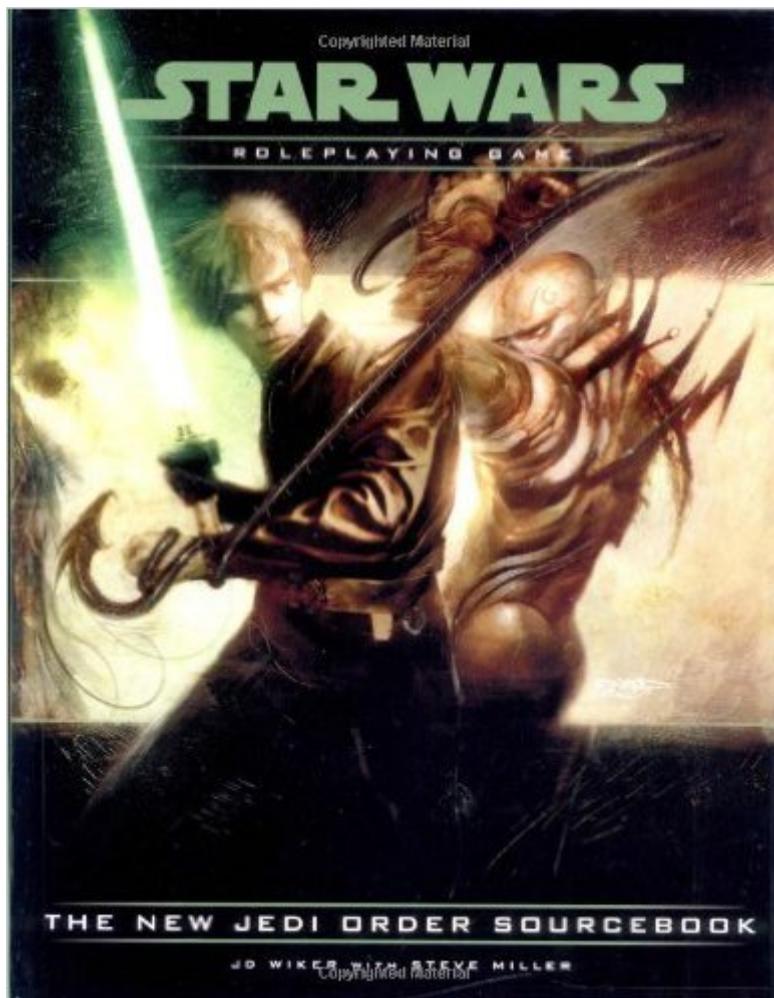


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The New Jedi Order Sourcebook (Star Wars Roleplaying Game)



Synopsis

There's a time to run and a time to stand....The Yuuzhan Vong have shattered the New Republic's promise of peace throughout the galaxy. System by system, they bring death and enslavement to all they encounter. Even the Jedi have failed to slow the merciless advance of this dark tide. As this terrible threat from beyond the galaxy's edge pushes closer to Coruscant, the need for great heroes grows ever more dire. This sourcebook features:

- New prestige classes, feats, species, ships, and starship combat tactics
- New archetypes with statistics for play at low, medium, and high levels
- Rules for the Yuuzhan Vong, including their soldiers and priests, ships, weapons, and equipment
- Action-packed adventure seeds designed for mid- to high-level characters
- Game statistics for characters from The New Jedi Order novels, including Vector Prime, Onslaught, Ruin, Hero's Trial, Jedi Eclipse, Balance Point, Conquest, Rebirth, and Star by Star

To use this sourcebook, you also need the Star Wars Roleplaying Game Revised Core Rulebook.

Book Information

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Customer Reviews

If you are planning on running a SWRPG campaign set in the New Jedi Order era, this sourcebook is the one accessory you must have. Chapter One starts off with a broad overview of the galactic situation just prior to the Yuuzhan Vong invasion, and then goes right into a detailed description of the YV and their culture, along with a new-and-improved list of YV equipment. Chapters Two through Seven each detail a specific novel, starting with Vector Prime and ending with Star By Star. Chapter Eight contains an epilogue and hints at some possible future events. At appropriate points throughout the books there are character profiles, new ships, new vehicles and animals, and even a

handful of new weapons. I found the character profiles to be especially useful, particularly those of famous people like Corran Horn and Kyp Durron. In addition, the characters from the core rulebook have "leveled up" to show their increased experience. Very helpful. And no, the majority of the NPCs *do not* die. Like all of Wizard's Star Wars products, the book itself is full color throughout. The artwork is high-quality and has a dark and stylistic touch. Some people won't like that, claiming that it isn't "Star Wars," but I say that it is appropriate for the NJO universe. I stopped reading the Star Wars novels a long time ago because there are too darn many to keep track of. As a GM myself, and as a NJO newbie, the main thing I liked about the NJO sourcebook is that it neatly compressed all the major events from these six novels into one book. The writing is clear, concise, and most importantly I found it fun to read. I immediately felt that I had enough information to begin building a NJO campaign.

The New Jedi Order has had, like it or hate it, a staggering effect on Star Wars and the Expanded Universe as a whole. Much loved characters have died while the galaxy far, far away has been turned upside down by the extra-galactic invaders known as the Yuuzhan Vong. Much as the Star Wars novel line has been passed from Bantam to Del Rey, so has the role playing game transferred from the now-deceased West End Games to Wizards of the Coast, (No surprise, really. Hasbro Toys owns Wizards and Lucas owns a big chunk of Hasbro). I never liked WEG's D6 take on Star Wars- I always found the 'Bucket-O-Dice' game system pretty unheroic and inflexible. On the other hand, I much prefer D20- it works quite well in the Star Wars milieu largely because it was developed for Dungeons & Dragons, which is super heroic adventuring and that suits Star Wars to a T. However, regardless of what I thought of the WEG game mechanics, their source material was always first rate (kinda like Shadowrun- lousy game system, great source books), especially the source books released for the various novels and comics, such as the Thrawn Trilogy, Dark Empire, or the Tales of the Jedi Companion. Conversely, Wizards of the Coast seems to have a different philosophy regarding their Star Wars source books. On the one hand, Truce at Bakura was a single book that got its own hard cover from WEG, meanwhile Wizard's gives us one hard cover that encompasses nine books of the New Jedi Order. While it may not have been feasible to do nine books, it does seem a lot of information to distill down into one 160 page book. Plus the West End Games material the had the benefit of being written, in many cases, by authors who wrote the initial novels, often adding more detail and background.

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