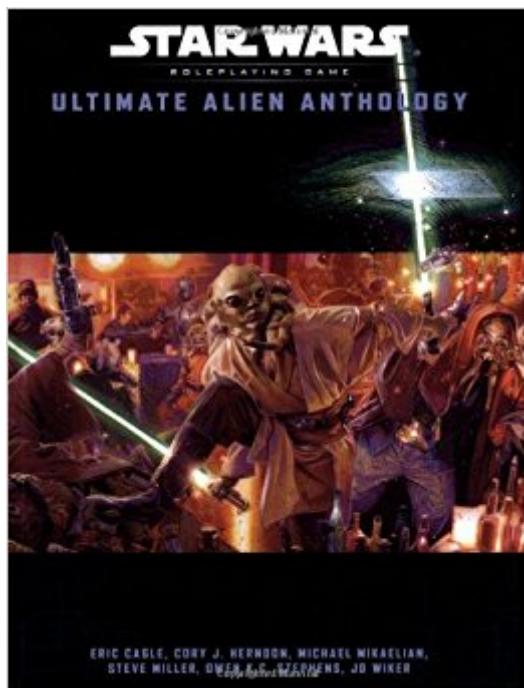


The book was found

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

Series: Star Wars Accessory

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Product Dimensions: 8.6 x 0.6 x 11.2 inches

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Average Customer Review: 4.5 out of 5 stars • See all reviews (18 customer reviews)

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Customer Reviews

Comparing the Ultimate Alien Anthology to the original Alien Anthology is much like comparing a Cadillac to a LeCar. Where the original book evoked yawns with its bland artwork, uninspired layout, and strange, bipolar mix of artistic renderings and photos, the Ultimate book is eye-catching, tasteful, and most importantly, chock full of content. Starting from the outside, this attractive book gets a BIG mark in the plus column because it's hardcover. Softcover books may be cheaper, but they get damaged too easily. And of course, like most of the recent Star Wars books, it's full-color throughout. The book begins with a thoughtfully designed table of contents that breaks all of the topic areas into alphabetical lists. As one reads on, it becomes evident that most of the races from the Alien Anthology and the Revised Core Rulebook make a return- a few, most notably the Yuuzhan Vong, have been tweaked- and there are many new races as well. Every single race has a

labeled picture, so there will be no doubt what a Chev looks like, or if the picture you're looking at is actually a Chevin. As always, the race profiles and descriptions are informative yet concise. If this book was simply a list of races it would still be a good product, but it's the extras that really push it over the top. There are literally dozens of items of new gear (look for the Gamorrean Battle Plate!), sixteen new feats, and six new prestige classes: Acrobat, Beastwarden, Bodyguard, Changeling, Mystic Agent, and Telepath. The Big Game Hunter and Findsman are also back in revised form, for a total of eight prestige classes. The Prestige Classes aren't truly race-specific.

So far I have just about every release of the new D20 based Star Wars role playing game from Wizards of the Coast (with the exception of the GM screen and character sheets, that is.)- I figured since it was such a welcome departure from the lousy and unheroic WEG game engine that it deserved my attention. And being a complete salivating Star Wars fanatic didn't hurt either. Now, Wizards obviously has a different publishing philosophy than West End Games does, and that's a shame. WEG had excellent source material- I always use it when designing the current campaign that I'm working on, because for the most part Wizards doesn't publish all that many books on places (Core Worlds book notwithstanding) and things (planets, people, weapons, source books from the novels, etc.), instead the focus on guides for making characters and places, rather than provide them directly in published works. This is a double edged sword, because given that Wizards now owns (as far as I know), all of the WEG material, it would be nice if they started releasing it after converting it to the D20 rules. Enter the Ultimate Alien Anthology- a send up to the Alien Anthology published in 2001 and gave only a handful of aliens. The Ultimate book provides almost 200 different species that PCs and GMs can use for characters. I have seen many science fiction RPGs where they only provide you have a half-dozen races to play, providing 200 seemed like a gift from the Force, and the authors really did their homework by providing aliens from not only the movies, but also the books and previous WEG publications.

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