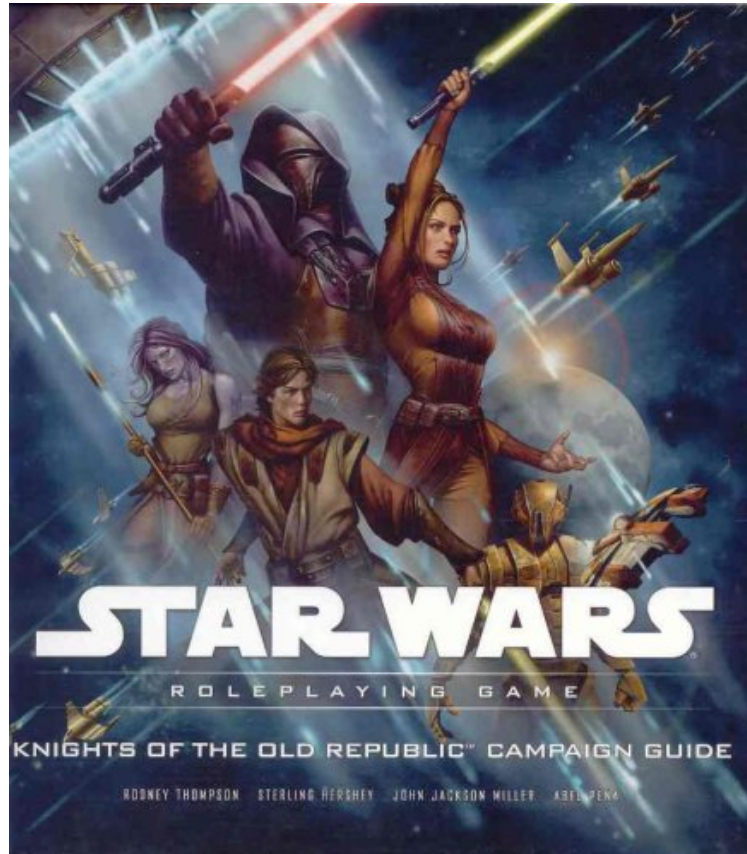


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Knights of the Old Republic Campaign Guide (Star Wars Roleplaying Game)

Rodney Thompson, Sterling Hershey, Abel G. Pea, John Jackson Miller
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#603470 in Books Wizards of the Coast 2008-08-19 2008-08-19Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 9.28 x .62 x 9.321, .0 #File Name: 0786949236224 pages | File size: 66.Mb

Rodney Thompson, Sterling Hershey, Abel G. Pea, John Jackson Miller : Knights of the Old Republic Campaign Guide (Star Wars Roleplaying Game) before purchasing it in order to gage whether or not it would be worth my time, and all praised Knights of the Old Republic Campaign Guide (Star Wars Roleplaying Game):

0 of 0 people found the following review helpful. Good, but incompleteBy Britton J. HoldawayKnights of the Old Republic is my favorite era in the Star Wars universe, because of its versatility and relative lack of established canon. This campaign book is good in that it provides a lot of necessary information to get a feel for the era, from the inchoate Jedi establishment to a sometimes weak Republic to the deadly Sith. Some of the new Jedi powers are great--while others, not so much--and some of the Prestige classes help add new flavor to the overall game. Overall, I think the designers did a fairly good job of transcribing the famous KOTOR games into a hardback RPG format.In the end, however, I was disappointed by a lack of important information in other areas. Given the 3,000 year difference between KOTOR and the Rise of the Empire era, there needs to be more information on technology and weapons pertinent to the KOTOR time period. The book's equipment and weapon lists were considerably short and in my

opinion incomplete, as were the lists and descriptions of vehicles. 1 of 1 people found the following review helpful. Great for a Jedi-heavy game By Benjamin McGuire Great for fans of the two Knights of the Old Republic games and the comics. This adds a lot to the game's options for a Jedi heavy game. It can be used by those who are well versed, or who know little from the KotOR setting and allow a nice change of setting for those who want to play around in a new setting. 1 of 1 people found the following review helpful. 2nd best book in the series only beaten by the core ... By Customer 2nd best book in the series only beaten by the core game book itself. A great sourcebook for player or GM to draw from.

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.

About the Author RODNEY THOMPSON is a game designer at Wizards of the Coast, Inc. His previous design credits include the Star Wars Roleplaying Game Saga Edition, the Starships of the Galaxy™ supplement, and The Force Unleashed Campaign Guide supplement. STERLING HERSHEY is a freelancer who has written skirmish scenarios for the Star Wars Miniatures Game. He also co-wrote The Force Unleashed Campaign Guide supplement for the Star Wars Roleplaying Game Saga Edition. JOHN JACKSON MILLER is the author of the national best-selling novel, Star Wars: Knight Errant, nine Star Wars: Knights of the Old Republic graphic novels, and the Star Wars: Lost Tribe of the Sith eBook series. His comics work includes writing for Iron Man, Mass Effect, Bart Simpson, and Indiana Jones. Author of several books about comic-book history, he also runs the research website, The Comics Chronicles. ABEL G. PEA is a writer and game designer whose credits include articles in Star Wars Insider and Dungeon magazine. He is also a contributor to Wizards of the Coast's Star Wars Roleplaying Game website.