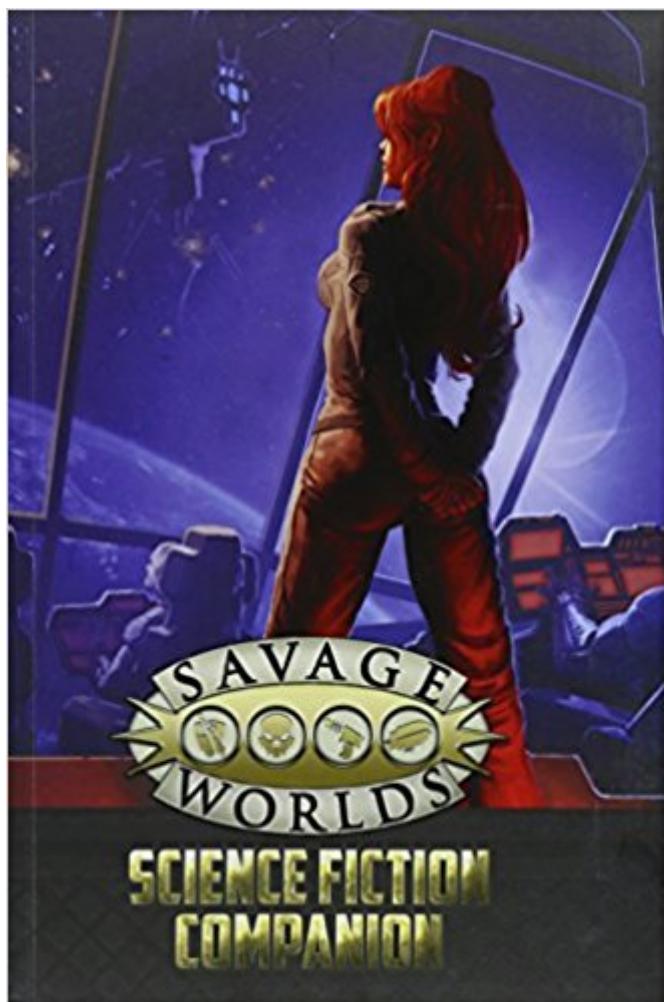


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# Science Fiction Companion (Savage Worlds, S2P10504)



## Synopsis

There are places far beyond the familiar bounds of Earth. Some lie twinkling in the distant starfields, waiting to be discovered by intrepid explorers or conquered by legions of space marines. Others are just around the corner in time, a near future where hovertanks race across blasted battlefields, cyberware replaces organic limbs, and robots serve humanity—or attempt to annihilate it. The Savage Worlds Science Fiction Companion contains new races, Edges and Hindrances, Setting Rules, gear, cyberware, and numerous strange creatures from across the galaxy. It also includes detailed but simple rules for players and Game Masters to create their own robots, power armor, vehicles, starships, walkers and more to travel to the stars...and beyond! The Science Fiction Companion requires the Savage Worlds core rules to play.

## Book Information

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## Customer Reviews

I initially bought this just for the cybernetics system, but have since used it for design of new races, to build mecha, and in the construction of spaceships in my savage worlds game. Each subsystem in this book is very well put together, covering a lot of ground with little effort, a low page-count, and low-complexity rules that have a definite impact on the game (As I've come to expect from Savage Worlds). The cybernetics system is unique to Savage Worlds from the other ones I've seen, but also syncs well with the majority of how cyberpunk fiction and rpgs handle implants and functional prosthetic limbs. Robot/Android construction is very detailed and well put together, spaceship, mecha, and vehicle construction is excellent, power armor construction is extremely detailed despite the low amount of pages used, and the systems relating to zero gravity and other conditions in space are very easy to include in play. Easily one of the best sourcebooks for an amazing RPG

system.

Another winner for the Savage Worlds crew! I love the rules-light approach that SW takes to RPG games, and this companion book allows the construction of science-fiction-heavy gameplay. There are lots of aliens, high-tech, and adventure hooks that are perfect for any futuristic SW campaign. The only niggling issue I have with the book is that it is a little larger (dimensionally) than my other SW companion books, so they don't stack uniformly. [Yes I'm OCD like that!]

I bought this to so I could run a post apocolypse styled game with robots, power armor and cyborgs. This turned out to be a great book and everything needed. The race creation rules are the best is all of the Savage Worlds lines. Note: You still need the basic rules found in Savage World Deluxe, the explorers edition can be found for \$10!

The Science Fiction Companion is a worthy addition to the Savage Worlds series of genre companion books. It covers just about everything you need to run sci-fi rpgs in the Savage Worlds system. The book covers custom races, a few new edges, a paltry (yet somehow adequate) one page world generator, some gear and a tiny bit of setting/racial information. The bulk of the book is dedicated to equipment. From cyberware to mechs (called walkers in the companion), this book has most everything you need to populate your universes with all manner of hi-tech stuff. The Companion doesn't handle equipment just like a list of toys to play with (though it has some of that). It is a system of designing and modifying your own equipment. The basic idea is that you start with a core piece of equipment (i.e. a basic program, weapon, suit, craft, etc.) and then you add mods to this to construct the particular item you want. Each core has a certain number of mod points that you can fill with various mods. A lot of the mods across the different items are similar, such as heavy armor, armor piercing, etc. These are reprinted in each section so you don't have to flip back and forth while designing different equipment. The system is simple and easy to use, while being flexible and easily customized for an individual campaign. The way I see the companion books is that they provide a sound format and system for designing your own genre-specific elements. They also provide a wide array of examples for those who don't care to do the extra work of customizing the system to their own particular worlds. The Science Fiction Companion does this exceptionally well.

Love the product. The size is off though. It does not match any of the other books in its dimensions.

Wonderful book. Plenty of ideas and ways to implement savage worlds into any sci-fi campaign. I can easily see myself running a star wars game with the information provided or even a Mass Effect style game.

This actually helps a lot for also running a cyber punk setting

Great.

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