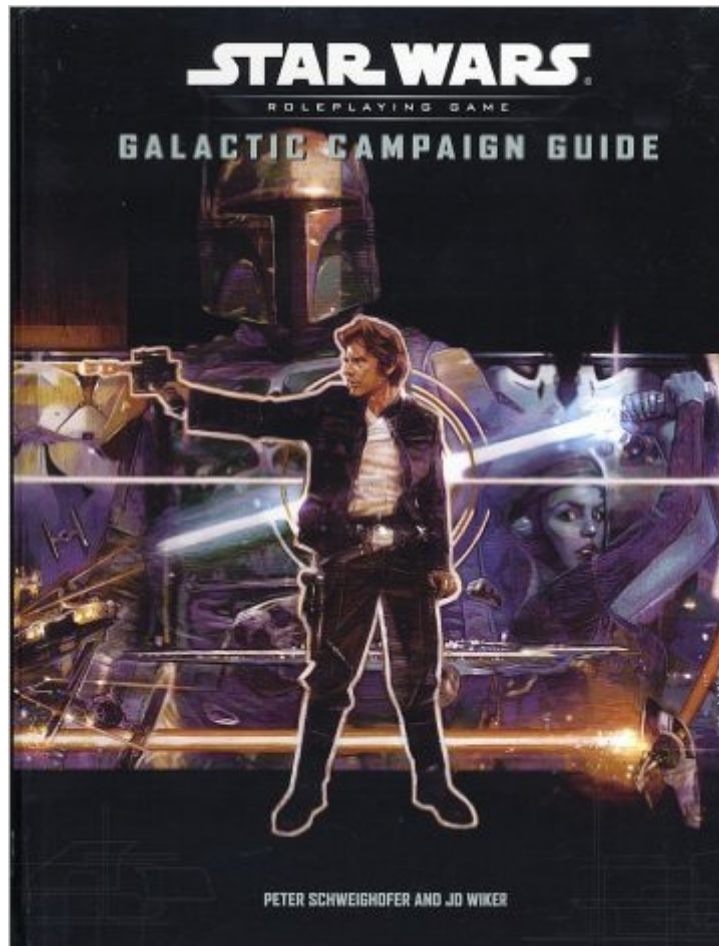


The book was found

Galactic Campaign Guide (Star Wars Roleplaying Game)



Synopsis

Itâ™ll take a few moments to get the coordinates from the navi-computer. Countless planets span the galaxy -- every one just a hyperspace jump away. From bustling spaceports to desolate wastelands, itâ™s up to you, the Gamemaster, to provide the details and descriptions that bring them to life. Whether youâ™re preparing a game session beforehand, or running an encounter on the fly, this book will help you fill every corner of the galaxy with memorable individuals, cinematic locales, and desperate situations. This sourcebook features:

- Information, tips, and ideas for fleshing out every game session, from individual encounters to entire campaigns
- 100 adventure ideas and over a dozen mini-campaign ideas
- 48 pregenerated and mapped-out encounter locations, such as a Nightclub, Hangar Bay, and Luxury Apartment
- Random name generators for all of the heroic species featured in the Star Wars Roleplaying Game Revised Core Rulebook
- 10 pregenerated supporting characters, including the Common Thug, Freighter Pilot, and Taxi Driver, along with tables for generating personalities, mannerisms, and quirks

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

The Galactic Campaign Guide takes a departure from previous sourcebooks in that it's light on the rules, and heavy on advice. It is also the only sourcebook designed solely for the Gamemaster. However the GCG isn't clogged with the usual array of charts and tables, nor will you find prestige classes, new feats, or any equipment at all. Instead it focuses on the particulars of creating and

implementing interesting campaigns, storylines, locations, and NPC's. Chapter 1: The Campaign Foundation is really the meat of the book. A full description of its contents would take some time, but needless to say this wide and varied chapter discusses everything from how to capture the feel of Star Wars to how to bring the PCs together to how to deal with party splits. Chapter 2: Settings describes a wide variety of urban locations that can easily be plugged in to any campaign, and it provides a few location-specific rules for each. Chapter 3: The Environment discusses props and hazards, among other things. Chapter 4: The People discusses some great supporting characters and also provides extensive name generators for the main character races. Finally, Chapter 5: The Heroic Journey devotes its entirety to this central concept of Star Wars mythology and provides a rare and in-depth look at how to truly make a campaign "epic." The GCG is also filled with the standard high-quality level of full color artwork in and out. On paper, much of what this book talks about might seem fairly obvious, for example, how to set the mood of an encounter. In practice, however, some GM's simply don't know how to do this effectively, and even experienced GM's might unintentionally gloss over such an aspect.

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