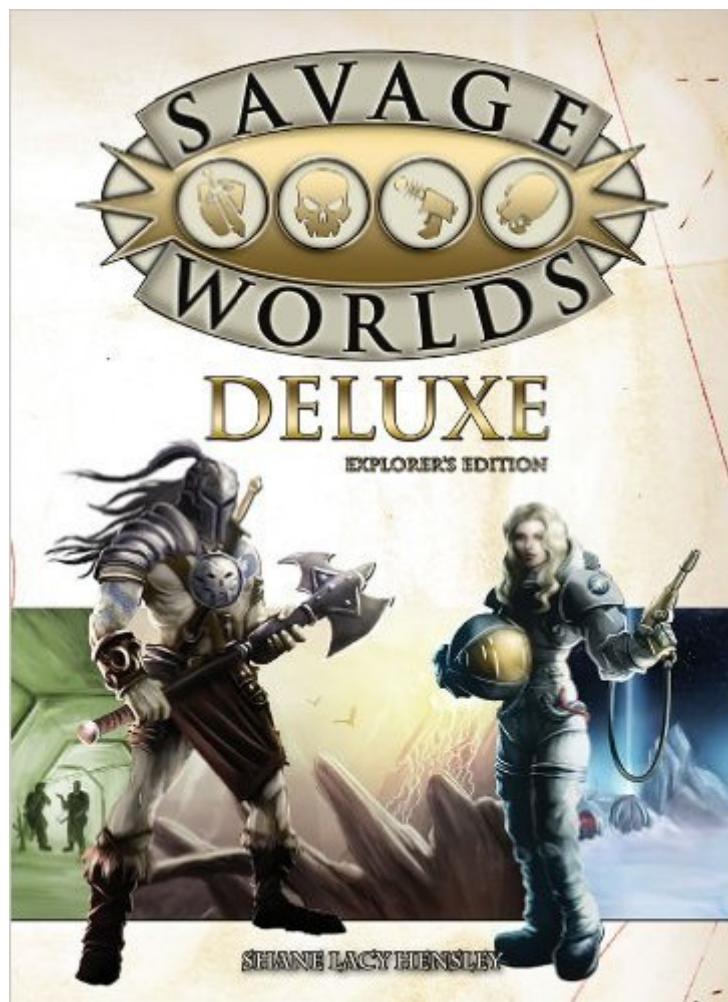


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# Savage Worlds Deluxe: Explorer's Edition (S2P10016)



## **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**

Age Range: 8 and up

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Average Customer Review: 4.8 out of 5 starsÂ  See all reviewsÂ  (160 customer reviews)

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## **Customer Reviews**

Savage Worlds Deluxe edition is a cleaned up and expanded version of the 10-dollar Savage Worlds Explorer Edition (SWEX). A few highlights: 1. The chase rules have been changed, providing more abstract results. While I've only used the new chase rules a couple of times, I've found that they bring fast and exciting results. 2. "Guts" is no longer a skill -- except in certain settings. Rather, a simple Spirit check is called for when things get scary. The previous rules made PCs without the Guts skill cowards. 3. Pinnacle has introduced rules for "interludes" with the new edition. Simply put, this is an opportunity for a player to earn a benny and expand (or share) his character's back stories.

during in-game downtime. Say the party is crossing the Atlantic and will be ship-bound for weeks. The GM could take this time to allow a player an interlude. It's not much of a mechanical change to the rules, but it's a rule that definitely encourages role-playing and allows players to really flesh out their characters. There are a few new one-sheet adventures in the back of the book, as well as expanded rules on powers. Personally, I couldn't wait to get my hands on this book when it was released, and I strongly recommend it. That said, there are SWEX owners who are on a tight budget, and for those folks Pinnacle has included all the rules changes from the Deluxe edition on their web page for free, so you don't NEED to buy the new edition. And just generally speaking about the Savage Worlds system: SW is a very fun and flexible system. It is fairly easy to teach newcomers the ropes, and it's my go-to system for game conventions.

I GMed Pathfinder for a group of college guys and a gal until they gained ninth level, after which I became a little disenchanted with the constant rules-digging. As none of us felt inclined toward DnD 4.0, we picked this up, and I have become totally sold on it. As a GM, what I ESPECIALLY appreciate: + Making NPCs or creatures is a breeze, allowing for much more time spent on the plot, cool settings, etc. + The system is elegantly simple, and can easily accommodate any genre or action. (My players prefer it for all genres except medieval fantasy, but acknowledge it does fine there, too; they just prefer Pathfinder for that, and are psyched to be playtesting DnD Next.) + Players aren't pigeon-holed into classes, but can choose to follow an archetype if they desire. (Oddly, some of my players DO like Pathfinder's/DnD's forced specialization.) With Savage Worlds, there's also such freedom in designing characters to fit a particular protagonist from books or movies, and anyone can be meaningful, which is emphatically FALSE for many other systems. + Anyone can die quickly. Granted, this isn't what all players are looking for, but I find that this keeps players grounded and exploring options other than combat (or at least, mindless whacking) when things get dicey. They actually consider ducking and employing sound tactics from time to time! + The game is designed to be kept flowing without too much prep before OR paperwork during the game session. I love not having to keep track of hit points or many different short-term effects. This aspect has freed me up to enjoy the game as much as my players.

UPDATE: Sep 2012. The Digest-sized Deluxe edition has been released. Gaming stores are getting it first, and then places like after a delay. For \$10, it's the best deal in gaming. The review below applies, but the new book has a few years of tweaks, updates, and corrections. Fast, Furious, Fun is the tagline. This is an update for the marvelous Savage Worlds Explorers Edition, which originally

sold for \$10. That book breezily gave a very solid generic role-playing system. Should you get this Deluxe, updated, hardbound book? Probably -- but there will likely be another less expensive Digest sized version of the updated rules, eventually. If you are a gamemaster in the genres of superheroes or fantasy, the more expensive but also high-quality companion books, Super Powers Companion and Fantasy Companion are also worth getting. Players just need this book. Everything is gorgeous glossy color. As impressed as I was in these three books, I have not been impressed with other books in the Savage World's line. For one, the other books are wildly different sizes, much more expensive, tend to use black and white printing, and aren't laid out as well. So, be sure to take a critical look at the other books in the Savage World series.

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