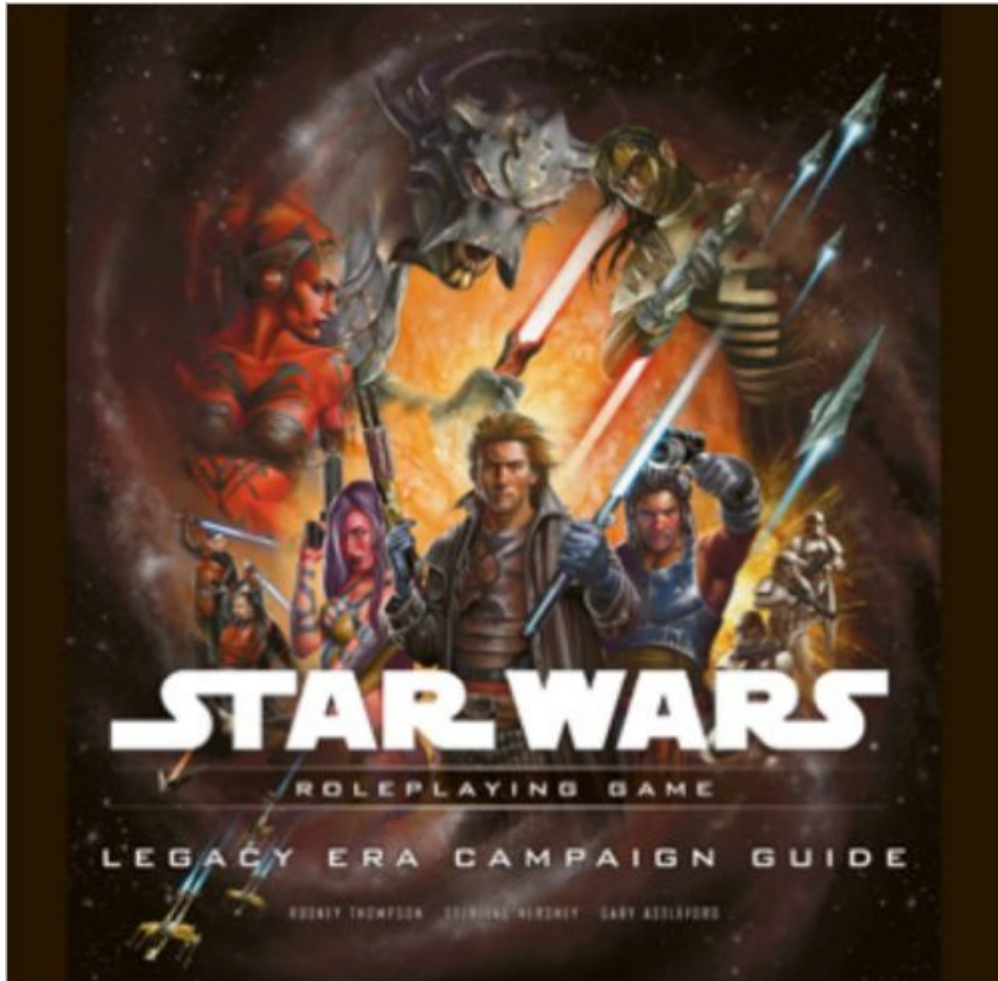


The book was found

Legacy Era Campaign Guide (Star Wars Roleplaying Game)



Synopsis

Take your adventures into the far future of the Star Wars universe. The Empire rules the galaxy once more, this time under the control of the vile Darth Krayt, and resistance is crushed under the heels of Sith overlords. The Jedi are scattered and devastated, with only a handful remaining to resist the tyranny of the Sith. The Galactic Alliance fleet is but a shadow of its former self, struggling to stay hidden while engaging in hit-and-run attacks against the Empire. This is the Legacy Era, set 130 years after the Battle of Yavin, gives players and Gamemasters the freedom to shape the Star Wars galaxy during an exciting period when no one is safe from evil. Players can join the struggling Galactic Alliance fleet, or fight for Roan Fel's Empire-in-exile. This book contains everything players need to create heroes that fit perfectly into the Legacy Era, while Gamemasters will find the book filled with allies, antagonists, starships, and plot hooks to create exciting adventures against the backdrop of a galaxy ruled by the Sith.

Book Information

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Average Customer Review: 3.9 out of 5 stars [See all reviews](#) (14 customer reviews)

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Customer Reviews

For fans of both Star Wars: Legacy and the role-playing game, this campaign guide is a great resource. With plenty of new material beyond the comics, it also serves as a good resource for the era itself. My only disappointments are minor: Bantha Rawk's build seems inappropriate considering his back story and demonstrated abilities, and no inclusion of stats for Force-ghost Luke. The Legacy Destiny option is in a word, sweet. The art varies throughout between decent and amazing, so visual appeal is there as well.

This product has an awesome cover, and the inside definitely matches it. Along with a small

selection of new character options and new prestige classes (namely, the Imperial Knight), this book is mostly fluff text and a few NPCs to put into your game. The next section may enrage any hardcore Legacy fans, but I feel its necessary to gain full insight into the campaign setting. This is based in the Legacy era, which takes place 130(?) years after the Battle of Yavin. This means that the Galactic Alliance has both risen and fallen, same as the threat of the Yuuzan Vong and the New Jedi Order. The whole factor of non-movie storylines mean the story is more freeform for the casual Star Wars plan. That is probably its greatest strength. However, my biggest complaints as someone who has limited exposure to the Legacy storyline are as follows:-The exact same storyline is taking place. The empire is back in full swing. Nothing of use has happened as a result of Luke Skywalker and the Rebel Alliance.-Limited exposure once again for anybody to the Jedi Order. Granted it is more prominent than it was in the dark times, but the fact is we really don't need more than one "Jedi are in Exile" campaign setting in our library.-Every single antagonist has a lightsaber!!!!!!!!!!!!!!!!!!!!!!If you are a fan of the Legacy era, buy this book now. It's on the cheap and is a good supplement if you ignore the gimmickiness of the arsenal of enemies.

I've seen others mention a lack of Lando legacy however, given the dynamic of the book a creative player and storyteller could come to an agreement to create one. Though, one of the Legacies listed by all available material would not be as listed, viz the Solo Legacy would either be Hapan Royal or Fel Imperial family, end spoiler. As for the rest the book will need supplemented with at least the core from this producer as your character set-up does run differently from the old West-End Games books, Dark Empire Sourcebook and the System present here are almost in a different language but, with Legacy Era Guide with the supplement of the core book it won't take long to get a good start to a rich character. No faults here from the seller it just seems in need of an update from the publisher to correct.

Another fantastic supplement book filled with great new species and classes. A must have for any fan of this system.

Just what I was looking for.

I got this hoping to get stats for the Tusken Raider race. There are no stats for the Tusken raider race in this book. Lots of other good stats.

The writing and ideas seem hasty and slipshod. Not recommended unless you just want a few new ideas. Don't buy it at full price.

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