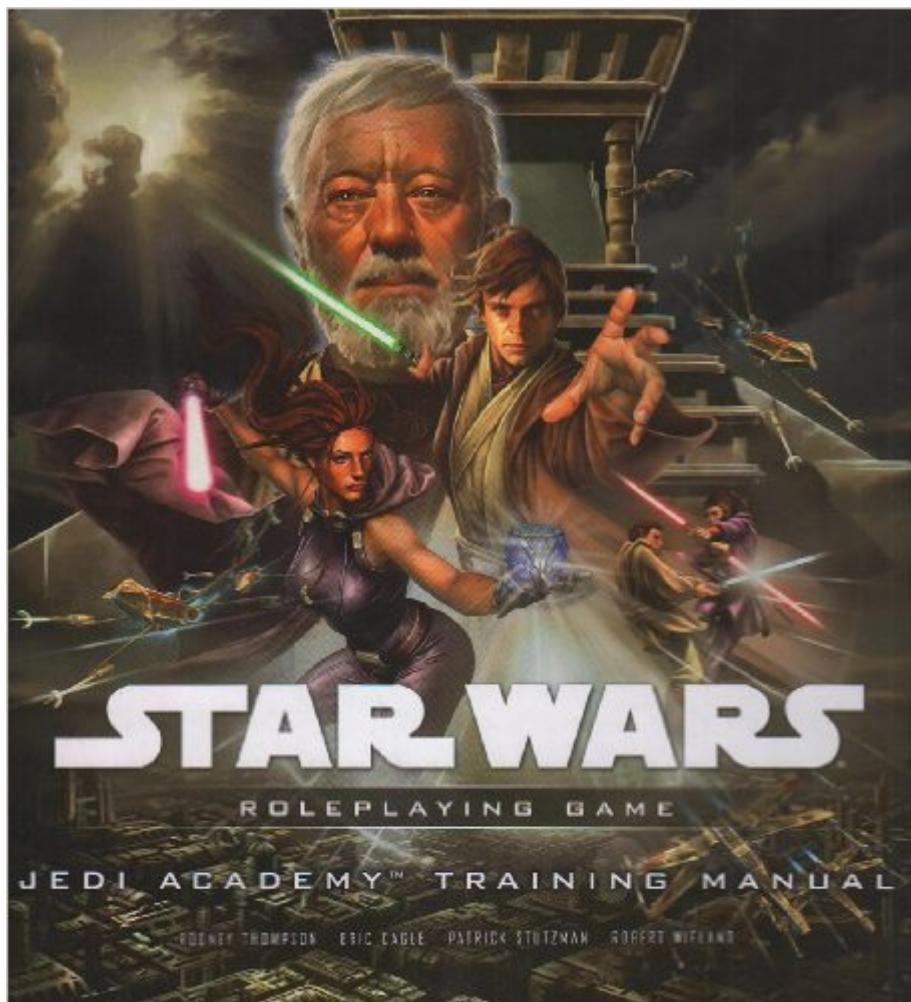


The book was found

Jedi Academy Training Manual (Star Wars Roleplaying Game)



Synopsis

"So, you wish to learn the ways of the Force..."Written as the ultimate Jedi training manual, The Jedi Academy: Training Manual game supplement reveals the secrets of the Jedi across all eras of the Star Wars saga, from the earliest days of the Old Republic to the Dark Times and the reemergence of the Jedi Order after the fall of the Galactic Empire. It gives players exciting new talents, feats, Force powers, and equipment for their Jedi characters. It also elaborates on the known Jedi fighting styles and provides new ways to build your character around a particular fighting style.

Book Information

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Customer Reviews

This book is perfect for those who are playing force users. It is obviously not for someone who is not a Jedi or the like. The part I found the most impressive was the new Techniques and Force Powers. There are dozens of new Force Techniques for Jedi Knight level characters that enable them to capitalize on a combat form they may have chosen in their first Jedi Knight level. These new Techniques allow some pretty fancy moves in combat and they are even more powerful if you have a specific fighting style. The new Force Powers are amazing as well. There are quite a few that I had just had to have for my character. The book also expounds greatly on other Force using traditions other than the Jedi and Sith (though there is plenty on them too). There is also a chapter filled with characters from the movies and expanded universe like Corran Horn, all your favorites from Tales of the Jedi (the Qel-Dromas, Arca, Nomi Sunrider etc), a level 20 Jedi Grand Master Luke Skywalker, and even computer game hero Kyle Katarn. The bad guys get a chapter which includes

a lot of EU guys and a section of Sith monsters. The equipment section is lacking a bit, but that only makes sense I think. There are only so many types of lightsabers out there (there are about a dozen in this book though. The best equipment is the exhaustive list of lightsaber crystals. There are no new prestige classes which I found a little odd. There is gazetteer section like in the other books with places like Yavin 4, Ruusan, Dantooine, Ossus, Dxun, and Korriban. Now, to address some of the complaints listed in other reviews. Someone was complaining about it being light. Well, the same person would probably complain about filler if it was too heavy.

While this book contains some useful information, there isn't much in here that will contribute to a game. There is a lack of useful information, in my opinion. And what also really disappointed me was that it nominally goes into the philosophy of the jedi code, but it has very little that isn't already out there. I am running a game now with a emphasis on the jedi, set in the KOTOR, and all the information in the book concerning the jedi can be found on websites like wookieepedia.org. So if your running a game like me, and have already done research into the history and philosophy of the jedi, don't expect to see anything new. Here is a breakdown chapter to chapter: Chapter 1:

Introduction As the name implies, this is the intro. The book is written with a "user manual" feel, the idea being you are a real jedi reading this in the star wars universe. But that feeling only works nominally. **Chapter 2: Powers of the Force** This chapter introduced "force regimens" which are practiced daily in order to give jedi bonuses for the rest of the day. The also include lightsaber regimens. There are about a dozen in total, and they seem somewhat useful, although you have to take a feat to get them (similar to force powers). This chapter also contains new talents. While there are almost no new talents for the jedi class (which disappointed me), there are a good number of talents for the jedi knight prestige class and sith apprentice prestige class, along with several force talents. However there are only five new feats. The one section where this chapter shines is the new force power, including the new lightsaber form powers (taken as force powers). Many of these new power are useful and different, especially the lightsaber forms.

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