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Power Of The Jedi Sourcebook (Star Wars Roleplaying Game)



Synopsis

You must learn the ways of the force...Through training and meditation, you hone your skills as a warrior and mediator. Armed with a lightsaber and the power of the Force, you stand against the darkness of the Sith and the tyranny of the Yuuzhan Vong. Only with the Force as your ally can you overcome the temptations of the dark side and bring peace and justice to the galaxy. This sourcebook features:

- New Jedi skills, feats, equipment, vehicles, and starships
- Advice on playing and Gamemastering Jedi heroes
- The history of the Jedi and the Jedi Code
- New prestige classes, including the Force warrior and Jedi healer
- Force-using creatures, aliens, and character archetypes
- Discussions of Jedi traditions throughout the various eras, including game statistics for dozens of characters

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

Book Information

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Customer Reviews

The Power of the Jedi Sourcebook is a full-color, hardcover resource for all things pertaining to the Jedi Order. Continuing from the standard set by the Dark Side Sourcebook, the "PotJ" book combines information and utility with a tasteful arrangement of interior artwork and photos. Most players will probably be most interested in the selection of new Jedi Prestige Classes, Light Side Force skills, feats, and equipment that the book offers. But there are also sections discussing Jedi history, Jedi traditions, new equipment, and new force-sensitive creatures. There are entries on important characters, important locations, and even advice on how to run a Jedi campaign. And of course, no book on the Jedi would be complete without a discussion of Force Spirits. This is also a

section discussing new races, but most of these are also in the newer Ultimate Alien Anthology. This book has been one of the important resources in my Star Wars campaign. I've really enjoyed using the Prestige Classes. From the Jedi Healer to the powerful Jedi Weapon Master, players now have a much wider range of advancement options open to their characters. In addition many of the force-sensitive characters, creatures, and locations have already popped up in my storyline. I also found the notes on running a Jedi campaign to be very useful, for not only can they guide a GM but they can also aid players on how a Jedi should conduct himself. However, I do have a few minor complaints. A few of the Light Side force skills, particularly Force Light and Sever Force, seem to be quite powerful. Perhaps this is because they were based on the abilities of comic-book characters, but in any case, it was a wise move that such skills may only be acquired with GM approval.

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