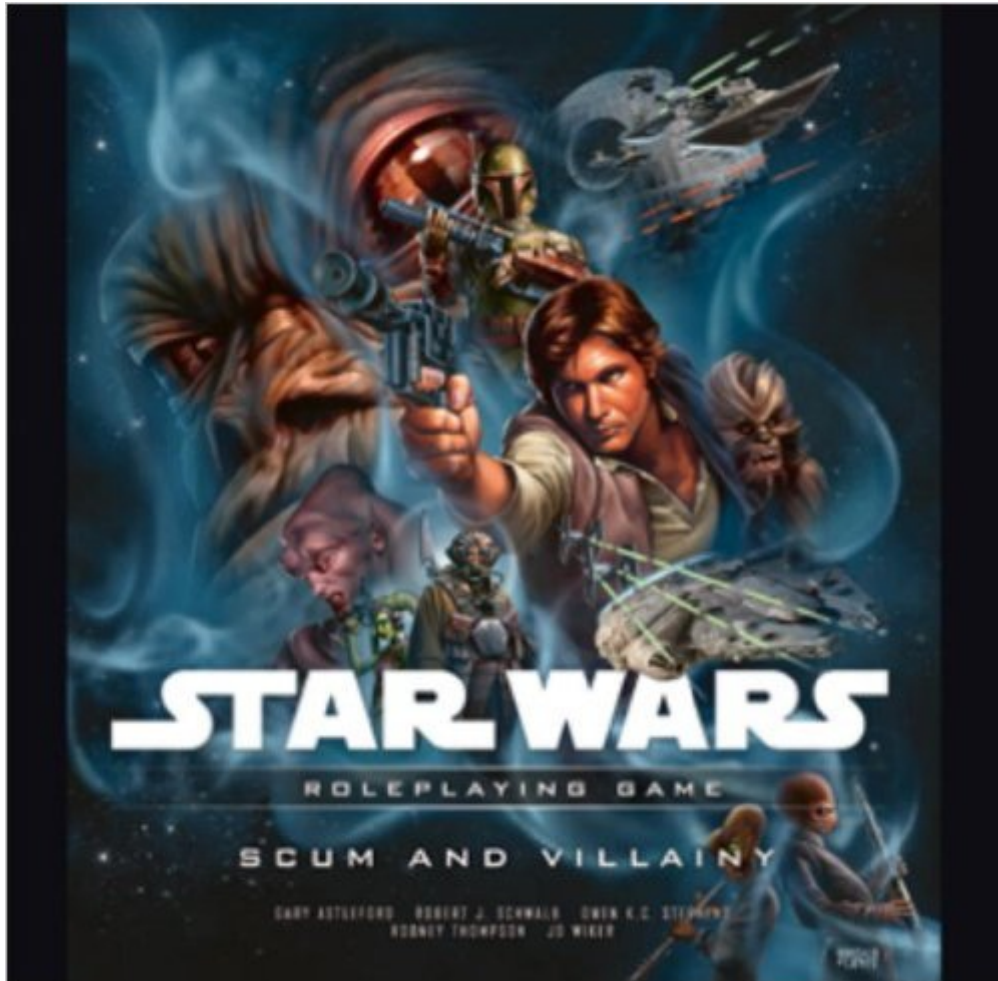


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# Scum And Villainy (Star Wars Roleplaying Game)



## 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

Age Range: 6 and up

Hardcover: 224 pages

Publisher: Wizards of the Coast (November 18, 2008)

Language: English

ISBN-10: 0786950358

ISBN-13: 978-0786950355

Product Dimensions: 9.4 x 0.7 x 9.2 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.9 out of 5 stars [See all reviews](#) (20 customer reviews)

Best Sellers Rank: #430,084 in Books (See Top 100 in Books) #12 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars](#) #78256 in [Books > Children's Books](#)

## Customer Reviews

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.

I felt that this book really encompassed the fringe elements of Star Wars, with quite a bit of priceless information for 'outlaw' style characters. Chapter I-Character Options There are quite a bit of long-missing species here, like Clawdite and Falleen. I like the rules for shapeshifting-not too hard to penetrate, but not a pushover deception either. There's also Blood Carver, Gand, Jawa, Ryn, Toydarian, and Ubese. I felt that the Ubese would be kinda hard to hit at first level, as they start off with expensive armor and bonuses to Dexterity, but it's balanced out by low constitution. As would be expected in a Fringe sourcebook, the Scoundrel class gets a lot of new talents, with the Jedi class getting only one. Noble gains the Disgrace talent tree, and Soldier gets Brawler. Scout gets a bunch of new expansions upon existing trees. Quite a bit of new feats are introduced, most of them with an fugitive-like twist. Examples include Burst of Speed and Wicked strike, and several feats focus on Clawdites, like Metamorph, Impersonate, and Hideous Visage. These all make the Clawdite more appealing-I expect to see some in my upcoming campaigns. Prestige Classes also get attention, especially Bounty Hunter and Crime Lord. Ace Pilot gets the Blockade Runner tree, and Gunslinger gets Pistoleer (wielding two pistols at once, like Jango Fett). Master Privateer from TFU appears again here, with a new talent tree. New Prestige Classes also make their debut here - Assassin, Charlatan (swindler), and Outlaw. Chapter II-Outlaw Tech This chapter has everything tech-based you could want, like armor, weapon, and ship upgrades, new equipment and crafts, and even rules for over modified ships like The Millennium Falcon. Basic Stuff.

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