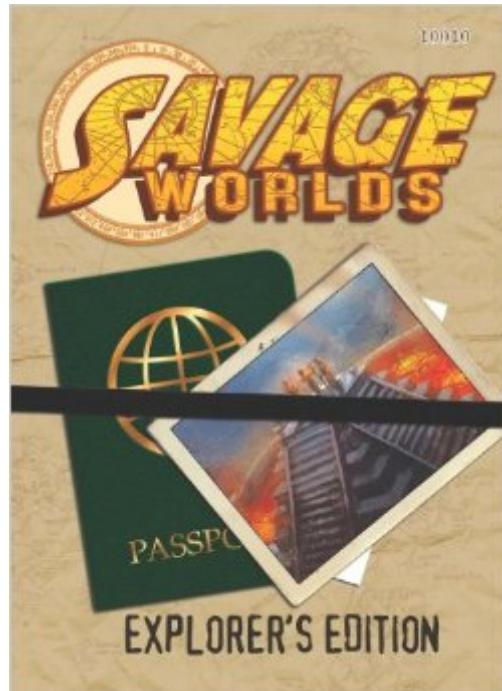


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# Savage Worlds Explorers Edition (S2P10010)



## 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! This is a full-color Explorer's Edition-sized book (6.5x9). This is a copy of the third printing. 160 pages.

## Book Information

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Product Dimensions: 8.8 x 6.4 x 0.4 inches

Shipping Weight: 9.6 ounces

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (46 customer reviews)

Best Sellers Rank: #1,152,800 in Books (See Top 100 in Books) #217 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #52071 in Books > Science Fiction & Fantasy > Fantasy

## Customer Reviews

WARNING! This review was written when the item in question was in-print and priced below ten dollars. All comments on the value-for-money it represented at that time were made in that frame of reference. Given the prices I'm seeing these days, I strongly recommend prospective buyers look at Savage Worlds Deluxe (S2P10014) before making a decision to buy. The Savage Worlds game system is fairly simple one (though not, in my opinion, the simplest one out there that does a decent job of sustaining a role-playing game) with some questionable mechanics, probably the most controversial being the "exploding dice" that can have a .22 pistol outperforming a bazooka and the initiative that is random each combat round irrespective of player character stats. If you understand that to take a game under this system totally seriously is to make a fundamental error in judgment, you can perhaps sit back and enjoy the flow of the game, occasional ridiculous events and all, in the "larger than life" way it was intended to be used. The book calls it a fast, furious, fun game system and I suppose it can be, most times, once everyone is comfortable with the system, which I place in

order of increasing complexity on a scale thus: Call of Cthulhu BRP -> Savage Worlds -> D20-based games -> GURPS. I found it a bit hard to remember the mechanics of combat at first to be honest, but that is a matter of practice. Characters are points built in this system, and stats are not rated as numeric values but as poly dice type.

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