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We imagine ourselves piloting X-Wing Starfighters down the Death Star trench or engaging in ...

Star Wars Saga Edition Wikia | Fandom

Star Wars Saga Edition is the final roleplaying game system released by Wizards of the Coast in 2007 with its production lasting until 2010. Its Star Wars Roleplaying Game Saga Edition Core Rulebook features a new game system from the previous system, the Revised Core Rulebook.

Saga Edition | Wookieepedia | Fandom

This new edition of the Star Wars Roleplaying Game encapsulates all six feature films while presenting a thorough revision of the rule, making the game easier to learn while improving the overall game

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experience. This new edition includes new character abilities and options, a world gazetteer, statistics for key characters from all six Star Wars films and the Expanded Universe, and guidelines on how to use Star Wars miniatures and battle maps in play.

Star Wars Roleplaying Game Core Rulebook, Saga Edition ...

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The Star Wars Roleplaying Game is a d20 System roleplaying game set in the Star Wars universe. The game was written by Bill Slavicsek, Andy Collins and J. D. Wiker and published by Wizards of the Coast in late 2000 and revised in 2002. In 2007, Wizards released the Saga Edition of the game, which made major changes in an effort to streamline the rules system. The game covers three major eras coinciding with major events in the Star Wars universe, namely the Rise of the Empire, the Galactic Civil

Star Wars Roleplaying Game (Wizards of the Coast) - Wikipedia

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SW saga edition - 4shared

Compiled files of all Saga Edition RPG resource documents & reference tools Batshido's Options (for epic levels) v3.27 Contains new homebrew feats and talents, but I use it mostly as an "Epic Level Handbook" of sorts. The Epic level rules are for making characters beyond level 20, which is normally impossible in Saga.

My Compiled files of all Saga Edition RPG resource ...

The Star Wars galaxy contains a bewildering variety of Species, each with its own unique outlook and civilization. Although Humans dominate the known galaxy, there are many intelligent alien species that can be encountered wherever you travel. Humans live among The Core Worlds, throughout The Mid Rim, and even on the worlds of The Outer Rim territories. Most of the alien Species have their own ...

Species | Star Wars Saga Edition Wikia | Fandom

The Star Wars Roleplaying Game uses the terms Class Level and Character Level to mean different things. Class Level pertains to a character's level in a particular Class. Character Level pertains to a character's total experience. So, a character who has only one Class has a Character Level and Class Level that are the same.

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[Heroic Classes](#) | [Star Wars Saga Edition Wikia](#) | [Fandom](#)

See also: [Vehicle Combat](#), [Vehicle Statistics](#) Vehicles in the Star Wars universe run the gamut from ponderous armored walkers and capital ships, to agile airspeeders and starfighters. Despite this variety, the basic purpose of all Vehicles remains similar: moving passengers from one place to another. Of course, the places involved in this journey can greatly affect the form and function of the ...

[Vehicles](#) | [Star Wars Saga Edition Wikia](#) | [Fandom](#)

The Star Wars Roleplaying Game Saga Edition Core Rulebook is the main rulebook for Saga Edition, the latest and final roleplaying game (RPG) system released by Wizards of the Coast. Released on June 5, 2007, the game system was an update and overhaul of the previous Star Wars Roleplaying Game.

[Star Wars Roleplaying Game Saga Edition Core Rulebook ...](#)

Star Wars: Saga Edition is one tried and true example of a game capable of launching you into the expansive universe LucasFilms first launched in 1977, and watched grow exponentially ever since. It isn't perfect, but it gets the basics right, and overall it makes for a great model of play.

[Review of Star Wars Roleplaying Game Saga Edition Core ...](#)

This Wiki is meant to be a comprehensive collection of rules for the Star Wars Saga Edition Roleplaying Game released by Wizards of the Coast in 2007. Wizards of the Coast released 12 books for the game

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between 2007-2010 until their license for Star Wars game material expired.

Star Wars RPG Saga Edition Wiki | Fandom

Reference Book: Star Wars Saga Edition Rebellion Era Campaign Guide. The Species described in the Saga Edition Core Rulebook represent many of the most common (And popular) Species in the galaxy during The Rebellion Era. To emphasize the iconic nature of these Species, this section introduces new Feats, called Species Feats, to the game.

Feats | Star Wars Saga Edition Wikia | Fandom

RPGnet Roleplaying. Tabletop Roleplaying Open. Star Wars Saga Edition - printings and revisions. Thread starter gribble; Start date Thursday at 10:25 AM; Prev. 1; 2; First Prev 2 of 2 Go to page. Go. B. bbarlow Gilthoniel A Elbereth! Validated User. Today at 3:47 AM #11 The print run for the corrected version was smaller and they tend to go for ...

Star Wars Saga Edition - printings and revisions | Page 2 ...

Star Wars Roleplaying Game Core Rulebook, Saga Edition. by Owen K.C. Stephens and Rodney Thompson | Jun 5, 2007. 4.3 out of 5 stars 155. Hardcover.

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Amazon.com: star wars saga edition

Star Wars Saga Edition Role-Playing Game Wiki is a FANDOM Games Community.

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.

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*.

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.

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

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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.

More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and criminals of all stripes throughout the "Star Wars" setting.

Warfare is a common theme throughout the *Star Wars* saga. This supplement gives players and Gamemasters everything they need to run games or play characters in a war-torn galaxy.

This supplement contains advanced starship combat 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.

Explore the uncharted reaches of the *Star Wars*® galaxy. Far from the cityscape of Coruscant, beyond the fringe planets of the Outer Rim, lies a vast region of space called the Unknown Regions. The Unknown Regions are mysterious and uncharted. They are home to strange aliens, violent slavers, and

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the forgotten remnants of ancient civilizations that have lived in isolation for eons. This sourcebook gives players and Gamemasters everything they need to run and play in campaigns featuring scouts, exploration, and adventure in the uncharted reaches of the Star Wars galaxy. The Unknown Regions allows Gamemasters to take their existing campaigns in bold new directions, or this book can be used to jumpstart a new campaign that focuses on exploring the unknown.

A guide for players and game masters provides strategies for building droid characters using manufacturer templates and a variety of equipment, modifications and talents, in a supplement that also contains droid profiles for inclusions in adventures and campaigns.

"So, you wish to learn the ways of the Force..." Written as the ultimate Jedi training manual, The Jedi Academy: Training Manual game supplement reveals the secrets of the Jedi across all eras of the Star Wars saga, from the earliest days of the Old Republic to the Dark Times and the reemergence of the Jedi Order after the fall of the Galactic Empire. It gives players exciting new talents, feats, Force powers, and equipment for their Jedi characters. It also elaborates on the known Jedi fighting styles and provides new ways to build your character around a particular fighting style.

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