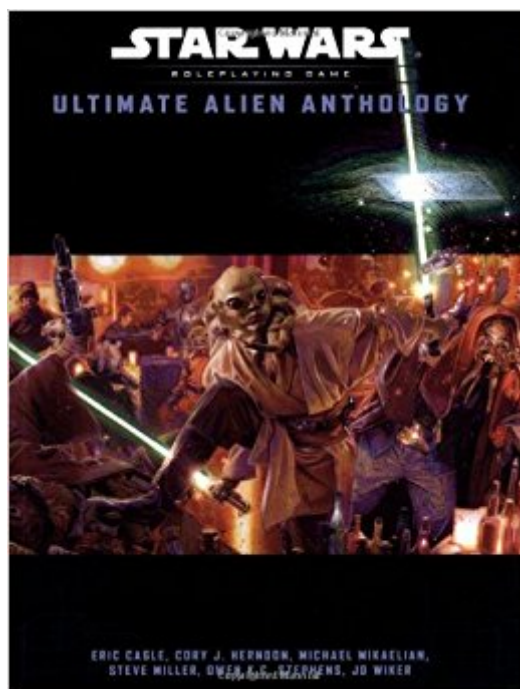


The book was found

Ultimate Alien Anthology (Star Wars Roleplaying Game)



Synopsis

Every Star System Has Its Heroes. From the Outer Rim to the Galactic Core, countless different species populate the galaxy. While most members of each of these alien races share similar characteristics, among every species--from Geonosians and Jawas to Clawdites and Krish--great heroes and despicable villains can be found. This sourcebook features:

- Descriptions of 180 alien species, including those from Episode II: Attack of the Clones.
- New prestige classes, including the Aerobat, the Changeling, and the Findsman.
- Species-specific gear and weapons, including Nagai electromesh armor, the Cerean meditation crystal, and the Kerestian darkstick.

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

Book Information

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Customer Reviews

Eric Cagle works for the R&D staff as an administrative assistant. He has edited several AD&D® and D&D® game products. Michael Mikaelian is the associate editor of Star Wars Insider. He recently coauthored the Power of the Jedi Sourcebook. Steve Miller has contributed to the Rebellion Era Sourcebook, the New Jedi Order Sourcebook, and Secrets of Naboo, in addition to coauthoring the original Alien Anthology. Owen K.C. Stephens most recently contributed to the Rebellion Era Sourcebook, the Power of the Jedi Sourcebook, and the Star Wars Arms & Equipment Guide. He also authored Starships of the Galaxy and coauthored Tempest Feud and the original Alien Anthology.

I am a huge fan of the Star Wars RPG and I collect all the associated books - from the core books to

the supplements. While many are of course optional, this is one of the ones I think every Star Wars RPG'er would really enjoy having in their collection of reference books. It's amazingly illustrated, with great maps, and it sets the stage for any number of adventures/scenarios you might want to plan as it contains detailed info on the various alien races (with great artwork to accompany each of them), along with very cool backstory for each. I've found this one's become pretty much dog-eared and marked up to the point I think I may need to order another copy. Definitely recommended.

Awesome book. Very valuable for players and for GMs. This book is in the new format - HC with great artwork. The book details every kind of playable creature I have heard of. It even contains character types that can fly with wings. The book really does a nice job with these by adding a set of flying rules. In addition to all the new species, the book contains several new prestige classes, which are very cool and useful! This book is great. My only con is that I would have liked to see more prestige classes with special skills - hopefully we'll see this in there new Hero's Guide due in June...

I would definitely recommend buying this as your second book after the core rulebook. Basically, it's just pack from front to back with a few hundred alien species. All stats are given, so every alien type is available for player or GM characters. Some have complained that there are no creatures in this book, but the Star Wars series has never been about dungeon crawling. If you need creatures, the famous ones are in the core book, and if you want new ones, there's a good creature creation section there too. This book, on the other hand, gets to the meat of Star Wars encounters--facing down aliens of all races and types. You'll definitely want to pick this up to populate your campaigns. Before long, you'll be able to recreate your very own alien cantina. Perhaps my only complaint is that the artwork was done by several artists, and some of the artwork isn't as good as it could be. Hopefully in a future edition, some of the sketchy artwork will be replaced.

Son's rating

One of the problems with Star Wars these days from an RPG perspective is that the prequels generated about a thousand new alien races -- and not all of them are all that memorable. Some are, and they are worthy additions here. I guess it's hardly a criticism to say there's too much material, but that's almost what it feels like sometimes with this book. Still useful for both the SW book collector and obviously the RPG fan.

Book arrived in great shape.

Its just what I need: a book with description and simple images to show the most important and curious aliens creatures of this universe. Excelent for RPG's players and star wars's fanatics. If you are not one of then, maybe you ll be boring.

This book ROCKS! One look at it and it starts to sink in exactly how diverse the StarWars universe has become. It expands upon races in the Core Rulebook as well as introducing huge numbers of interesting aliens. Also included are a few new feats and a couple of Prestige classes that are very welcome. Whether you play this game or not, getting this book just for background info on races in StarWars makes this book worth it to me.

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