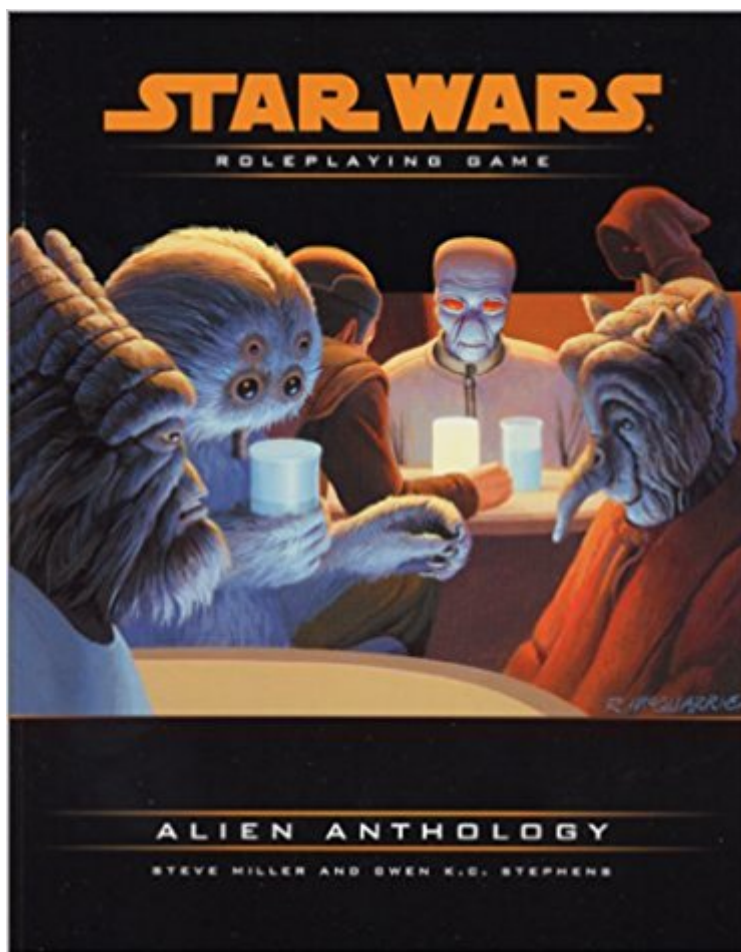


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Alien Anthology (Star Wars Roleplaying Game)



Synopsis

Like the Dungeon & Dragons(r) Monster Manual, this product contains detailed statistical information that will give Gamemasters new options for nonplayer characters to include in their campaigns. The species descriptions also afford players opportunities to play the aliens as player characters. This is the first collection of fascinating aliens and creatures from the Star Wars galaxy. It contains statistics and other information that will be fundamental to any Star Wars campaign, as well as be useful to any other campaign that uses the d20 system, such as the Dungeons & Dragons game.

Book Information

Series: Star Wars Accessory

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Average Customer Review: 4.2 out of 5 stars 8 customer reviews

Best Sellers Rank: #265,299 in Books (See Top 100 in Books) #4 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars

Customer Reviews

This anthology has a wide variety of different playable character races to choose from that aren't available in other editions. I have looked everywhere for the Hoojib and now I have finally found it. It is also compatible with the D20 system or the D6 so you can enjoy it either way.

This book provides a brief history, typical personality description, and a physical description for each race. You will also find a brief description of the alien's home world as well as all the information necessary to play the race as a character or NPC. There is art accompanying each race however, this artwork is the main reason that I cannot give it 5 stars. While the quality is good, in a few cases it is obvious that the artist did not read the physical description of the species.

I ordered this book to help a friend who wanted to get into a Sci-Fi / Future based game as a way to

incorporate more than just the standard Dungeons and Dragons Races. Having 100+ possible races to choose from should give plenty of options. Hopefully they will branch out into a completely different setting, now that they have an example of what awaits them.

Naomi(my sister can really use this book playing star wars rpg!

I ignored this book at first (I actually just started playing the RPG maybe a month ago). I purchased the Ultimate Alien Anthology sure it would have everything from the original plus more. I never even checked to see what was in the AA. To date I have the Revised Core Rulebook, the Ultimate Alien Anthology, the Dark Side Sourcebook, the Tatooine book, the Living Force, the Rebellion Era Sourcebook and the Core Planets Guide as well as the Outer Rim Guide. I was desperate to find the stats for a Gundark for an upcoming game (and quite upset they were not in any of the books). So I looked online, apparently the book they are in is this one. I've looked through it and I was stunned by the amount of great content that I had missed out on. Sure a lot of it can be found in other books, and there may be less species than I would like. Some might complain that the art is meh. But to me that doesn't matter because while it may not be super stylish, it was able to deliver some great content. I really think both the AA and the UAA are needed for any GM. Just my thoughts! But hey I'm a newbie to RP'ing so what do I know?

I own a copy of this... and I own a copy of the Ultimate Alien Anthology. I can say that despite popular opinion... the smaller Alien Anthology is still something I use quite often. Why? Alien Anthology has several species that you could use, more than enough for any campaign that I would write. Granted I do like the larger selection the Ultimate Alien Anthology offers, the smaller version has more than enough for me and more than I'll probably ever use. It also has creatures, non playable species that the Ultimate Alien Anthology doesn't have. It also has guidelines on how to create your own creature and descriptions of creature skills and feats. Granted the Ultimate Alien Anthology has 180 species, prestige classes, new skills and feats, it doesn't have predators, herd animals, vermin and scavengers. Don't misunderstand, the Ultimate AA is a very very good resource for any GM, right up there with the Arms and Equipment Guide. The Ultimate AA lists out the species like they do in the book, with personality descriptions, sample names, adventurer types and whether or not Force users exist among the species, which the Alien Anthology doesn't. But if you are running an adventure and need a preditorial cat, the Ultimate Alien anthology will tell you how to hunt one, which species hunt them, which prestige class to get to tame them, feed them, hunt them,

breed them... but won't tell you a thing actually telling you what a preditorial cat is. It has speices ranging from the Space Slug to the Vornskr. And there aren't any repeats either... those mentioned in the RCR are not in the AA, creatures mentioned in the Power of the Jedi, Darkside, NJO or other source books are not in the Alien anthology. So is it still worth getting? Yes. I use it more often than my Ultimate Alien anthology because it is smaller, easier to navigate, easier to read, has more variety (not just playable species) and still a large selection of playable species.If you are a GM you should own this and the Ultimate Alien Anthology. It maybe a marketing ploy, but it is still a vital piece of my campaign writing.

send it to my teacher as a gift, very recommend . with the best service . arrive on time. Weight of the product fees good in my hand and it's very nice looking. If your looking for value in a product this is it.

If I could describe the Alien Anthology in one word, it would be "utilitarian." Granted, there is a whole lot of information here about a wide range of races, most of which are suitable as PCs. There is also a nice section on creatures and creature creation which encompasses about 1/3 of the book (actually, I found this to be the most useful part).However, I walked away from this book feeling decidedly unimpressed. Perhaps it was the artwork and layout. The book is so neat and "clean" that it's practically sterile, and comes off feeling quite bland and uninspired. You definitely don't see the level of quality that was heaped on similar products such as the Dark Side Sourcebook or the Revised Rulebook.Furthermore, I was hoping to see much more attention devoted to species-specific feats, equipment, and prestige classes. There just isn't much of that to be found here.In short, it's my opinion that any potential buyer will be best off waiting for the release of the Ultimate Alien Anthology. The Ultimate book supposedly won't have any creatures, which may still prompt you to buy the original, but it promises to have a much more comprehensive list of races, gear, feats, and prestige classes.At first I was tempted to rate this book at a 2, but I'm going to give it a 3 because of the excellent creature section and because there actually is a lot of information to be found here. This book is definitely the 1987 Honda Civic of Wizard's Star Wars line- it gets you where you need to go, but it does so with a minimum of style and flair.

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