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Hero's Guide (Star Wars Roleplaying Game)



Synopsis

Follow your own path. Bold individuals from countless star systems aspire to greatness. But the galaxy's real heroes are those dynamic characters who blaze their own way to fame or infamy. Like them, you possess a unique combination of skills, abilities, traits, and talents that enables you to succeed where others fail. With your vision and drive, you will leave your mark on the galaxy. This sourcebook features:

- Over 90 new feats, including Blasterslinger, Dark Power, and Kinetic Combat, as well as seven feats that reflect mastery of each of the lightsaber forms.
- Over 30 new prestige classes, such as the master duelist, sharpshooter, Bothan master spy, and berserker droid.
- Over a dozen factions, such as the Rebel Alliance, Bounty Hunters' Guild, and the Hutt Criminal Syndicate, along with rules for joining each one.
- New equipment, including weapons, military hardware, and cybernetics.

To use this sourcebook, you also need the *Star Wars Roleplaying Game Revised Core Rulebook*. This product is for use with all Star Wars eras.

Book Information

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Customer Reviews

JD Wiker has contributed to numerous Star Wars products, most recently *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Star Wars Roleplaying Game Revised Core Rulebook*. Rodney M. Thompson is a freelance RPG writer and developer and the System Administrator for the University of Tennessee in Knoxville. In addition to writing for Wizards of the Coast, Inc., he is the full-time webmaster for the Star Wars RPG Network website.

Loved it. It was exactly what I expected and the condition was better than advertised. I gave it as a gift and the recipient was overjoyed.

Exactly the item depicted and described. Also delivered on time.

Son's rating. Not in-depth/comprehensive as hoped

Great book. It will really help my roleplaying in the Star Wars Universe

good d20 star wars rpg game

Came in a timely fashion and I received exactly what they described

It's good stuff very pleased with the product and i got exactly what i expected and didn't get something that i didn't expect

In a very basic sense, the Hero's Guide is like an advanced expansion of the Revised Core Rulebook, but it's much more than that. The main purpose of this book is to provide tools for the player- and it definitely delivers. Gamers looking for long sections of background and history are advised to go elsewhere, but considering all that it offers, I'd consider this book a must-have for any serious player. First off, the Hero's Guide follows in the high-quality style of other recent products such as the Ultimate Alien Anthology and Coruscant And The Core Worlds. Like its cousins this book is full-color and hardcover. One immediately notices the large amount of original artwork and still photos. The main index is organized alphabetically by topic, which makes finding most things mercifully simple. This book is well presented, easy on the eyes, and fun to read, but of course that's not why it deserves a spot on your bookshelf. This book is simply filled to the brim with a vast array of new game rules and character options. The main standouts are the chapters on Feats and Prestige Classes. In terms of Feats, over 120 new feats are offered, including feats for six distinct martial arts disciplines as well as feats depicting the seven forms of lightsaber combat. There is also a wide selection of faction-related feats. With such a wide selection even the pickiest player should be able to find something that fits his or her character. Players will also like the selection of nearly 30 new prestige classes. Many of them are tied to specific factions, and some are definitely harder to qualify for than others, but they represent such a wealth of progression options that just about

anybody should be satisfied. The full list includes: Chief Engineer, Infiltrator, Loyal Protector, Martial Arts Master, Master Duelist, Outlaw Slicer, Priest, Sharpshooter, Treasure Hunter, Antarian Ranger, Black Sun Enforcer, Black Sun Vigo, Master Spy, CorSec Officer, Corporate Troubleshooter, ISB Special Agent, Crime Broker, Mistryl Shadow Guard, Lord of the Expanse, Rebel Organizer, Sienar Engineer, Baran Do Sage, Matukai Adept, Zeison Sha Warrior, Espionage Droid, and Berzerker Droid. Noticeably absent are the Jensaarai Warrior and the Dathomiri Witch, but at least the Jensaarai has an official entry in *Dungeon Magazine* 98 (Polyhedron 157). The Hero's Guide also showcases the concept of character archetypes. Basically, an archetype is a multiclass character that replaces certain class features with ones that better fit a desired character concept. This sets a welcome precedent: if it doesn't fit, change it! Also introduced is the concept of Sympathy. Sympathy is similar to and works in conjunction with Reputation, but it only applies when dealing with members of a faction with which you have Sympathy. Unlike Reputation, however, Sympathy can go up or down based on a character's actions. In addition to all this there is a chapter devoted to character creation, another that discusses new uses for existing skills, a selection of new equipment (including the long-awaited rules for cybernetics), a chapter on new combat moves, a chapter that discusses the Force, and finally a chapter devoted to Droids. After having read through it several times, I simply can't find a bad thing to say about this book. It may very well be the best SWRPG sourcebook published so far. Hats off to the authors and the entire team who put it together. And if you still aren't satisfied, the Star Wars RPG section of the Wizards of the Coast website has a web enhancement for the Hero's Guide that includes even more archetypes and prestige classes.

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