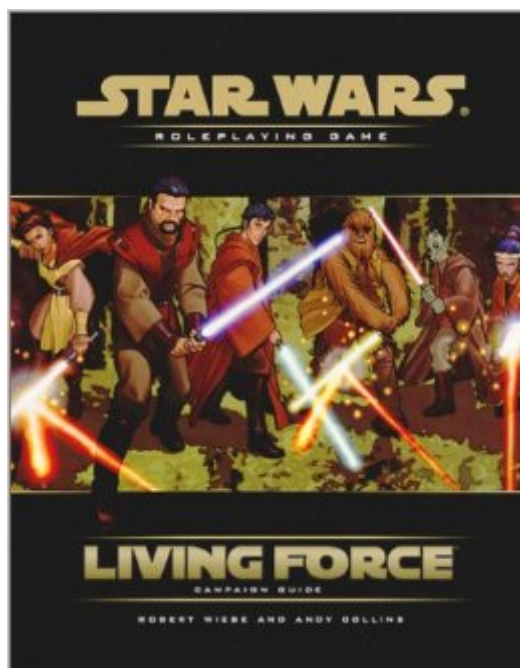


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# Living Force Campaign Guide (Star Wars Accessory)



## Synopsis

Paperback: 64 pages Publisher: Wizards of the Coast (March 1, 2001) Language: English ISBN-10: 0786919639 ISBN-13: 978-0786919635

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## Customer Reviews

This supplement is from a now ended "Living" roleplaying game event. This provides really good back stories for gamemasters and players alike to be able to play in the Living Force campaign setting. I liked it a lot.

As an avid collector and player of the d20 Star Wars system, I found the Living Force Campaign Guide very dissapointing. I thought that it would point me in the direction of getting involved with the RPGA, or at least explain how it works. Instead, there are only two pages in the back on it with a few web addresses. I still don't know how it works. The rest of the book is a very dry, vague description of the Cularin system. The system is so broad and generic that any reasonable GM should be able to re-create the same thing with a pencil and piece of paper. Its obvious that the authors wanted the system to be able to fit into any campaign at any time, but that makes it just to generic. In summary, don't bother buying this supplement if you are looking for material for your RPG game.

As an avid collector and player of the d20 Star Wars system, I found the Living Force Campaign Guide very disappointing. I thought that it would point me in the direction of getting involved with the RPGA, or at least explain how it works. Instead, there are only two pages in the back on it with a few web addresses. I still don't know how it works. The rest of the book is a very dry, vague description of the Cularin system. The system is so broad and generic that any reasonable GM should be able to re-create the same thing with a pencil and piece of paper. It's obvious that the authors wanted the system to be able to fit into any campaign at any time, but that makes it just too generic. In summary, don't bother buying this supplement if you are looking for material for your RPG game.

Note that this is not a hardcover, and I don't think it ever was. Lots of info on a campaign setting for the rpg, but for only this one system. Star Wars is about a broad galaxy.

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