without a discussion of Force Spirits. This is also a section discussing new races, but most of these are also in the newer Ultimate Alien Anthology.This book has been one of the important resources in my Star Wars campaign. I’ve really enjoyed using

the Prestige Classes. From the Jedi Healer to the powerful Jedi Weapon Master, players now have a much wider range of advancement options open to their characters. In addition many of the force-sensitive characters, creatures, and locations have already popped up in my storyline. I also found the notes on running a Jedi campaign to be very useful, for not only can they guide a GM but they can also aid players on how a Jedi should conduct himself.However, I do have a few minor complaints. A few of the Light Side force skills, particularly Force Light and Sever Force, seem to be quite powerful. Perhaps this is because they were based on the abilities of comic-book characters, but in any case, it was a wise move that such skills may only be acquired with GM approval. I would have also preferred to see a much more in-depth history section, particularly as it pertains to the Tales of the Jedi storyline. Finally, I felt that the maps for some of the important locations were fairly inadequate.However, as I noted earlier, these were minor complaints.Overall, I found this to be an outstanding addition to my Star Wars campaign. I use it often, and it is likely that I will continue to do so for some time to come. Whether you're the GM of a campaign with Jedi in it, or whether you're a player wanting to explore the possibilities of a Jedi character, I'd recommend this book as a solid investment.

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