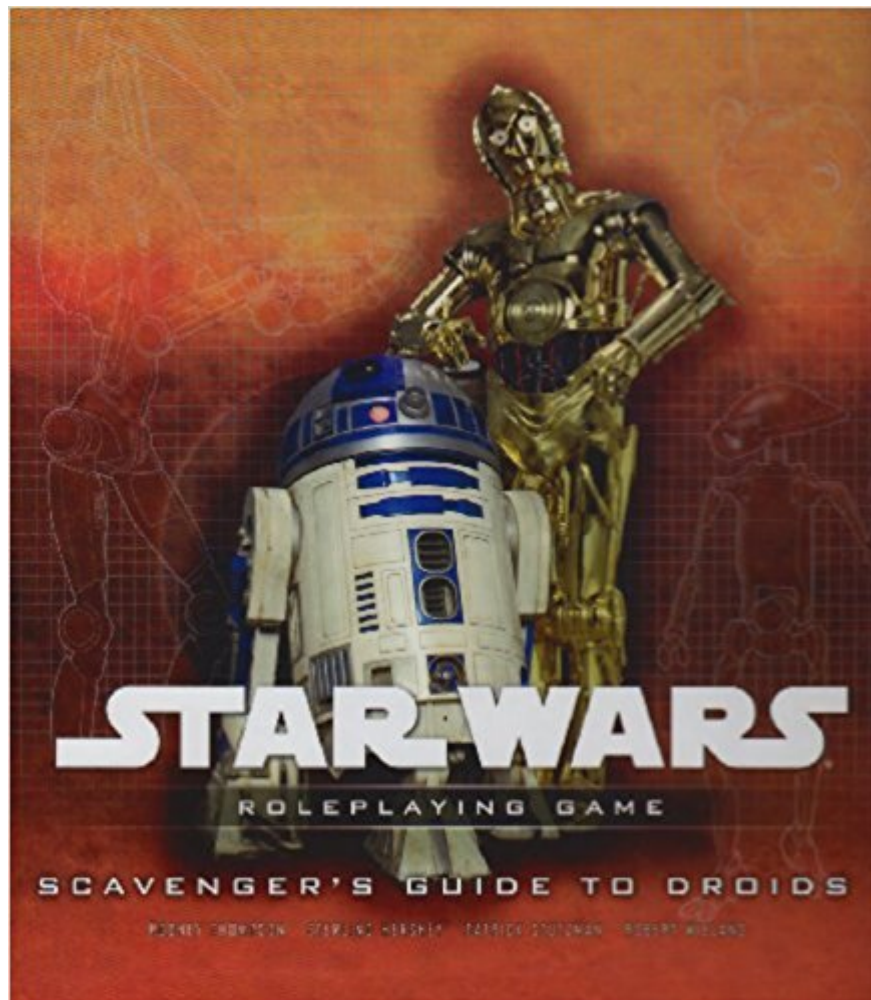




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Scavenger's Guide To Droids: A Star Wars Roleplaying Game Supplement



Synopsis

New droids, plus new options for droid heroes! The Scavenger's Guide to Droids gives players and Gamemasters access to a variety of droids from across the Star Wars saga. It includes new options for droid characters including talents, feats, equipment, modifications, quirks, and prestige classes, as well as other ways to customize droid characters, including templates based on different manufacturers. This supplement also contains scores of new droids that Gamemasters can include in adventures and campaigns set in any Star Wars era, as well as tips for building unique droid models.

Book Information

Age Range: 6 and up

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Shipping Weight: 1.3 pounds

Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (10 customer reviews)

Best Sellers Rank: #832,849 in Books (See Top 100 in Books) #22 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars](#) #134737 in [Books > Children's Books](#)

Customer Reviews

This is definitely not as good as some of their recent titles. They do have a pretty good new system for determining prices of droids, so you can create one of any class, any level etc, and they have a good way of pricing it. Other than that, its just not a very interesting book. I'd skip this and go with one of their others.

I am slowly buying into the SWSE RPG, and have found that the books fall under one of these two categories: 1.) Found everywhere and dirt cheap (ie., Force Unleashed) 2.) Impossible to locate and costing ridiculous amounts of \$\$\$ (ie., Core Book, KotOR, Starships) Luckily for me, this falls in line with numero uno. When you look up the books for this RPG on , this typically appears to be the one most lacking in content. I mean, seriously... Droids? Who's gonna pay forty-something dollars for a

book on friggin droids? Does playing R2D2, 4-LOM, or (heaven help you) C-3P0 really justify dumping some money on another hardcover? Could there really be enough material in this book to justify its existence? Short answer? Yes. If you are wanting to, have wanted to, or have even CONSIDERED the concept of playing a droid in the SWSE RPG, this book is something that you will want to get. Gamemasters looking for a supplement to help them build their droid characters will also find this helpful. However, it is not essential, and could easily be skipped over if you do not fit into either of these categories. Bottom line. High Income: Buy it. You can afford it, it helps, and completes your collection. Mid Income: Buy it if you fit into the above categories. Low Income: Skip it if you are anything less than the absolute completionist.

Just wanted to be the first one to say that here :-). On a serious note, this is a great lil addition to the Star Wars Saga Edition line. I found the droid creation and customization rules a great help in my homebrew Star Frontiers Saga Edition, and Gamma World Saga Edition games. If you're at all interested in Droids as Characters, or want to add more customization and flexibility to your existing droids in your campaign, then this book is well worth the purchase price.

Scavenger's Guide to Droids: A Star Wars Role playing Game Supplement: A definite improve net over prior supplement in content and quality. My only vice is they took out the construction droid for the last addition. Barring that it goes into greater detail on the droids from all the movies, and then some. This also has an improved section on building and designing your own droids, up to and improving cost for content in your droids

For a long time I have been waiting for this, a product that finally lets you create and modify your droid character better...or outfit your droid if you are a droid owner. It also lets you GM's let your players handle their own droid NPC in a way that is less effective than having them handle the droid as if it were a second PC by requiring the PC spend actions to command the droid... All in all, a very useful product.

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