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Knights Of The Old Republic Campaign Guide (Star Wars Roleplaying Game)



Synopsis

A Star Wars™ Roleplaying Game campaign set during the dawn of the Old Republic...Make the jump to lightspeed 4,000 years before the Battle of Yavin to a time when Jedi Knights and Sith Lords clashed in galactic conflict. 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. As the galaxy plunges into one war after another, the forces of the Republic, along with their Jedi allies, struggle to protect themselves from hordes of invading Mandalorians, tyrannical Sith lords, and traitorous allies on every front. Featuring new game material drawn from a variety of sources, and including characters, weapons, vehicles, and droids, this book presents an entire campaign during the violent days of the Old Republic. This book also contains new Force powers, Force techniques, and Force secrets for Jedi and Sith characters, as well as new options for characters of all classes. Players can take advantage of new talents, feats, and other options to play a Mandalorian neo-crusader, a Republic soldier battling against the forces of Darth Revan and Darth Malak, or a Jedi in exile on the run from the Sith.

Book Information

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Customer Reviews

RODNEY THOMPSON is a game designer at Wizards of the Coast, Inc. His previous design credits include the Star Wars Roleplaying Game Saga Edition, the Starships of the Galaxy™ supplement, and The Force Unleashed Campaign Guide supplement. STERLING HERSHEY is a freelancer who has written skirmish scenarios for the Star Wars Miniatures Game. He also co-wrote The Force

Unleashed Campaign Guide supplement for the Star Wars Roleplaying Game Saga Edition. JOHN JACKSON MILLER is the author of the national best-selling novel, *Star Wars: Knight Errant*, nine *Star Wars: Knights of the Old Republic* graphic novels, and the *Star Wars: Lost Tribe of the Sith* eBook series. His comics work includes writing for Iron Man, Mass Effect, Bart Simpson, and Indiana Jones. Author of several books about comic-book history, he also runs the research website, The Comics Chronicles. ABEL G. PEAËfâ ^A is a writer and game designer whose credits include articles in *Star Wars Insider* and *Dungeon*® magazine. He is also a contributor to Wizards of the Coast's *Star Wars Roleplaying Game* website.

This book has everything you need to run a campaign based in the Knights of the Old Republic era. I especially liked the extra information about the four major factions of the era (Republic, Sith, Jedi, and Mandalorian). Just knowing more about how those societies functioned and how they were organized allows the GM to create a more lifelike and immersing setting. All the droids, vehicles, and equipment you need to make things feel... older... than the Galactic Civil War era - the tech's not as sophisticated. The new species included are fun - some would say overpowered - but I disagree. There's a TON of new options for character creation: a list of talents and feats almost as long as the Saga Edition . Actually, if you're playing a Jedi character, you'll have a tough time deciding which path to take: too many good talents and force powers to choose from. If I have one complaint, it's that the book does a great job of explaining the events of 4000 to 3951 BBY, but doesn't fill in the gaps between 3951 and 32 BBY. I mean, it IS 3919 years of galactic history. Even a few cursory guides would have been helpful. In addition, I kind of expected to find more information on the events of the Great Hyperspace War (5000 BBY), but did not. Maybe that's coming in a future book.

Knights of the Old Republic is my favorite era in the Star Wars universe, because of its versatility and relative lack of established canon. This campaign book is good in that it provides a lot of necessary information to get a feel for the era, from the inchoate Jedi establishment to a sometimes weak Republic to the deadly Sith. Some of the new Jedi powers are great--while others, not so much--and some of the Prestige classes help add new flavor to the overall game. Overall, I think the designers did a fairly good job of transcribing the famous KOTOR games into a hardback RPG format. In the end, however, I was disappointed by a lack of important information in other areas. Given the 3,000 year difference between KOTOR and the Rise of the Empire era, there needs to be more information on technology and weapons pertinent to the KOTOR time period. The book's

equipment and weapon lists were considerably short and in my opinion incomplete, as were the lists and descriptions of vehicles.

Great for fans of the two Knights of the Old Republic games and the comics. This adds a lot to the game's options for a Jedi heavy game. It can be used by those who are well versed, or who know little from the KotOR setting and allow a nice change of setting for those who want to play around in a new setting.

2nd best book in the series only beaten by the core game book itself. A great sourcebook for player or GM to draw from.

A fantastic resource for understanding the Old Republic and the times of strife in this era. This book does a great job explaining the major actors and how they affected the Republic and Jedi order going forward. It also provides plenty of room for expansion and story telling.

It was perfect.

Met everything

Let's face it, if you are into the Star Wars Expanded Universe, you know KotoR is just about the coolest era. This book has given me all I need to fish out details needed for a good descriptive game with flushed out cities, planets, species, and weapons. I paid double for it and would do it again.

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