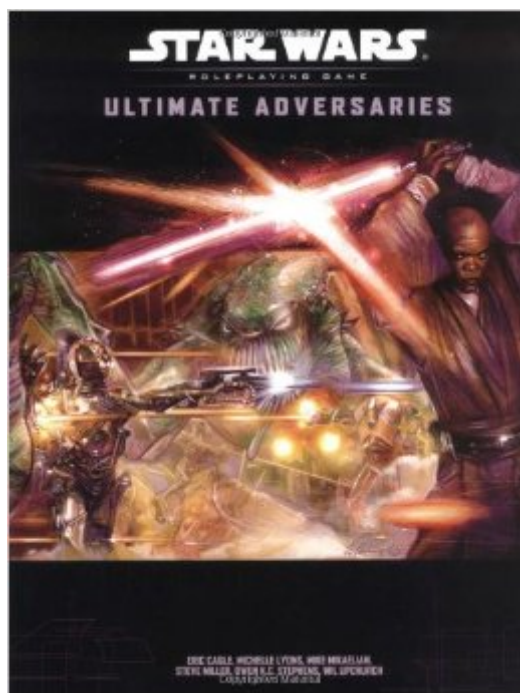


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Ultimate Adversaries (Star Wars Roleplaying Game)



Synopsis

You will never find a more wretched hive of scum and villainy. Watch your step -- inside this book, you'll encounter a fully illustrated menagerie of foes to pit against the heroes of the galaxy. Discover nefarious characters, fearsome creatures, lethal droids, and diabolical organizations, any of which could become a true nemesis in your campaign. This sourcebook features:

- Over 30 pregenerated villains, both new and noteworthy, including Bossk the Trandoshan bounty hunter and C-3PX the assassin droid
- More than 75 alien creatures, many of which first appeared in the Ultimate Alien Anthology but have been updated for the revised rules
- New creature templates, including templates for creating Yuuzhan Vong-shaped creatures and Sithspawned creatures
- 11 types of droids, including droids from Episode II: Attack of the Clones

Book Information

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Customer Reviews

Ultimate Adversaries is primarily a tool for the Gamemaster. I also like to think of it as the companion piece to the Galactic Campaign Guide. Where the latter book focused on the planning and development side of running a campaign, Ultimate Adversaries gives the GM a variety of the actual villains and creatures that might inhabit the setting. Chapter One: Villains begins with detailed descriptions of 47 non-player characters. While we have received large numbers of NPCs from other sourcebooks before, the ones presented here are considerably more detailed. Each character has a picture, and in addition to the usual background and basic description, each NPC profile also lists goals, preferred tactics, and roleplaying tips. Also included are notes on how the GM can transplant the NPC into each of the main eras. These characters run the entire range from troublemaking dilettantes to psychotic bounty hunters and desperate con artists. Levels are from 2

to 15 (challenge code B to G), with most falling around level 6 or 7. This is a tough crowd, but only a few of them actually fall into the high-level supervillain category. Some of the characters aren't even bad people, but each NPC's unique motivation and personality sets the stage for opposition to the heroes. Though there are a few clichés, it is the extensive setup for each character which earns the title "Ultimate" and which should be most helpful in providing memorable encounters. Because each character is completely ready-made, the GM can easily take whichever NPC he likes and insert it directly into his campaign with minimum preparation. Some GMs won't like that method, preferring instead to create everything from scratch. Not everyone has the time or ability to do that though.

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