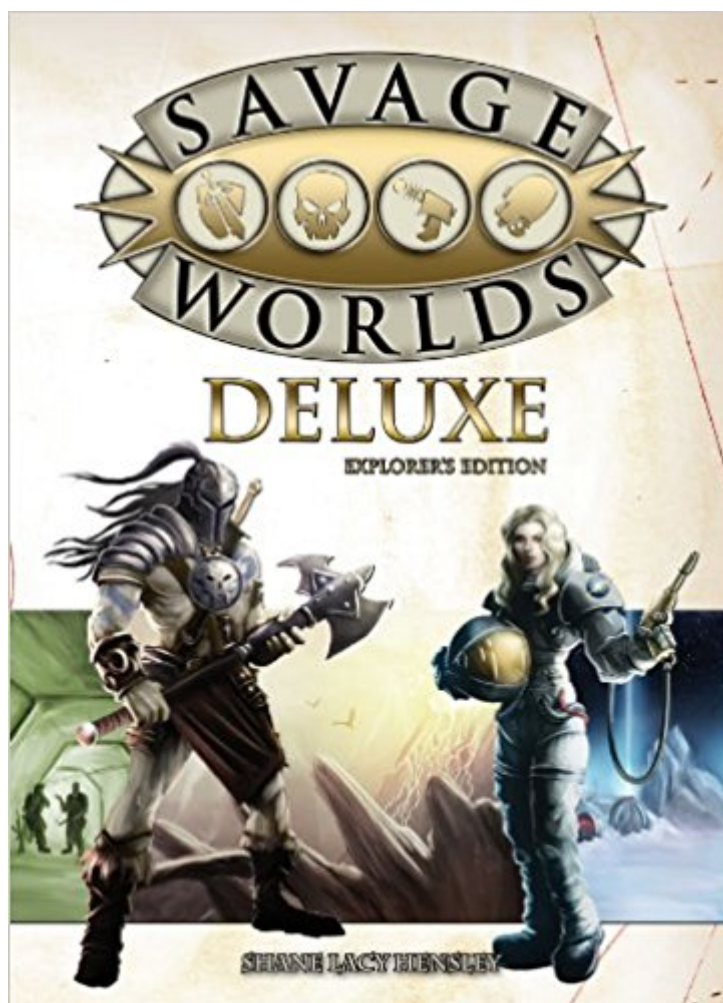


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Savage Worlds Deluxe: Explorer's Edition (S2P10016)



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! Savage Worlds Deluxe: Explorer's is the newest edition, providing an update to the third printing of Savage Worlds Explorer's Edition in the popular 6.5" x 9" softcover Explorer's Edition format! It includes rules updates, new rules material, new art, more examples, an expanded Setting Rules section, Designer Notes to give you an insight into the development, and much more. It does not, however, invalidate prior printings of the rules, which you can continue enjoy. This book is full color, Explorer's Edition-size (6.5" x 9" pages), 192 pages.

Book Information

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Customer Reviews

If you want to get someone into RPGs and want to keep it simple, but don't want to pay for multiple rules bloated books like Pathfinder, etc. This is your game. It's a Core system for less than \$10. No additional supplements needed, though of course you can always buy them if you like different settings. Only other things you need is a pack of playing cards, pennies or something to use as tokens for bennies, and a set of standard polyhedral dice and you are good to go. Very GM friendly with little prep time. Very player friendly, easy to learn. Fast Furious and Fun! As a side note: to learn about Savage Worlds, visit the Jerrod Gunning channel on YouTube, where they have a Weekly Wednesday Savage GM Hangout. There are LOTS of videos (at least 2+ years worth) of different

topics on how the mechanics, settings, etcetera work....

Having played ADnD 2.5 for many years, I took a break and came back to a Pathfinder Campaign. About a year later a friend called and said he wanted to try to run a Cyberpunk Savage World's campaign. I was hesitant at first to try to learn an entirely new rules system, so I bought this book to learn the basics. I was very surprised at the simplicity of the rules and the open ended method of character creation. You really could build your character into just about anything the campaign accommodates. I wanted to play a combat medic type... the archetypes were doctor or ex military but with the simplicity of the game rules, I was able to easily build the exact character I had in mind. I also liked that there was a lot less math involved in this game system because it allowed me to bring in people who hadn't played PnP games before and they were able to very easily pick up on the system structure. Any DM (or GM) can easily make this as simplistic or complex as they desire, but there is a lot of freedom in this structure that I really enjoyed. I still love my old ADnD books, and Pathfinder - but Savage Worlds allowed us to run a high energy combat focused game that was an absolute blast. The book itself was highly detailed and contained excellent artwork. I found that everything was explained in enough detail that even those who had never played before were able to pick up the concepts very quickly.

Out of every PnP system I've had the pleasure of playing or hosting, Savage Worlds is easily on the top 3. It's incredibly versatile, easy to play or host, and (a big boon for when I GM) very easy to improvise in while keeping the game balanced. The most impressive thing about the system is easily it's speed of play though. I've run combats with 20 total creatures on the board, and they went very smoothly in Savage Worlds, with each getting it's moment to shine while not slowing the game down very much. Probably the second most impressive thing is that despite the obvious randomness of how the system handles skill and stat rolls, the results tend to fall exactly where you think they should. This I believe is due to the fact that modifiers from tactical things, edges, circumstances, and extra time spent on a check all are flat bonuses to the die rolls. The result is a system where skills and stat mark not probability of success, but the potential for success of an increasing level with training. Tactics matter, and simply rolling the dice without explaining how your character is trying to accomplish a task isn't a good way to assure success.

I started tabletop gaming in 1990, with the ubiquitous Advanced Dungeons & Dragons rule-set. Fast-forward 25 years, period during which I ran many different systems, to the day I came upon

this little gem called *Savage Worlds*, from Pinnacle Entertainment. Why *Savage Worlds*? I was interested in a flexible, fast, and teachable system for my kids. My research into the book left a gimmicky taste in my mouth: use of playing cards for initiative, bennies for boosts, universal rules packaged in a tiny book| it all seemed too unconventional and, frankly, wacky. But I figured the entry-cost was so low (

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