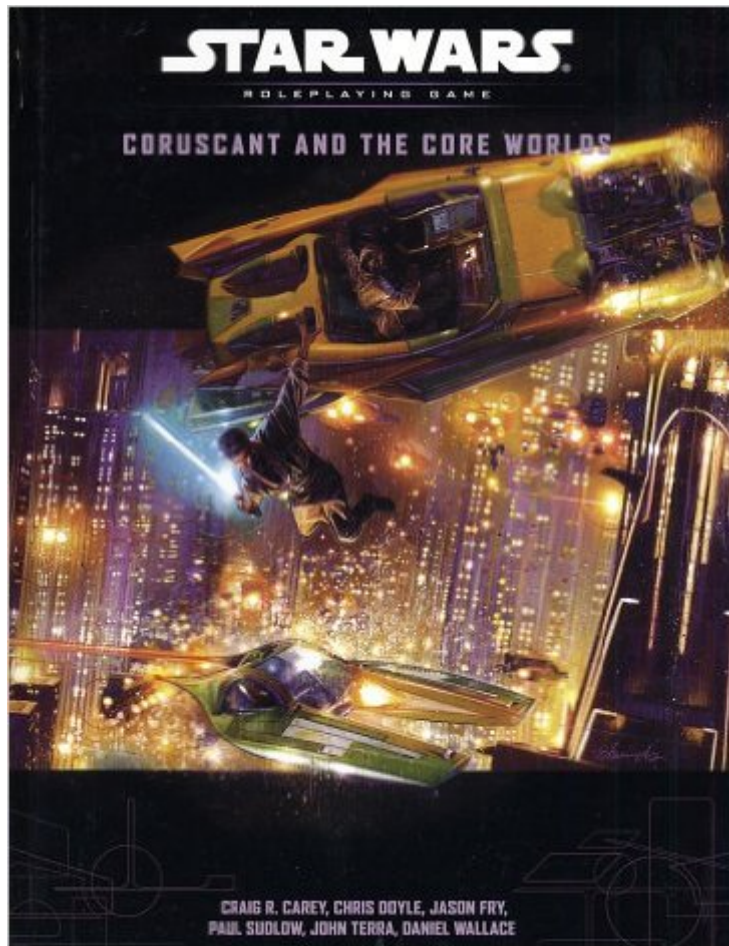


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# Coruscant And The Core Worlds (Star Wars Roleplaying Game)



## Synopsis

Adventure Awaits at the Heart of the Galaxy. The glittering pinnacles and shadowy canyons of Coruscant's global cityscape offer an inexhaustible source of action, intrigue, risk, and reward. The shining capital planet also lies within easy reach of each of the other major worlds of the Galactic Core, from the deceptively peaceful expanses of Alderaan to the teeming shipyards of Corellia. This sourcebook features:

- Detailed descriptions of 28 planets in the Core Worlds region of the galaxy.
- Historical information that spans all three major eras, descriptions of indigenous populations, and key locations for each planet.
- Special emphasis on Coruscant, including characters and locations introduced in Episode II: Attack of the Clones.
- Gamemaster-only sections for each planet with supporting characters, adventure hooks, new creatures, aliens, vehicles, droids, prestige classes, and feats.

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

## Book Information

Age Range: 3 and up

Series: Star Wars Accessory

Hardcover: 160 pages

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Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (13 customer reviews)

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## Customer Reviews

One of the most memorable things about Star Wars is in just how unique the worlds are, and that is definitely the case here. The worlds in this book have one thing in common: they are Core planets. Other than that, they are as different from each other as Hoth is from Tatooine. This wonderfully illustrated hardcover book details no less than 29 Core worlds. Coruscant gets the most space at nearly 30 pages, and most of the other worlds, including Alderaan and Corellia, get three to five

pages each. In general, each world has brief sections on its description, history, people, and important locations. Changes from the time of the Old Republic up to the New Jedi Order are also discussed. At the end of each planet's profile there is a "GM-only" section for each world with adventure hooks and a selection of important NPCs. There are also several new species, six new feats, about a dozen items of new equipment, over a dozen new vehicles and starships, four new droids, and more new creatures than you can shake a stick at (my favorite was the fearsome Coromon Headhunter). Sadly, there is only one new Prestige Class, the five-level Seyugi Dervish. While I really would have preferred to see a greater selection of PrCs, the book's other qualities largely make up for this deficiency. I should emphasize that while each planet receives a generous amount of information, it is by no means a complete description. The focus of the book seems to be on providing GM's and players with ideas for their own campaigns and characters, rather than on being an exhaustive resource. As a GM I found the plot hooks and NPC sections to be the most useful. And boy, there are a lot of NPCs, over a hundred of them in fact.

Courscant and the Core Worlds is an indispensable reference book for any GM or player adventuring near the core worlds of the galaxy. The sourcebook contains descriptions of the 28 planets that comprise the core worlds of the galaxy, historical information on each, and descriptions that will aid both players and GMs alike. The entry for each planet contains the basic information about that world in statistical form: type, climate, terrain, gravity, population, etc. If the player characters will need gas masks on the surface, this brief snapshot will let them know. Following the statshot of the planet, a basic description is followed by a brief historical overview of the planet from pre-interstellar time up to the period of the New Republic. An entry on the people with details on the major races and cultures is followed by a discussion of the major locations and geographical features. In addition, each entry features a "For the GM" section, with adventure hooks, and "Allies and Antagonists" entry for the planet. New equipment, species, feats, starships, creatures and prestige classes are included with the entries for each planet, as appropriate, and are included in the index at the front of the book for easy reference. Entries for each planet vary in length from the nearly 30 pages devoted to Courscant to three or four pages for the smaller worlds. Most world descriptions are five pages in length, and provide ample information about the world, its inhabitants, history and adventure possibilities for the party. Most planetary entries contain a map of one of the significant areas mentioned in the description, though pictures of the new characters and creatures in the books are conspicuously missing in many cases.

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