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# The Dark Side Sourcebook (Star Wars Roleplaying Game)



## Synopsis

If only you knew the power of the dark side....The Force is an all-encompassing energy field generated by all living things. It binds the galaxy together, bringing balance through its two sides. While the light side promotes knowledge and peace, the Force also has a dark side. Anger, fear, and aggression emanate from the dark side, providing a corrupting power to those willing to draw on its destructive nature. • New dark side classes, skills, and feats • Advice on running and Gamemastering dark side heroes and villains • Game statistics for iconic dark side characters from the Star Wars universe • New prestige classes for dark side characters • Dark side opponents, creatures, equipment, locations, and adventure hooks • A history of the dark side, providing advice on how to use this material in any Star Wars era, including the Tales of the Jedi era. To use this sourcebook, a Gamemaster also needs the Star Wars Roleplaying Game.

## Book Information

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## Customer Reviews

This review is being written in January 2013, 12 years after this book's publication. I currently run a Star Wars Saga Edition game, and I still find this book useful even though it's from a previous version that's not entirely compatible with Sage Edition. Since the book was published shortly after Episode 1 was released (and before Episode 2) there is little mention of the Clone Wars, and no mention of Count Dooku at all. All the material is from the original trilogy,

episode 1, and the expanded universe materials consisting of post Episode 6 materials, and the "Tales of the Jedi" comic books. All the NPCs, equipment, force powers, etc. in the book were updated for Saga Edition and included in various books (some dark side prestige classes appeared in the Core book, many Sith NPC stats appeared in the Jedi Academy Training Manual, etc. This means that if you simply want game stats, and related materials for Saga Edition, you don't need this book, as that material already exists. The benefit of this book isn't in the actual game statistics or "crunchy bits" as they're called, but in the discussions about the nature and running of darkside campaigns themselves. Although only 36 pages of this 159 page book are specifically about running dark side campaigns, I consider it required reading for those who plan on doing so. The Saga Edition books only touch on the issues involved in running an evil campaign, and present darkside classes and themes as options without really expounding on what those options might do to a campaign, and how to address those issues. Since this book is only about \$10 used, I consider it a good deal, and still useful for modern Star Wars gamers. Just bare in mind that since it's over a decade old, and doesn't include material from 2/3 of the prequels (and none of the animated series, or modern expanded universe such as Old Republic), its chronology is incomplete.

Have you ever wondered about the Sith? Have you ever wanted to run or play a darkside character? This is the book for you. I was compelled to buy this book, not only out of my own curiosity, but because I'm running a Star Wars game where the players expressed a desire to explore the realms of ethical questionability with their characters. I'm glad I bought it. I might have only rated this with three stars instead of four, but for one thing: Hardcover. The hardcover alone is enough to make me appreciate a gaming book these days. Yes, they're heavy. But you can write on the back of them, the pages generally stay flat, and they're slightly more resistant to moisture. I could go on and on about hardcover gaming supplements, but I won't. The contents of the book suffer from the same problems as the core rulebook. Sidebars and pictures tend to clutter each page, making it a little harder to find the rules nuggets you're looking for. Some of the information seems to be repeated in different sections too, making for a slightly redundant read at times. Once you find what you're looking for, however, it's a decent sourcebook. Feats, skills, prestige classes, and equipment for dark Force-users are present, as you'd expect. Nothing mind-blowing there. They have some history and NPCs too. My favorite part details the psychology of the dark side, and how characters get lured into its grasp. It even tells how Love can motivate someone to turn to the dark side. This is the kind of material you need to make convincing and varied darkside characters, and to lure your players into courting the dark side of the Force. I wanted more historical details about the

Sith, the Republic, and the Hyperspace Wars, but I guess some of that is vague on purpose. They can't give everything away, and a lot of that kind of material has probably been written elsewhere anyway. My end conclusion: A good book, and definitely useful if you enjoy dark and gritty role-playing.

Good resource for any D20 Star Wars game. Even if your playing a good guy Jedi game this book greatly enhances your game as a valuable resource.

Very worth it! I bought mine used, the book is VERY useful for darkside campaigns, and is nice as it gives you stats for many of the characters/creatures you may want to use in your campaign. Was slightly hard to navigate at times, but that was easily fixed with a few sticky notes a 4/5!

Whether you are a fan of RPGs, the SW movies, or both, you will find this book to be a great reference tool. It provides stats, campaign hooks, archetypes and a fair amount of Sith history. Anyone familiar with the "Expanded Universe" of comic and novels will appreciate the effort this text makes to include information for adventures in any possible era (from the Sith Empire to the New Republic). You can judge this book by its cover. The art is beautiful and disturbing, both inside and out.

good here also

A good resource for the player

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