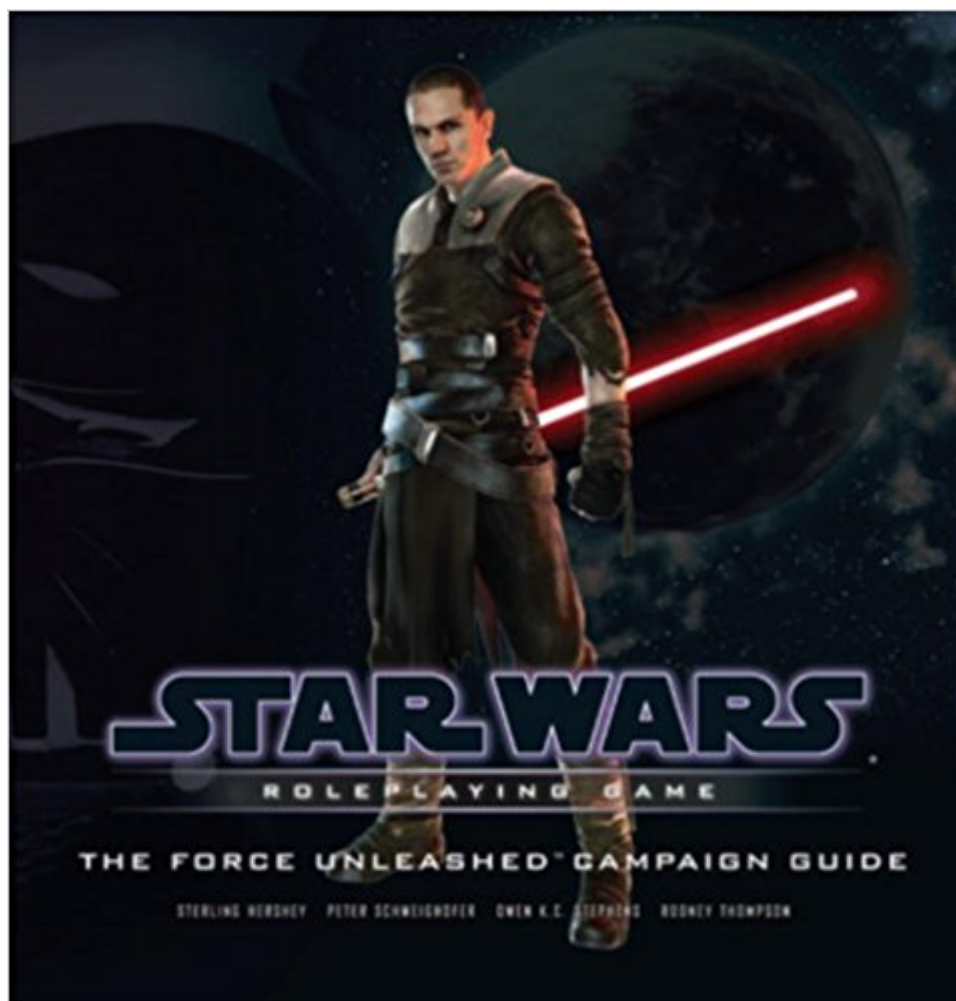


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The Force Unleashed Campaign Guide (Star Wars Roleplaying Game)



Synopsis

Unleash the Force and fight the Empire. The Emperor has swept away the last vestiges of the Old Republic. Darth Vader and his dark apprentice hunt down the surviving Jedi one by one, but a few escape capture and find refuge on backwater worlds. Fewer still reach deep into the Force, unleashing powers beyond their wildest imaginings. Meanwhile, other brave heroes rise to oppose the tyranny of the Empire, heralding the birth of the Rebellion. This campaign guide draws its inspiration from *The Force Unleashed*, a revolutionary new video game from Lucasfilm, Ltd. It presents a complete campaign setting during the period between *Episode III: Revenge of the Sith* and *Episode IV: A New Hope*. The guide offers exciting new character options and Force powers for players as well as adventure content, campaign seeds, and ready-to-play adversaries for Gamemasters. This supplement is designed for use with the *Star Wars Roleplaying Game Saga Edition* core rulebook.

Book Information

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Customer Reviews

STERLING HERSHEY is a freelance designer who has written numerous Star Wars articles for magazines and the Wizards of the Coast website. His latest design work is featured in the scenario booklet of the *Attack on Endor(TM)* Scenario Pack. OWEN K.C. STEPHENS is the co-author of the *Star Wars Roleplaying Game Saga Edition* and has designed several Star Wars and *Dungeons & Dragons(R)* rules supplements and web articles. His recent design work includes the *Dragon Magic(TM)* supplement and *Monster Manual(TM)* IV. RODNEY THOMPSON is a freelancer whose previous design credits include the *d20 Future(TM)* supplement for the *d20 Modern(R)* Roleplaying Game and the *Dragon Magic(TM)* supplement for the *Dungeons & Dragons* game. He also co-wrote

the Star Wars Roleplaying Game Saga Edition.

Can't really go wrong here. WoTC did it again with this one, possibly better than their recent kotor supplement (comes down to a matter of taste really). I shall list the new features for your reading pleasure, in hopes that you purchase this product and perpetuate the WoTC Star Wars line.

New Species: Aleena, Caamasi, Chiss, Felucian, Gran, Nosaurian, Talz, Togorian, Togruta, Whiphid, Yarkora

New Talents: Various new talents for every class. New trees include Noble's Ideologue tree, Scoundrel's Smuggling tree, Scout's Spy tree, and a nicely expanded Soldier's Mercenary tree from Threats of The Galaxy.

Feats: Twenty new feats, all of which seem pretty useful (lots of rage enhancements here). The real cream of the crop is the Unleashed feat, which greatly enhances the Destiny Point mechanic.

Prestige Classes: Bounty Hunters and Jedi Knights get some new talents, Elite Trooper gets a Critical Master tree, and Force Adepts get an Imperial Inquisitor tree.

New prestige classes include: Enforcer, Independent Droid, Infiltrator, Master Privateer, Medic, and Saboteur.

New Force Abilities: The real draw here (for me at least). Obviously, Unleashed Force powers are very very cool. New powers include: Corruption, Force Blast, Force Shield, Force Storm, Kinetic Combat, and Repulse. Each Force tree (Alter Control, Sense, Dark Side) gets new talents and there's a slew of new force powers and force secrets.

Other: New equipment all around, an in-depth chapter on the Empire, a slew of new vehicles, and the mandatory stats for characters of the era. I'm probably leaving some stuff out but that's really the bulk of it. Highly recommended.

This is a good reference for some classes, like the Medic. The Jedi side is a bit lacking and most force powers are just "unleashed" versions of the regular ones from Saga. Still, if you like the Saga system this isn't a horrible addition.

My favorite era in the Star Wars universe, very useful for insight into one of the lesser known time periods in Star Wars.

Awesome!

good addition to a game I had a great time both running and playing. not overpriced like the other books either.

First off just opening this book shows its different from all of the rest that have been put out so far,

the inside covers are a bright red which certainly gets the imagination flowing. For any campaign player or Gamemaster this book is wonderful if you are jumping into any Star Wars era and are looking for a twist to Jedi/Sith skills/talents/feats/classes. This book certainly brings the 'unleashed' to life for role playing purposes.

Good service and product!

If you want a well developed alternate setting for Star Wars characters this is it. There is so much left open to the players and GM as there are few established heroes to compete with. It can really become your own custom setting.

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