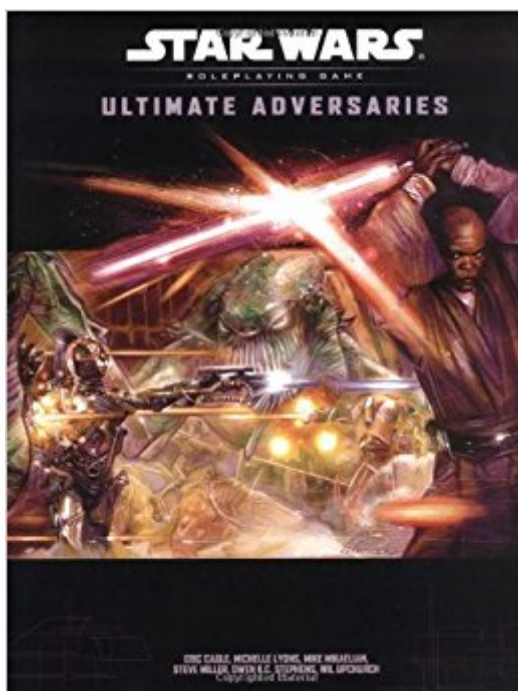


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# Ultimate Adversaries (Star Wars Roleplaying Game)



## 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

I found the book enjoyable is a great help for beginning game Masters, having descriptions on the three different time periods that they can be used in is a great help. The descriptions are very good I personally used the slaver as a jumping off point for a three-part adventure.

great

great, and very happy. This product has great balance and weighting to it. I was impressed with the packaging and the product itself is impressive, especially given the price. I would absolutely recommend purchasing this product to others. it is recommend. best service. as a gift to Tommy,

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. For the GMs who fall into that category, this section is a boon. Chapter One also includes a brief section on ready-made generic organizations, including mercenary companies, crime syndicates, and resistance movements. By selecting from a broadly similar type, this allows the GM to introduce encounters with a new organization while eliminating most of the paperwork. Chapter Two: Creatures is by far the largest section of the book. Basically, this is the Monster Manual for Star Wars. Over 80 creatures are presented, from the mighty Krayt Dragon to the tiny Voorpak. Most of this is new material, but a number of creatures from earlier sources like the Alien Anthology and NJO Sourcebook make revised appearances. Every creature has a full description and labeled picture. Challenge codes range from A to H, with the majority around a rating of D. Also included are a number of new templates, including Enlarged, Shaped, and Sithspawned. With so many options a GM should have no problem giving his players plenty of creatures to fight. Chapter Three: Droids briefly describes 8 new droids as well as 3 Separatist droid vehicles, including the Hailfire Droid. Also included at long last is a table of specific traits which may be applied to any droid produced by one of the 22 major droid manufacturers. Finally, the Appendix lists new combat techniques, weapons, armor, equipment (including several pieces of droid-specific equipment), one new vehicle,

and two new starships. Also included is a reprint of the Transfer Essence force skill, reprints of the feats Multidexterity, Multiweapon Fighting, and Sith Sorcery, and a table listing all opponents in the book by challenge code. As a side note, Ultimate Adversaries is probably the best-looking, most well-organized, and error-free Star Wars RPG product yet. The artwork is truly top-notch, particularly the character portraits. The layout is tasteful and information is easy to locate. Furthermore after a few readings I saw a mere handful of typos. My single complaint is that there could have been a greater variety of high-level villains and creatures. This could have been easily accomplished by eliminating some of the content reprinted from other sources. Overall, Ultimate Adversaries performs exactly as advertised. It has the potential to be an extremely helpful tool for a new or moderately experienced GM due to the prepackaged nature of some of its material, but veteran GM's may be turned off for the same reason. However in my opinion even veterans should consider it for the Creature section as well as its general wealth of ideas. The casual player could certainly use the book as a spur for new ideas too, but this is not advised if your GM plans on using it himself! Ordinarily I would give Ultimate Adversaries a 5, but because it is directed at a limited audience, I am instead giving it a very strong 4.

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