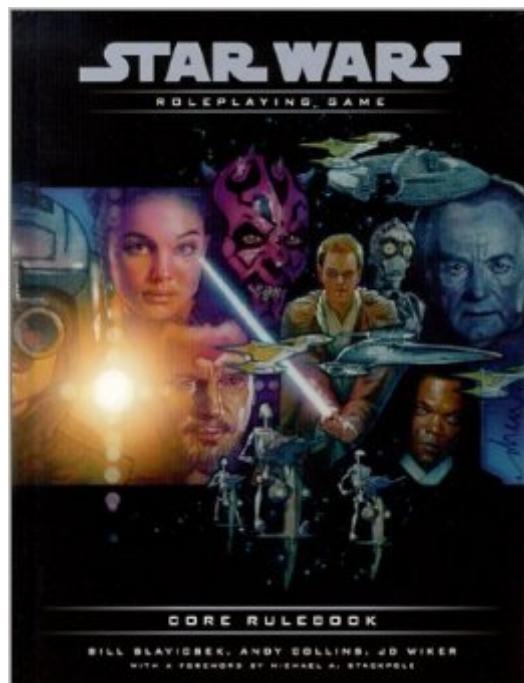


The book was found

Core Rulebook (Star Wars Roleplaying Game)



Synopsis

No science fiction saga has influenced and sparked the imagination of more people around the world than Star Wars. From Darth Vader and the Death Star to Queen Amidala and beyond, the Star Wars roleplaying game lets players take part in events from the complete Star Wars universe as detailed in all four movies as well as every novel and comic book. Nowhere is the Force as strong as in the illustrated Star Wars hardcover rulebook. Everything a player needs can be found in this comprehensive, hardbound book: character creation, the Force and its powers, spaceship combat, advice for creating new Star Wars adventures, and much more.

Book Information

Series: Star Wars Core Rulebook

Hardcover: 288 pages

Publisher: Wizards of the Coast; 1st Thus. edition (November 1, 2000)

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Product Dimensions: 11.2 x 8.6 x 0.8 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 4.2 out of 5 stars See all reviews (104 customer reviews)

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Customer Reviews

First let me say that I am the webmaster of the Star Wars RPG Database. The first impression I got when opening the book was that it is very stylized. Where the old RPG was very cleanly laid out and almost utilitarian, this one gives the impression of being a document fresh out of the Old Republic, where an artistic flair was found in everything from the spacecraft to the data documents.

Additionally, you're introduced to your guide through the book, the silver protocol droid TC-14, from The Phantom Menace, who acted as Qui-Gon Jinn and Obi-Wan Kenobi's host aboard the Trade Federation battleship. It feels like a thick book as well, and though it's just my imagination, it seems like the sheer amount of ink used to print this book alone is enough to add a few ounces to the weight. The book is introduced by Michael A. Stackpole, New York Times Bestselling Author, and the creative genius behind the X-Wing books and comics, as well other Star Wars EU. The

introduction is impressive; truly, Mike knows how to capture the feel of the Star Wars universe. Reading the intro, I recaptured that feeling the first time I saw Return of the Jedi in theatres (as a young boy, it was the first of the Holy Trilogy I saw). It's evident that Stackpole understands what roleplaying is, especially in the Star Wars universe. He helps bring the Galaxy to life, and yes Mike, we'll say hi to your friends for you (read the intro to get the reference). The next introduction is done by Bill Slavicsek refers to his work on the Star Wars RPG as "coming full circle" a la Vader and Kenobi; Bill was critical in the creation of the original RPG, and now lending his talents to the WotC version he has brought the game back from what could have been its grave.

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