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Scum And Villainy (Star Wars Roleplaying Game)



Synopsis

New options for scoundrel characters from the Star Wars Roleplaying Game. Learn what it takes to be a smuggler, or how to build up a criminal empire that can rival the Hutt clans. Take your ship on the dangerous Kessel run, or chase down a bounty and claim your reward. Watch out for the long arm of Imperial law, though, or you may find yourself on a one-way trip to the spice mines. This book provides extensive information on life on the fringe in the Star Wars universe. More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and criminals of all stripes throughout the Star Wars setting. Covering everything from vile Hutt gangsters to smooth-talking con artists, Scum and Villainy gives both players and Gamemasters everything they need to fit right in at Mos Eisley spaceport. Scum and Villainy brings the Saga Edition rules to the fringes of society, introducing new rules and information on smugglers, bounty hunters, crime lords, and anyone else that walks outside the law.

Book Information

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Customer Reviews

The Scum and Villainy is a must have for any GM or player playing the Star Wars RPG. This book covers a lot of ground and fills in a lot of gaps that were left from the other books. It covers things, such as, weapon modifications, equipment modifications, and ship modifications, and being a book about outlaws some of the mods can only be gotten through illegal means. It discusses archetypes, which are a must have for the GM as it allows him/her to easily spawn outlaw enemies. This book

also adds several species that for those who like to play on the edge of a good character. This book also introduces the theme of mini-adventures that can be used as filler for the main-campaign or easily played adventures should the party decide to go off on a tangent. As a GM having an adventure that I can use straight from a book is extremely useful and helpful. The book also comes with an adventure called "The Fell Star" which has several different encounters that should challenge your party. Even if your party is a higher level than the recommended challenge level the archetypes introduced in this book should allow you to easily convert a pre-made adventure into something that will guarantee a challenge for your party. Finally, this book introduces stats for big name characters, such as, Booster Terrik and Zam Wesell along with some famous outlaw ships. This is definitely a must have for anyone playing the Star Wars RPG.

The Star Wars RPG team is really on a roll here. Another great book though it's far more focused than recent supplements. This is the perfect book if you're running a campaign with a smuggler, pirate, crime lord, bounty hunter, or any type of unsavory character we've seen in the Star Wars Universe. That having been said there's almost nothing for Jedi here (they receive only one talent) so if you're playing a Jedi campaign and pressed for money, get the Knights of The Old Republic guide which came out in August. A breakdown of the book: Chapter I: Character Options: Here we get stats for the new species Blood Carver, Clawdite, Falleen, Gand, Jawa, Ryn, Toydarian, and Ubese. Honestly, these races are wonderful and really thought out. I wasn't the biggest fan of the KoTOR races, which I felt were too powerful, but these are just great. All the classes get new talents. There's a whole new Noble talent tree called Disgrace, and previous trees receive major additions; most notably the Scoundrel's Fortune, Misfortune and Spacer trees, the Scout's Fringer tree, and the Soldier's Brawler tree. There's also new high tier talents that promote staying in a base class for an extended time. New feats include Burst of Speed, Close Combat Escape, Collateral Damage, Cornered, Deadly Sniper, Deceptive Drop, Desperate Gambit, Duck and Cover, Fleet-footed, Friends in Low Places, Hasty Modifications, Hideous Visage, Impersonate, Impetuous Move, Impulsive Fight, Knife Trick, Lightning Draw, Metamorph, Opportunistic Retreat, Resurgence, Signature Device, Slippery Maneuver, Staggering Attack, Stay Up, Superior Tech, Tactical Advantage, and Wicked Strike. Prestige classes receive lots of love. Ace Pilot gets the very Han Solo-ish Blockade Runner tree, Bounty Hunter gets some new talents and a new tree (Gand Findsman), Crime Lord is HUGELY expanded on (14 new talents!). Gunslinger gets a new talent and a new Pistoleer tree, based around dual wielding pistols. New prestige classes include Assassin, Charlatan (think Lando Calrissian), and Outlaw. Also, The Force Unleashed's Master

Privateer class is updated here, with a new write-up and a new Piracy tree. Chapter II: Outlaw Tech This is a huge chapter on upgrading weapons and armor using a new slot based system. There's also a nice section on installing illegal upgrades to ships as well as some brand new starships (some with deckplans). Chapter III: Fringe Campaigns This chapter has some really great information on running a campaign set in the seedy parts of the galaxy. It also has an awesome table that helps build jobs for characters and calculates appropriate XP and Credit rewards. There's information on bounty hunting and running famous smuggling runs (The Kessel Run!) as well as information on the justice system and penalties for breaking the law. Chapter IV: Fringe Elements This part lists some famous fringe characters (Tyber Zann, Xizor, Zam Wessell, Zuckuss, etc.) as well as many archetypes. It also goes on to list some famous criminal organizations (lots of fluff here) and relevant starships. Chapter V: Port Nadir This entire chapter is dedicated to fleshing out Point Nadir, which is a fully realized shadowport that can be inserted into any campaign. I haven't gotten much into it, but it seems extraordinarily detailed. Chapter VI: Mini-Adventures Pretty self-explanatory. Rodney Thompson (the game's designer) said that in many campaigns a character will start off as a bounty hunter or a smuggler but will soon start working for a larger organization as the main focus of the story comes into play. So characters that call themselves "smugglers" don't very often do smuggling by a certain point in the game. He put these adventures in here to keep characters doing what they want to do in between the main story arc. 8 mini-adventures are here, all of varying CLs and themes. Chapter VII: The Fell Star An entire fringe adventure. I haven't played it yet but as soon as I do, I'll update it here. That just about wraps us up. So like I said, if you're not a Jedi you should definitely consider purchasing this book. It has tons of invaluable information.

Yes!

First let me first say I love Star Wars, and role playing star wars is even more cool. This book is a nice edition for the scoundrel class. Basically this book is for the scoundrel class. And it also adds some talents that make any class more seedy. The Coolest part of this book is the weapon modification. The ability to make a personalized gun, weapon for your character is neat side point for your campaign. Cool weapons, I think, is one thing that make star wars, star wars. This book also ship modifications as well. Over all I thought this was a good supplement to the role playing experience.

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