

# Star Wars Rpg Saga Edition Starship Sheet

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## CAITLYN JIMENEZ

[A Star Wars Core Rulebook](#) Createspace Independent Publishing Platform

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.

[Core Rulebook](#) Lucas Books

"A long time ago in a galaxy far, far away..." For more than five decades, the Skywalker saga has thrilled generations of fans who have grown up with one of the greatest stories in cinematic history. This sprawling epic of nine episodic films covers 67 years of unforgettable action, featuring thousands of iconic characters, from Star Wars: A New Hope to Star Wars: The Rise of Skywalker. And the Star Wars Insider magazine has been there every step of the way, gaining exclusive access to cast, crew, and creators. Now, collected together for the first time, this movie companion chronicles the story behind the making of the Skywalker saga, as told by the writers, directors, designers, and crafts people who built and shaped a legend. From George Lucas' thoughts on embarking on the making of A New Hope to Ewan McGregor on stepping into the shoes of the late Sir Alec Guinness to play Obi-Wan Kenobi to Daisy Ridley taking on the role of Rey in the final trilogy, this is a must-have for anyone touched by this incredible story.

**Star Wars Scavengers Guide to Droids** Disruptive Pub

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 against the backdrop of a galaxy ruled by the Sith.

[Lead by Example: A Sourcebook for Commanders](#) Star Wars Roleplaying Game Revised Core

Rulebook 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. The Clone Wars Campaign Guide 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. Knights of the Old Republic Campaign Guide 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 Force Unleashed Campaign Guide 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. Star Wars Roleplaying Game Galaxy at War 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. Legacy Era Campaign Guide 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 against the backdrop of a galaxy ruled by the Sith. Jedi Academy Training Manual "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. Scum and Villainy 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. Star Wars Scavengers Guide to Droids A Star Wars Roleplaying Game Supplement 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. Star Wars the Unknown Regions A Star Wars Roleplaying

Game Supplement 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 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. Threats of the Galaxy Scores of nefarious characters, fearsome creatures, and droids of various levels are defined in this "Star Wars" supplement. Star Wars Roleplaying Game Starships of the 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. Star Wars Galaxy of Intrigue A Star Wars Roleplaying Game Supplement New rules and character options for campaigns laced with intrigue. The Star Wars galaxy is rife with treachery and intrigue, from the machinations of Darth Sidious and the Bothan SpyNet to the secret agendas of the Rebel Alliance and the Empire. This supplement gives players and Gamemasters everything they need to run games and play characters in a galaxy of intrigue. This book provides new options and gear for nobles and other sly-minded characters, as well as a host of adventure hooks and campaign seeds that can be used to inject elements of intrigue into campaigns of all eras. It also includes rules for running skill challenges. The Dark Side Sourcebook 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. Star Wars Gamemaster Screen 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. Star Wars: The Skywalker Saga The Official Collector's Edition Book

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 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.

[The Force Unleashed Campaign Guide](#) Titan Books (US, CA)

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

[Coruscant and the Core Worlds](#)

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.

#### **A Star Wars Roleplaying Game Supplement**

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.

#### **Star Wars Revised Rulebook**

Scores of nefarious characters, fearsome creatures, and droids of various levels are defined in this "Star Wars" supplement.

[Ultimate Adversaries](#)

New rules and character options for campaigns laced with intrigue. The Star Wars galaxy is rife with treachery and intrigue, from the machinations of Darth Sidious and the Bothan SpyNet to the secret agendas of the Rebel Alliance and the Empire. This supplement gives players and Gamemasters everything they need to run games and play characters in a galaxy of intrigue. This book provides new options and gear for nobles and other sly-minded characters, as well as a host of adventure hooks and campaign seeds that can be used to inject elements of intrigue into campaigns of all eras. It also includes rules for running skill challenges.

#### **Star Wars Roleplaying Game**

"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.

#### **Star Wars Gamemaster Screen**

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.

[A Star Wars Core Rulebook](#)

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 & illustrations.

[Star Wars Roleplaying Game](#)

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.

#### Knights of the Old Republic Campaign Guide

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.

#### Star Wars Age of Rebellion Roleplaying Game

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.

#### A Star Wars Roleplaying Game Supplement

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.

#### Alien Anthology

Star Wars Roleplaying Game Revised Core Rulebook

#### Star Wars the Unknown Regions

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

#### The Dark Side Sourcebook

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.

#### Starfinder

Illustrated terrain tiles for use with the Star Wars(TM) Roleplaying Game This product adds a new dimension to the Star Wars Roleplaying Game and gives Gamemasters an easy-to-use and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable terrain tiles of various shapes. Use the tiles to build your own Imperial bases, Rebel redoubts, and fringe outposts! This terrain accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock.