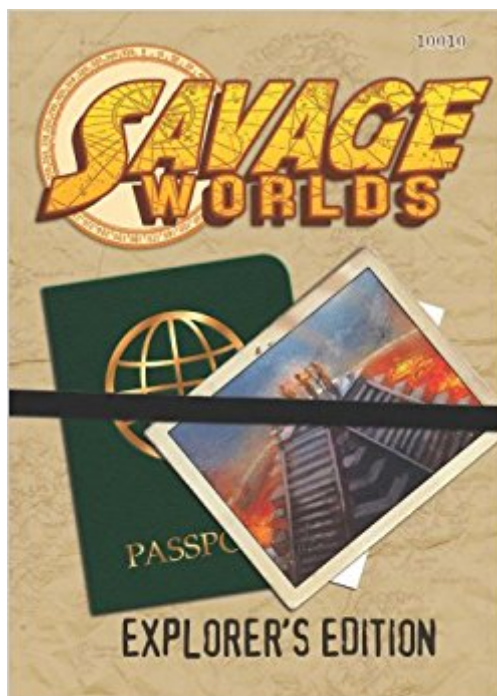


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Savage Worlds Explorers Edition (S2P10010)



Synopsis

Savage Worlds is a Fast! Furious! and Fun! rules system for any genre of roleplaying game. Create your own setting, convert an existing one, or pick up one of our amazing worlds like Deadlands, Slipstream, or Weird War II. The rules give players plenty of depth to create their characters and keep bookkeeping to a minimum for the game master. If you're looking for a game that's fast and easy to set up, run, and play, Savage Worlds is for you! This is a full-color Explorer's Edition-sized book (6.5x9). This is a copy of the third printing. 160 pages.

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Customer Reviews

For \$10, who could resist giving this system a spin? Geared to require as little rules look up as possible, Savage Worlds allows your games to move along at a frenzied pace. Character creation is also simple, although too simple for my tastes. I've always been a big fan of having enough skills that two characters of the same type will look nothing alike. Unfortunately, that's the one area in which Savage Worlds is lacking. The flaw mainly comes from the over-simplification of skills. Take the shooting skill in a time travel campaign that starts in the modern era, with a background that your character is a gun-nut. Oh look! We're in medieval times, so I'll just pick up that crossbow and use it. Yes, knowing how to use a pistol means you can shoot a crossbow equally well--or an alien laser, or a bazooka, or a TOW missile, or--well you get the idea. If you shoot it, it's one skill to rule them all! Leveling up is far different from what you get in most games, requiring a bit of adjustment. Typical XP awards are 1-3 points every session, with 5 points getting you an "advance"--an extra bonus such as a stat, skill, or perk. Every so many advances, you gain a level, which actually

unlocks new perks. You will want a sourcebook to work with unless you want to take the time to make an entire world. Fortunately, this turns out to be relatively easy to do. While this book is inexpensive, the sourcebooks are not, typically running \$30 - \$40, putting them in the same range as many other games. For the money, Savage Worlds is hard to beat. The information provided for the GM makes it easy to use any of the published worlds, or create one of their own with a little more work. The only shortfall of the system for me is the rather limited skillset, but there's nothing that says the GM can't make changes...

Savage Worlds Explorer's edition is a good gaming system if you want to run any kind of role playing genre. Its rules are simple but flexible. Easy to pick up and character creation is a breeze. I really like the way powers/spells are done. At first I was disappointed by the lack of powers presented but they cover most all of the bases with 'trappings', which allow you to customize your powers as desired (example: the 'bolt' power can be described as a magic bolt of energy, a fireball, a swarm of insects, dark crackling mass of necrotic energy, whatever). Savage Worlds puts more weight into role-playing by having a rules-light system and less accounting than other popular RPGs. Although this is a general rules system so if you GM a savage worlds adventure/campaign, you will need to go over what things you are going to allow out of the core book into your game with your players. But that's an insignificant annoyance. The best thing I like about savage worlds is the free-form creation of NPCs. You can simply choose what you want an NPC to be statwise, instead of following concrete rules on how you have to make them. Stat blocks are tiny compared to other popular table-top rpgs like Dungeons and Dragons, which takes a load of work off the GM. The only problem I have yet to have with this RPG is the book. I can stand some of the artwork being kind of cheesy, and the book not having an index (you can get one off pinnacle's savage worlds website), but I could not believe that before we had even started playing a savage worlds game the book's pages were starting to fall out. And I'm gentle with my books. I've heard others say the same thing happened, but maybe it's a minority. I wish this book came in a nice hardback that was sturdy, but I guess since the book is small a paperback print seemed ideal. That is the only reason I gave this book 4 out of 5 stars. It's a great system, so do not hesitate to pick it up!

Although I was a fan of Savage Worlds before I picked up the Explorer's Edition (I was introduced to it by *The Savage World of Solomon Kane* (Savage Worlds; S2P10400), which I also thoroughly recommend), the Explorer's Edition is a great little book. It's small and light, which is a change from the tomes that dominate the RPG world, but it also seems to have been put together with pretty

good production values for a book this cheap. The pages are full colour and attractive to look at, and both the paper and binding seem relatively solid. Savage Worlds is a generic system, and let's be blunt, there are a lot of them out there. I'm a long-time GURPS player myself. And so don't expect to be blown away when reading the book, because it's not in the reading where it excels, but in the playing. Or rather, in the running. Why do I love Savage Worlds? Because it has been explicitly designed to help reduce the workload of GMs. Once you start running it, this becomes abundantly clear when you run a combat and can do so with next to no recordkeeping. If you use minis, you can pretty much dispense with pen and paper entirely, which is fantastic! It also runs super-quick and has good rules for PC-led NPCs (such as soldiers or guards etc), so you can actually run big battles against hordes of orcs etc with twenty combatants a side, and not get totally bogged down in a tedious grindfest as you would in many other systems. And of course, the price is great - I bought two copies, one for me, and one for my players. Are there any problems? Sure, there are a few minor ones. The skills aren't exactly balanced in terms of utility, with skills like Boating costing as much as Fighting, and dealing with languages can be a bit iffy. There are also a few popular tactical options that aren't really covered in the rules, such as the ever-popular bull-rush or any kind of action for moving an opponent, and in-combat intimidation is a bit lackluster. And I don't really know how it feels on the other side of the screen - my players have been very enthusiastic, but I can't help but wonder if I'd find the tactical options somewhat lacking compared to something like GURPS. But all in all, if you're a traditionally minded roleplayer, this is well worth picking up, especially if you're a GM who doesn't have the time to prep games like you once did.

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