

Revised Core Rulebook Star Wars Roleplaying Game

Twin-Bred - Revised Edition Star Wars Roleplaying Game The Clone Wars Campaign Guide Legacy Era Campaign Guide Tempest Feud Star Wars Revised Rulebook Hero's Guide The Dark Side Sourcebook Power of the Jedi Sourcebook Star Wars Age of Rebellion Roleplaying Game Star Wars Gamemaster Screen Orb Mutant Year Zero Elysium RPG Scum and Villainy Coruscant and the Core Worlds ZWEIHANDER Grim & Perilous RPG Arms and Equipment Guide Symbology The Best of Star Wars Insider: The Saga Begins Knights of the Old Republic Campaign Guide Star Wars The New Jedi Order Sourcebook Advanced Dungeons & Dragons, Players Handbook Focus On: 100 Most Popular Fictional African-American People Buffy the Vampire Slayer Why American History Is Not What They Say Sacred Matters Wookieepedia - Wizards of the Coast Stars Without Number (Perfect Bound) Star Wars Roleplaying Game Deathwatch Urban Arcana Campaign Setting Ultimate Alien Anthology Galactic Campaign Guide Polaris Core Rulebook Set Dragons in the Stacks: A Teen Librarian's Guide to Tabletop Roleplaying Gamemaster Screen Star Wars Roleplaying Game Les Fleurs Du Mal 1861 Secrets of Tattooine

Twin-Bred - Revised Edition

The Star Wars Gamemaster Screen is a shield that allows gamemasters to hide their notes, maps, and

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charts from players. This new screen comes packed with eight panels of the most useful tables and charts from the Star Wars Roleplaying Game rulebook. Designed for easy access and comprehensive utility, this screen will allow gamemasters to have the most important information right at their fingertips at all times. The Star Wars Gamemaster Screen is a shield that allows gamemasters to hide their notes, maps, and charts from players. This new screen comes packed with eight panels of the most useful tables and charts from the Star Wars Roleplaying Game rulebook. Designed for easy access and comprehensive utility, this screen will allow gamemasters to have the most important information right at their fingertips at all times.

Star Wars Roleplaying Game

A guidebook that presents players with new options for Star Wars characters.

The Clone Wars Campaign Guide

This sourcebook provides a wealth of pertinent information on weapon, ship, and on-player character statistics and also includes a brief history and current state of the galaxy. of full-color art. of color maps.

Legacy Era Campaign Guide

More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and

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criminals of all stripes throughout the "Star Wars" setting.

Tempest Feud

Star Wars Revised Rulebook

Fully illustrated, this book is an essential guide to equipping characters in the "Star Wars" roleplaying game.

Hero's Guide

Three months outbound from Earth and the starship Desio approaches its planetary destination, her crew eager to commence a mission of scientific discovery. Kyle Lorenzo, however, has a personal reason for being on board--an inner conflict that will ultimately propel him to explore not only of the furthest reaches of an enigmatic ocean world but the nebulous recesses of his inner psyche. During the long and isolating interstellar journey a physical relationship develops between Kyle and the ship's physician, Kelly Takara. That part is easy. Understanding the reasons for avoiding the emotional commitment desired by Kelly is harder. So, too, is trying to penetrate the mind of Larry Melhaus, the mission's brilliant and reclusive physicist - a failure to communicate made exponentially more troublesome when the scientist's disturbing behavior begins to threaten the crew. While Kyle struggles to comprehend himself and Melhaus, the ship's crew, led by their strong-willed

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commander, Bruce Thompson, attempt to fathom a planet where none of the precepts of science seem to apply. A world where every preconceived notion of what constitutes life must be re-examined and challenged. Two journeys: One inward, one outward. Culminating at the same destination.

The Dark Side Sourcebook

Considered by some critics to be the definitive translation to date of Baudelaire's seminal work of world poetry, this dual language book contains all of the poems that were published in the second edition of 1861. The censored pieces from the first edition of 1857 are also included. "I should like to congratulate John Tidball on his most erudite translations of Baudelaire's poetry." - Dan Kelly, Commandeur dans l'Ordre des Palmes Academiques. "The translations here come closer to the original feel of the texts than any other versions I have read." - Annie Burnside, M.A. (Classical French Literature), Officier dans l'Ordre des Palmes Academiques."

Power of the Jedi Sourcebook

This new saga edition encapsulates all six "Star Wars" feature films while presenting a thorough revision of the rules, making the game easier to learn while improving the overall game experience.

Star Wars Age of Rebellion Roleplaying Game

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Humans have lived on Tofarn, planet of creeks and rivers, for 70 years, but they still don't understand the Tofa. The Tofa are an enigma, from their featureless faces to the four arms that sometimes seem to be five. They take arbitrary umbrage at the simplest human activities, while annoying their human neighbors in seemingly pointless ways. The next infuriating, inexplicable incident may explode into war. Scientist Mara Cadell's radical proposal: that host mothers carry fraternal twins, human and Tofa, in the hope that the bond between twins can bridge the gap between species. Mara knows about the bond between twins: her own twin Levi died in utero, but she has secretly kept him alive in her mind as companion and collaborator. Mara succeeds in obtaining governmental backing for her project — but both the human and Tofa establishments have their own agendas. Mara must shepherd the Twin-Bred through dangers she anticipated and others that even the canny Levi could not foresee. Will the Twin-Bred bring peace, war or something else entirely? This revised edition removes some unnecessary minor character names, relocates a few scenes into more logical places and divides chapters that lacked focus as originally organized. Now available — Reach: A Twin-Bred Novel (the sequel)!

Star Wars Gamemaster Screen

In this "Star Wars" roleplaying game supplement, players can find everything they need to create heroes that fit perfectly into the Legacy Era, while Gamemasters can learn to create exciting adventures

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against the backdrop of a galaxy ruled by the Sith.

Orb

A one-stop, complete guide to tabletop role-playing games for novice librarians as well as seasoned players. • Discusses collection development, cataloging, and programs for teens • Supplies detailed reviews of scores of popular and less well-known role-playing games • Outlines a variety of affordable, effective programs for teens that involve role-playing tabletop games

Mutant Year Zero Elysium RPG

Stars Without Number is a science fiction role-playing game inspired by the Old School Renaissance and the great fantasy and science-fiction games of the seventies and eighties. * Compatible with most retroclone RPGs * Helps a GM build a sandbox sci-fi game that lets the players leave the plot rails to explore freely * World building resources for creating system-neutral planets and star sectors * 100 adventure seeds and guidelines for integrating them with the worlds you've made * Old-school compatible rules for guns, cyberware, starships, and psionics * Domain rules for experienced characters who want to set up their own colony, psychic academy, mercenary band, or other institution

Scum and Villainy

This supplement contains advanced starship combat

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rules for the "Star Wars] Roleplaying Game Saga Edition." In addition, it provides new character options for spacefaring heroes as well as descriptions, deckplans, and statistics for starships from all eras.

Coruscant and the Core Worlds

Now you can join the Slayer's world! This comprehensive rulebook contains: an introduction to roleplaying and the Buffyverse, a guide to character creation (including the entire regular cast), a primer on magic, a guide to Sunnydale, monster descriptions (including the Five Big Bads), a guide to "Buffyspeak," instructions on how to create episodes, and an introductory episode (ready to play.) This hardcover is also packed with vivid, full color art and screen shots.

ZWEIHANDER Grim & Perilous RPG

Arms and Equipment Guide

This premier guide to alien races in the Star Wars universe, which complements the Star Wars Roleplaying Game, is a revised and updated collection of more than 125 alien species suitable for play as characters in the game.

Symbology

Containing all the rules needed to play the popular Star Wars Roleplaying Game, this rulebook has been updated and expanded to include changes based on

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customer feedback and all-new "Star Wars: Attack of the Clones" material.

The Best of Star Wars Insider: The Saga Begins

Explosive action and epic adventure fill the modern world when fantasy and reality collide. In *Urban Arcana*, heroes armed with swords, spells, shotguns, and cell phones dive headlong into trouble with monsters, mobsters, cabals, and corporations. Take a deep breath, and discover the realms of fantasy within the gruffy shadows of the modern world. To use this product, you also need the d20 Modern Roleplaying Game core rulebook. For players and Gamemasters, this product is compatible with other d20 System roleplaying games. Book jacket.

Knights of the Old Republic Campaign Guide

1.) All the rules of the game, for players and Gamemasters. 2.) Character creation, featuring Fast-track templates and nearly limitless options. 3.) Details on how to play in any time frame- Episode I (The Rise of the Empire), Episodes IV-VI (The Rebellion), or the New Republic era (The New Jedi Order). 4.) Equipment, weapons, vehicles, and aliens from the Star Wars movies and expanded universe 5.) An action-packed starting adventure 6.) Conversion information for previous Star Wars roleplaying game systems. 7.) Game statistics for the iconic characters in the Star Wars universe.

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Star Wars

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. Featuring new game material, this book presents an entire campaign during the violent days of the Old Republic.

The New Jedi Order Sourcebook

Symbols contain knowledge which has been kept secret, passed on from generation to generation accompanying oral tradition of ancient cultures. These images contain records of knowledge, history, traditions, religions, and customs of ancestors long ago forgotten who whisper to us from their graves, and draw us to the picture language with which they inscribed their legacy. Symbology is the process of decoding these inscriptions, placing them in proper historic context, finding their origins, and unveiling their secrets. Symbology ReVision: Unlocking Secret Knowledge is a revision of Symbology: Decoding Classic Images, and makes a great book even better, with bigger illustrations, glossary, bibliography, and updated material. Embark on a fascinating journey into a misty past, and clear away the fog.

Advanced Dungeons & Dragons, Players Handbook

The gamemaster's ultimate resource for starting and sustaining a Star Wars campaign. This comprehensive

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guidebook contains everything a beginning or experienced gamemaster needs to create, sustain, and enhance a Star Wars campaign. Designed to aid gamemasters in running campaigns from 1st through 20th level, this title includes tips for launching and building campaigns, encounter and adventure hooks, characters of all classes and mixes, and tips for integrating film characters into a storyline. There are rules for handling complex combat and conflict, and information is presented on elements of an epic campaign. Ease of game play is facilitated with dozens of pre-generated maps and characters and detailed descriptions of numerous locations.

Focus On: 100 Most Popular Fictional African-American People

An essential Star Wars Roleplaying Game accessory. This product includes the following components designed for use with the Star Wars Roleplaying Game Saga Edition core rulebook: A four-panel Gamemaster's Screen containing important tables and other information GMs need to effectively run Star Wars adventures.

Buffy the Vampire Slayer

Deathwatch is a roleplaying game set in the Warhammer 40,000 universe, where you take on the role of a member of the Adeptus Astartes - the devout, bio-engineered super-soldiers also known as Space Marines. Only the most exceptional candidates from the fighting forces of the Adeptus Astartes are

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invited to join the Deathwatch, and take on a new oath to safeguard the Imperium from the darkest of threats. United in this newly forged brotherhood, all Deathwatch Marines must learn to put aside their differences and work together to succeed in the most extraordinary operations - whether facing the threat of total annihilation when confronted by implacable alien foes, or fighting against the foul daemon menace that crawls forth hungrily from beyond the Warp. Deathwatch offers a brand-new roleplaying experience by focusing on elite, special-missions style action at the furthest fringes of Imperial space, involving some of the greatest heroes and deadliest opponents the Warhammer 40,000 universe has to offer!

Why American History Is Not What They Say

This sourcebook offers gamemasters information and adventures about Luke Skywalker's home planet of Tatooine through all three Star Wars eras, including brand-new information that has never appeared anywhere.

Sacred Matters

p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri} p.p2 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px Calibri; min-height: 14.0px} “Should I take one last shot at Star Wars and tell the backstory? I thought I would regret it if I didn’t do it.” - George Lucas Star Wars: The Saga Begins celebrates

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Episodes I-III of the Star Wars saga: The Phantom Menace, Attack of the Clones, and Revenge of the Sith. This collection includes classic interviews with Ewan McGregor, Hayden Christensen, Natalie Portman, Liam Neeson, and George Lucas, as they discuss telling the story of Anakin Skywalker's rise and subsequent fall against the backdrop of a burgeoning galactic war. Also featured are interviews with key members of the visual effects team charged with bringing George Lucas' singular vision to life. "This is the perfect gift for any Star Wars fan in your life." – Seattle Book Review

Wookieepedia - Wizards of the Coast

Bring your Star Wars Roleplaying Game campaign into the epic battles of the Clone Wars. This book includes new information for heroes on both sides of the war, including new talents, feats, prestige classes, and equipment designed to tailor characters to the unique feel of the Clone Wars conflict. More than just information for players, The Clone Wars Campaign Guide provides Gamemasters with descriptions and statistics for starships, vehicles, allies, opponents, and planets and features in-depth information on material drawn from Lucasfilm's new CG animated series, The Clone Wars.

Stars Without Number (Perfect Bound)

This in-depth review of the Core Worlds region of the "Star Wars(" galaxy features an emphasis on the capital world, Coruscant. Full-color maps &

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illustrations.

Star Wars Roleplaying Game

Bygger på figurerne fra Star Wars filmen

Deathwatch

A Threat of Epidemic Proportions A virulent plague sweeps over the planet Endregaad, forcing the Corporate Sector Authority to quarantine the stricken world with a planetwide blockade. A mission of mercy and a desperate search lead heroes to the Hutt homeworld, where they discover an even greater scourge spreading throughout the galaxy. This stand-alone adventure is for 9th-level heroes. • Embroils the heroes in various dealings with the Hutts. • Explores several locations across Hutt space, including Nar Shaddaa, the Smuggler's Moon. • Introduces new Hutt droids and Hutt battle armor. • Features new starships, including one for the heroes--complete with a deckplan. To use this adventure, a Gamemaster also needs the Star Wars Roleplaying Game.

Urban Arcana Campaign Setting

"Power of the Jedi" provides the most comprehensive look at the Jedi ever created. It includes details of the origin and rise of the Jedi, as well as information about the Jedi throughout the timeline of the Star Wars universe, including material from "Star Wars: Episode II: Attack of the Clones."

Ultimate Alien Anthology

Galactic Campaign Guide

Polaris Core Rulebook Set

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Dragons in the Stacks: A Teen Librarian's Guide to Tabletop Role-Playing

Provides instructions for creating characters and campaigns for the "Star Wars" roleplaying game that call on the dark side of the Force, and offers details on character classes, specific evil characters, and related topics.

Gamemaster Screen

When humanity falls, four powerful industrial and financial dynasties form a covenant called Elysium, after the meadows of eternal Spring of Greek mythology. Deep in the bedrock, they build the enclave named Elysium I, designed to weather the long atomic winter. Now, generations later, Elysium I is a gilded prison, a lonely outpost in a sea of quiet destruction. Fear and suspicion grow unchecked, and the four Houses fight on each other over the dwindling resources that remain. A force of Judicators

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has been established to preserve law and order in the enclave. You are one of these judicators. It is your duty to investigate all crimes, but never forget that your strongest loyalty is always towards your family. When humanity sets foot on the surface again, it shall be your House that leads the way into the new dawn. Mutant: Elysium is the third major expansion to the award-winning Mutant: Year Zeroroleplaying game. This game tells the origin story of the enclave humans, seeing themselves as the last torchbearers of human civilization. The four Houses of Warburg, Fortescue, Morningstar and Kilgore struggle for power in the Elysium I enclave, oblivious to a rising power that threatens to end their reign forever. Mutant: Elysium can also be played as a stand-alone game. Made in Sweden.

Star Wars Roleplaying Game

This book consists of articles from Wikia. Pages: 48. Chapters: Star Wars Gamer, Wizards of the Coast adventures, Wizards of the Coast articles, Wizards of the Coast sourcebooks, 2000, 2002, Star Wars, Star Wars Gamer 1, Star Wars Gamer 10, Star Wars Gamer 11, Star Wars Gamer 2, Star Wars Gamer 3, Star Wars Gamer 4, Star Wars Gamer 5, Star Wars Gamer 6, Star Wars Gamer 7, Star Wars Gamer 8, Star Wars Gamer 9, Star Wars Gamer Special Edition, Video game, Wizards of the Coast, Beat of a Different Drum, Child of Light, Extracting Aleece, Light and Dark, Murder on the Executor, Only the Force, Shadows in the Force, Smugglers of Naboo Fast-Play Game, Soulsaber, The Betrayal of Darth Revan, The Mask of

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Darth Nihilus, Ultimate Core Dump, Wired to Kill, Free Sneak Preview!, Preproduction Art Gallery, Production Art Gallery, Super Star, Alien Anthology, Arms & Equipment Guide, Coruscant and the Core Worlds, Galactic Campaign Guide, Galaxy at War, Galaxy of Intrigue, Geonosis and the Outer Rim Worlds, Hero's Guide, Jedi Academy Training Manual, Knights of the Old Republic Campaign Guide, Legacy Era Campaign Guide, Living Force Campaign Guide, Power of the Jedi Sourcebook, Rebellion Era Campaign Guide, Rebellion Era Sourcebook, Roleplaying Game Core Rulebook, Roleplaying Game Revised Core Rulebook, Scavenger's Guide to Droids, Scum and Villainy, Secrets of Naboo, Secrets of Tatooine, Starships of the Galaxy, Starships of the Galaxy, Star Wars Roleplaying Game, Tempest Feud, The Clone Wars Campaign Guide, The Clone Wars Sourcebook, The Dark Side Sourcebook, The Force Unleashed Campaign Guide, The New Jedi Order Sourcebook, The Unknown Regions, Threats of the Galaxy, Ultimate Adversaries, Ultimate Alien Anthology, Ultimate Battlestations, Wizards of the Coast. Excerpt: Roleplaying Game Core Rulebook released in November 2000. Star Wars Episode II: Attack of the Clones released in May 2002. Star Wars Gamer #1 Star Wars Gamer #10 was the tenth and final is

Les Fleurs Du Mal 1861

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Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's The Witcher, George R.R. Martin's Game of Thrones, Glen Cook's Black

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Company, Myke Cole's The Armored Saint, Robert E. Howard's Solomon Kane, Scott Lynch's Gentlemen Bastard series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!

Secrets of Tattooine

Widely praised in hardcover as a fascinating and important addition to religious and cultural studies, Sacred Matters reveals the remarkable ways that religious practices permeate American cultural life. In a country where references to God are as normal as proclaiming love of country, support for the military, or security for the nation's children, religion scholar Gary Laderman casts his eye over our deeply hidden spiritual landscape, questioning whether our conventional views even begin to capture the rich and strange diversity of religious life in America. A compelling read, Sacred Matters shows that genuinely religious practices and experiences can be found in the unlikeliest of places—in science laboratories and movie theaters, at the Super Bowl and Star Trek conventions, and in Americans' obsession with prescription drugs and pornography. When devoted fans make a pilgrimage to Graceland because of their love for Elvis, Laderman argues, their behavior doesn't just seem religious, it is religious—enacting a

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well-known ritual pattern toward saints in the history of Christianity. In a dramatic reframing of what is holy and secular, *Sacred Matters* makes a powerful and illuminating case that religion is everywhere-and that we have barely begun to reckon with its hold on our cultural life.

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