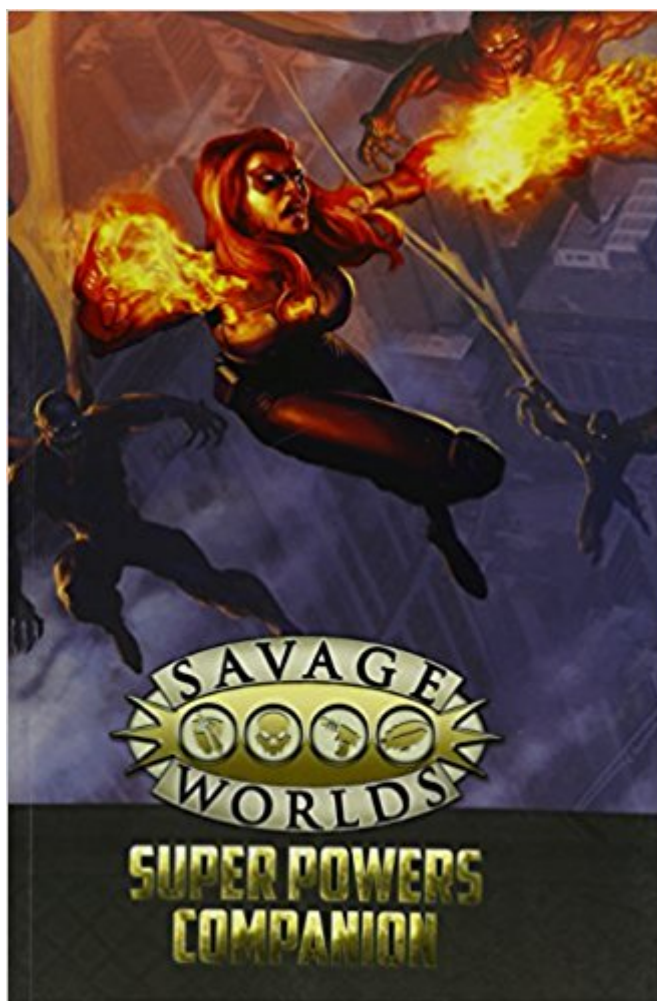


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Super Powers Companion (Savage Worlds, Second Edition, S2P10503)



Synopsis

It takes more than a cape and a costume to be a hero. It takes guts, determination, and the willingness to sacrifice. It takes even more to be a super hero. For with these amazing powers comes the responsibility to stand up to the greatest evils, protect the oppressed, and occasionally, save the world. ...or rule it! The Savage Worlds Super Powers Companion (Second Edition) contains new Edges and Hindrances, Setting Rules like Death & Defeat and Power Stunts, gear, rules for headquarters, a rogue's gallery of insidious villains, and of course a host of streamlined super powers ready for action. This is a new edition of the Super Powers Companion. It's a comprehensive update of the original with significant new material. Soon after it debuts, we'll have a free list of the most important changes for owners of the original edition. The Super Powers Companion requires the Savage Worlds core rules to play. Note: Super Powers Companion (Second Edition) Free Villain Supplement The Savage Worlds Super Powers Companion (Second Edition) has significant new powers, Setting Rules, and abilities, so some of the villains from the original edition didn't make it into the latest version. We'll have a free update soon with all those villains and their updated powers for those who'd like to use them in their campaigns.

Book Information

Age Range: 8 and up

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Customer Reviews

An excellent sourcebook for the Savage Worlds system. Clear and well-written with flavorful illustrations in a concise graphic novel-size publication. I'm not going to rehash what has already been said about the content and layout of the book. What I will do is offer my 0.02 USD as a gamer of some 15+ years that has seen a few "generic" game systems (Palladium, D20, GURPS, and

BRP) and their interpretations of the Supers genre. Of those systems, I believe Savage Worlds does it cleaner with less fuss, negligible math, and a wide assortment of useful powers and associated "crunch" (modifiers, stunts, etc.). All of this is written with an eye toward "street-level" to "city-wide" scale of super powers, despite what the book itself says. Cosmic level supers are best left to games that focus on the Supers convention, and Pulp-style supers (ie: the Phantom, the Shadow) could be done without this supplement following the Supers rules in the SW Core Rulebook. If you want to run a Supers game with a power level set somewhere around Spider-man, Batman, League of Extraordinary Gentlemen, early X-Men, Guardians of the Galaxy, or the like - the Savage Worlds Super Powers Companion will do the job, and well.

One of the most enjoyable supplements to the Savage Worlds game system. The system is surprisingly robust and flexible. As an introduction to the Savage Worlds system, I ran a quick, one-session game set in the Marvel universe for some friends. I used this companion book to create all of the heroes and the villains for that game and the system fit every character I tried to create. We have also played a few games since then with our own non-Marvel characters and the system gives an amazing level of flexibility to create whatever type of hero you are interested in. Want to play a massive brawler who can pick up a tank? A super-powered sorcerer who can call upon eldritch powers from beyond the veil? A radioactive skeleton who melts people with a touch? A mad scientist with a jet pack and an anti-gravity gun? The Super Powers Companion has you covered.

If you grabbed the basic rules for Savage Worlds and felt like Super Powers were too low grained for you, then this book is for you. Make comic book styled superheroes with powers that function like superhero powers. 1 hangup remains from the original Savage Worlds and that is backfire on improvised magic. Something I just do not see in the source fiction. I added a +2 Modifier for does not backfire and called it good. A few more examples of modifiers to powers and making backfire on critical failure a common modifier could have been included to make this into a 5 star book. Note: You still need the basic rules found in Savage World Deluxe, the explorers edition can be found for \$10!

As I've said in previous reviews of the Savage World system and supplements, I love the base rules for their flexibility and simplicity. The Super Powers Companion continues to impress me with the same level of quality and represents the flavor of superpower role-playing well. As a long-time Champions player who often has difficulty getting new players started, this system is a great

introduction to the genre as the rules are easy to learn and it still manages to come close to the flexibility of The Hero System.

The second edition of Savage World's Super Powers Companion is like the former edition given a shot of super soldier serum! The first edition favored a much more grounded take on super heroes while this new book embraces the feeling of four-color comics much more. With much more cost friendly versions of abilities and a utility belt full of options to customise your hero, you'll be out fighting crime before you can say "chimichanga"!

Very easy and fun to play. You will need the Savage Worlds Deluxe: Explorer's Edition book.

An awesome, good quality book for Savage Worlds with a well thought out system for creating superheroes / supervillains. It has a huge variety of powers and ways to use those powers. It also has varying power levels from street fighter to cosmic beings. I can't wait to run a supers game with it.

Great.

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