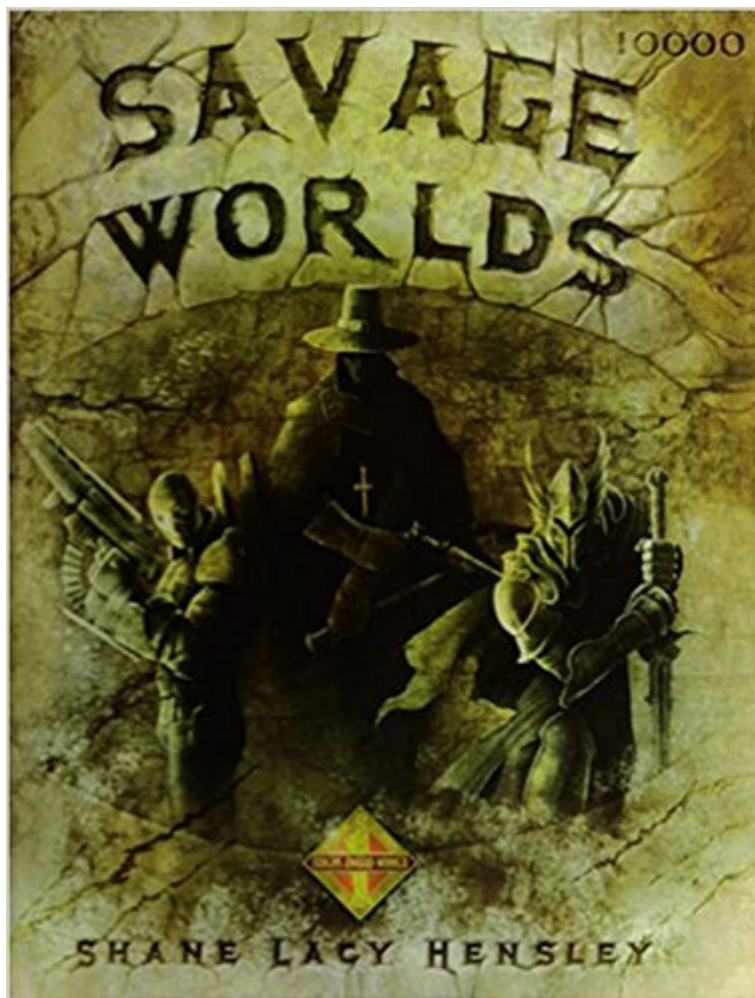


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Savage Worlds RPG (S2P10000)



Synopsis

Welcome to a revolution in gaming Savage Worlds a merger of the best ideas in roleplaying and miniature games! What s so revolutionary? We re glad you asked! It s Fast! Savage Worlds is the fastest and easiest fully-detailed roleplaying game you ll ever play! You can fight out massive battles quickly and easily with your heroes allies and minions in one simple, fast-playing system! It s Furious! Characters gain awesome new abilities quickly, raising their attributes and skills and gaining powerful and exciting new Edges! It s Fun! Savage Worlds was designed to be a Game Master s dream! GMs can write adventures, create new villains and monsters, and run epic tales, all without lots of bookkeeping. And you won t need computer programs, three rule books, and a half-dozen setting books to do it. You ll find everything you need right here and in the Savage Setting of your choice! It s also a Miniatures Game! Savage Worlds works as a miniatures battle game as well as an RPG. That means you can fight out your heroes epic battles to save the world right on the table-top! Or you can play a competitive battle with troops of your own design! It s Complete! Savage Worlds was designed to be used with any genre from swashbuckling pirates to superheroes and sci-fi. Inside you ll find complete and simple rules for epic heroes, vehicles, chases, magic, superpowers, mass battles, skirmishes, and even guidelines for designing your own races and worlds!

Book Information

Hardcover: 144 pages

Publisher: Studio 2 Publishing, Inc. (March 1, 2005)

Language: English

ISBN-10: 0976360101

ISBN-13: 978-0976360100

Package Dimensions: 11.1 x 8.6 x 0.6 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 7 customer reviews

Best Sellers Rank: #1,453,593 in Books (See Top 100 in Books) #47 inÂ Books > Science Fiction & Fantasy > Gaming > Savage Worlds #66190 inÂ Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

I have been roleplaying on and off since my teens in the mid 80s, both GM and player, and I must say that this little game takes my pride of place as a gaming engine these days. Many systems appealed to me over the years. D&D never cut it with me, and Iron Crown Enterprises had great

source material but involved overcomplicated rules. Chaosium products were amongst the greatest, good for source and great rules, although some limitations turn up in that system as well. White Wolf's Storyteller system was a revolution when it came out - heavy on source but light on rules - and what this did was change many gamers' perceptions that rules-lite rpgs could also be 'serious'. Enter Savage Worlds - heaps of pulpy source books, very easy to GM, but unfortunately nowhere near as mature in tone as Chaosium or White Wolf products. This is unfortunate, but don't let that put you off because as far as rules goes, this little game has got to be one of the simplest and also one of the best. A very simple skill system that works well on many levels, and can be used for many different situations and genres. No artificial hit point system to make your character feel like a computer toon, but instead a measure of capacity, which makes non combat traits just as important - your character can be made incapable by wounds, but also demoralised with a battle of wits, or frightened beyond functioning. Other games have these rules as additional rules, but in this system they are part of the same core mechanic, making a scholar just as capable as a warrior in dangerous situations, if used the right way. Game Mastering has never been simpler, and mass battles are handled with ease. Crossing over settings is a breeze, I have just crossed Decipher's LOTR into the SW system and it actually works better, just a few tweaks for the setting and Bob's your uncle. Presently I'm converting Mongoose's Conan into SW for a Hyborian game, and then I may even attempt my favourite fantasy gaming world, Glorantha, which will make an old gamer happy. For value for money, the rulebook looks slim, but the content is great as this system handles most genres with ease, and I doubt I will buy any other game as I can easily play any setting with these rules. Whether its a hack n slay fantasy romp; a game of secret agents and investigation; Cops and Mobsters; Pirates of the Caribbean; Cyberpunks of the future, or Rousabouts of the Wild West - this game has got it. I just found a SW version of Star Wars on the forum site, and it covers that setting brilliantly, as good as the official game but with a better game engine. The only game that I believe comes close in some concepts is Green Ronin's True20 system, although it is needlessly clumsy at times, a legacy from the D20 system and SW wins here. The published settings are very pulpy but a lot of fun, and well worth the purchase; however the system is so good that many will want to play their own settings. A lot of fun for players, and an absolute dream for Game Masters - Roleplaying has finally arrived!

It was a gift for my son. He liked it very much.

Fantastic gaming system. Multiple add-ons make it an ideal substitute for any conventional gaming

system. You won't get much use out of your D20's though. Smooth and versatile sums it up nicely.

Savage Worlds makes for an interesting game system. Much easier to follow than 4th Edition AD&D, Shadowrun, or Pathfinder. The mechanics allow players to focus on story and role play rather than putting an emphasis on rolling the dice. For players into hack and slash games this might not be the right system. The game system does put a focus on minions and running multiple characters; however our GM implemented some house rules to allow each player to focus on a single player.

I had been a big fan of Deadlands and I bought Savage Worlds because it had the same author and I wanted a new "generic" RPG. d20 didn't quite cut it for me, though I've spent a lot of money on their books. A *lot*. I hate GURPS. So I ordered Savage Worlds, expecting it to be Deadlands but made generic for other gaming worlds. At first I wasn't sure if I was pleased or not. It certainly wasn't Deadlands. Loosely based on the Deadlands mechanics (and I mean loosely), the game, as advertised on the back, was a mix of RPGs and wargaming. Don't fret. This doesn't mean that the game is a wargame with some RPG elements. What it is is a role-playing game with all the unnecessary elements cut so that the game is just as advertised: fast, furious and fun. Miniatures can make the game run more smoothly, since the combat system relies on such elements as cover, lying prone, distances and so on. You can run the game without minis, but the beauty of the system is that you can run a battle with dozens of characters. In a case like this minis are pretty much a necessity, but the battle will still run only an hour or so. I've played D&D games where a battle with a few orcs and a wizard took longer than that. Character creation can be done in five to ten minutes. Does that mean the characters are flavorless and one-dimensional? Not by a long shot. I sat down in a half hour and created four characters, all very distinct from one another. This is great for new players, both to RPGs or to Savage Worlds, as they can jump in in mere minutes - literally - with no loss of personality. Indeed, without eight pages of character stats the character is fleshed out more, because he or she is not just a pile of numbers. There are plenty of options without extraneous skills. A rule of thumb is that if a skill isn't used every couple sessions at least, toss it. Why create a special skill in Singing if someone uses it every couple of months? If it's a major part of your world for some reason, the book suggests, perhaps create a skill called Perform that covers singing, dancing, playing an instrument and so on. In most cases though, these skills are rarely used. The book covers the skills that most campaigns are going to contain. Again, quoting from the book, nobody needs to keep track of their skill in pumpkin carving. Don't misunderstand; this isn't D&D for Dummies. In fact, in some ways it's more realistic and combat much more deadly. An advanced

hero going against enemies with guns isn't going to just soak up the bullets because he has a lot of hit points. A called shot to the head can take him down. Similarly, a hero might be able to fight through a good bit of orcs, but if they really team up they can take him down. The game can certainly build POWERFUL heroes, but not heroes that have a license to be stupid under the pretense that they have enough hit points to soak up the attacks. See, the game doesn't use hit points per se. It uses a system wherein a hit either wounds or it doesn't. Stats, damage, armor and so on are all incorporated into a couple simple rolls to keep combat going with little bookkeeping necessary. Right now hundreds of fans are working on their own adaptations for Star Wars, Lord of the Rings, Shadowrun, various D&D campaigns, movies, books, comics and so on. Great White Games themselves have a number of great campaigns such as Evernight, Necessary Evil and Rippers. In addition, Deadlands Reloaded and Hell on Earth Reloaded are also being released. I'm in the process of selling my D&D books. I hate having spent so much money for them... thousands, probably... but I no longer feel I need them. I'm perfectly content with Savage Worlds and I don't see that changing. If you have your doubts, play a few games with the system. At first you'll feel it's too simple, but as you play you'll find that things pretty much even out. A human is still going to get beaten down by a troll. An advanced hero will still slaughter a novice. The only difference is it's faster. Less rolls are made to accomplish the same ends, and what's wrong with that?

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