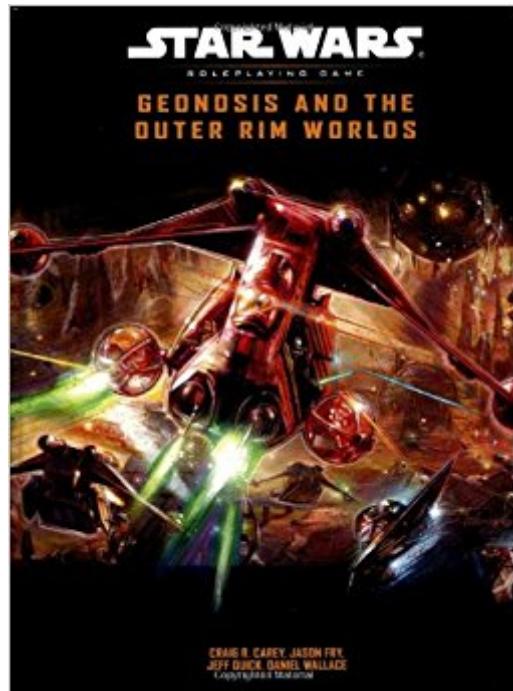


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# Geonosis And The Outer Rim Worlds (Star Wars Roleplaying Game)



## Synopsis

This sister title to Coruscant and the Core Worlds takes a detailed look at a host of worlds that float on the fringe of the Star Wars galaxy. Worlds both familiar and new will be described, from those that appear in the comics and novels to places such as Dagobah and Bespin that have been featured in the Star Wars films. Useful in all eras of the Star Wars timeline, this extensively illustrated title is designed to enrich gameplay for both the gamemaster and player, with extensive historical data and features such as new feats, creatures, and prestige classes.

## Book Information

Hardcover: 160 pages

Publisher: Wizards of the Coast; 1St Edition edition (March 1, 2004)

Language: English

ISBN-10: 0786931337

ISBN-13: 978-0786931330

Product Dimensions: 8.5 x 0.6 x 11.2 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #774,813 in Books (See Top 100 in Books) #25 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games > Star Wars #9657 in Books > Humor & Entertainment > Puzzles & Games #37969 in Books > Science Fiction & Fantasy > Fantasy

## Customer Reviews

After a wait of several months, gamers finally have a new SWRPG sourcebook in the form of Geonosis and the Outer Rim Worlds. If you've read Coruscant and the Core Worlds then you know the pattern that this sourcebook follows as well. While there are some gaps, players and GM's will probably be slightly more interested in this sourcebook than its older sibling, because as we all know, most of the actual action in the Star Wars universe takes place in the Outer Rim! Let's cover the aesthetics first. As usual, the SWRPG team has given us another attractive book. The image of a Republic gunship blasting its way through the sky is pretty darn cool. Between the covers this book is full-color throughout with a large amount of quality original artwork. There are a handful of photos this time as well. In short, it just feels like a Star Wars sourcebook. On to the content. The book's main focus is on 29 Outer Rim worlds. Each planet receives an overview which includes vital statistics, a basic description, a short history, a description of its people (if any), and a selection of important locations. Each planet also has a GM-only section that includes a few adventure ideas,

new NPCs, and any new races, creatures, or equipment. Note that there are no new feats or prestige classes at all. Minor worlds like Roon and Kintan receive an average of 5 pages of attention, while major worlds like Geonosis and Kamino receive 8-11 pages each. Again, keep in mind that each entry is a generous but broad overview, not an exhaustive description. Most worlds, like Bespin, Dathomir, and Ossus have appeared in the movies or novels at some point. Some worlds seem to be brand new. However, three notable worlds are missing entirely: Hoth, Naboo, and Tatooine. Sure, Hoth doesn't have a lot going on, but a page or two would have been nice for the sake of completeness. The authors also explain that Naboo and Tatooine were left out because they already have their own sourcebooks. And they do- but they were (in my opinion) mediocre sourcebooks that are now years out of print. I understand the logic, but it's not an omission I care for. On the other hand, the authors state in the foreward that they may produce a second volume on the Outer Rim if there is sufficient interest. I hope they do. I also found it interesting that the table of contents lists the NPC's, creatures, equipment, and other extras by page number, and not in alphabetical order. That's not a choice that I would have gone with, but everything is still listed by category as well, so locating an entry is still easy enough. As a player, the main thing I like about this sourcebook is how sharply the worlds contrast with each other. That makes for excellent character background material. As a GM, I really liked the adventure hooks. The authors have taken the hooks a step further by linking some of the worlds together for two-part adventure ideas. That was a nice touch. There are also 86 new NPCs (each with a personality and background, and most linked to a specific planet), 15 new species, 10 new pieces of equipment, 10 new vehicles, 1 new starship, 28 new creatures, and 1 new droid. The vast array of new NPCs and creatures in particular seem to provide a wealth of options for roleplaying, combat, or just as a spur for new ideas. And oh yes... there are many maps as well. Compared to previous books, map quality has really improved. The maps are bigger than they have been, and finally, every single one actually has a key! In fact, the map of the Great Temple on Yavin IV takes up a whole page and is perfect for anyone running a Rebellion or New Jedi Order campaign. Overall, despite a few flaws and omissions, Geonosis and the Outer Rim Worlds is a good, solid reference. Players will like it for its wide array of background material, and GMs will also appreciate the ready-made worlds, adventure hooks, NPCs, and creatures. In short, this is fertile soil for any campaign that ventures into the Outer Rim.

I am a huge fan of the Star Wars RPG and I collect all the associated books - from the core books to the supplements. While many are of course optional, this is one of the ones I think every Star Wars RPG'er would really enjoy having in their collection of reference books. It's amazingly illustrated,

with great maps, and it sets the stage for any number of adventures/scenarios you might want to plan based on Geonosis and the Outer Rim (my personal fav). Definitely recommended.

Geonosis and the Outer Rim Worlds (Star Wars Roleplaying Game); it is what it is. A decent resource on known worlds for your D20 gaming until Disney comes out with something else

Fast Shipping, satisfied customer. This is not the book I was looking for ;;hand waves;;

Son's rating

great

Its a good book for any star wars rpg'er.

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