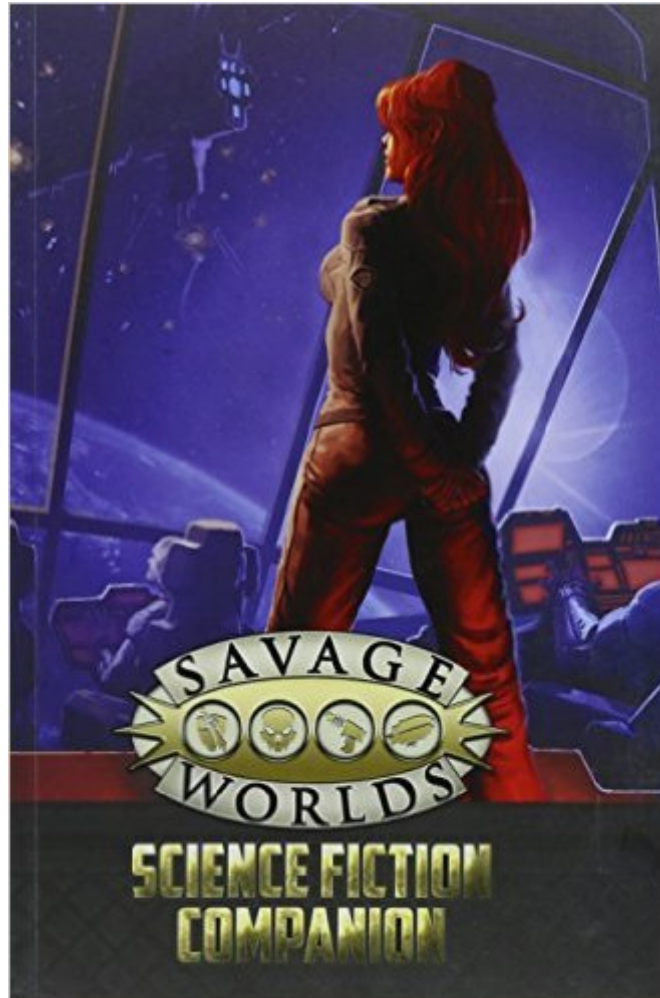


The book was found

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 hoovertanks 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

Perfect Paperback: 96 pages

Publisher: Pinnacle Entertainment (July 14, 2014)

Language: English

ISBN-10: 1937013448

ISBN-13: 978-1937013448

Product Dimensions: 10 x 6.5 x 0.3 inches

Shipping Weight: 9.6 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars Â See all reviews Â (25 customer reviews)

Best Sellers Rank: #237,317 in Books (See Top 100 in Books) #48 in Â Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #21979 in Â Books > Teens

Customer Reviews

This is perhaps the best SW expansion book I have ever read. Very well organized, written, and easy to read. If you like Savage Worlds and want to expand your games into space, these rules can handle a huge variety of themes and settings. Be advised it does not expand on Arcane Backgrounds. Most Arcane abilities from the core rules book will be too weak, in the face of such things as powered armor and starship weaponry. Non-damage powers may still be useful, making star-warsy settings possible, or others with mystical abilities. The tone here is slightly more technical than in Sundered Skies or Slipstream. I don't mean harder, I just mean it provokes less of a cartoony image at first blush. I was impressed how easily I could grasp armor, robot, and ship design. And it's just plain fun to stick weapons on your creations using the simple but elegant mod's allocation system. A grav cycle with a pair of linked gatling guns fixed forward? No problem. An NPC

robot that is also an anti-orbital missile battery? Can do. Secluded ancient stellar races holding knowledge that is key to mankind's survival? You're covered. Using the chase and vehicle combat rules, you can easily throw in dogfights and rebel princesses trying to outrun imperial cruisers. I give this book my highest recommendation for any Savage Worlds fan with dreams of stellar adventure.

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.

Maybe I just don't get the vibe of Savage Worlds, but I feel like the few books I've gotten so far have a bit of very cool stuff in them, surrounded by a large amount of more-or-less usable stuff, surrounded by even more stuff that seems entirely out of my expectations of what will be useful for a campaign. This SF Companion has some good races, edges, and gear (although they don't seem exactly consistent with those in the core book). I think you could use this and the core rules to drive a roll-your-own Star Wars or Star Trek campaign, maybe even a Mechwarrior-type setting. In that regard, it's very flexible (although I feel like it's not very deep, and, being generic, of course does not have any of the lore which is so implicitly important in such campaigns). I think the cyberware

section is fairly disappointing (again, no real depth) and I feel like the androids, robots, cyborgs, and powered armor sections all seem somewhat repetitive but also have enough differences to make interchangability impractical. So, I think you might be able to run a Starship Troopers sort of campaign with this, but most Cyberpunk settings would probably fall short. All in all, it delivers what it says -- sci-fi into Savage Worlds. I just feel, although it's a quite workable expansion, it missed a lot of opportunities to be a great supplement.

This is a 96 page science fiction companion for a Savage World science fiction setting. You aren't going to get much of a setting to play in, they just had a KS for that in fact, but it does give you the base bones if you want to create your own, or convert another setting. I did find some issues with proofreading which didn't thrill me. Page 74 - a standard Galactic Task Force includes 2xBatteships (yes, Batteships) and 8xLight Cruisers. OK, one misspelled word isn't a big deal. However, you will not find Batteships (sp) and Light Cruisers in the book. What you will find on Page 40 is Light Battleships (spelled correctly). I know that typos slip in, but how do you miss verifying that your example is actually in the book. I'm also not a fan that the size of the book is different than the other Savage World books I have.

[Download to continue reading...](#)

Science Fiction Companion (Savage Worlds, S2P10504) The Science Fiction Hall of Fame, Volume Two B: The Greatest Science Fiction Novellas of All Time Chosen by the Members of the Science Fiction Writers of America (SF Hall of Fame) The Savage World of Solomon Kane (Savage Worlds; S2P10400) Super Powers Companion (Savage Worlds, Second Edition, S2P10503) Horror Companion (Savage Worlds, S2P10502) Fantasy Companion (S2P10500, Savage Worlds) Star Trek: Voyages of Imagination: The Star Trek Fiction Companion: The "Star Trek" Fiction Companion Exploring Science Through Science Fiction (Science and Fiction) Non Fiction Writing Templates: 44 Tips to Create Your Own Non Fiction Book (Writing Templates, Writing Non Fiction, Kindle Publishing) Fiction Writing Templates: 30 Tips to Create Your Own Fiction Book (Writing Templates, Fiction Writing, Kindle Publishing) Savage Worlds Deluxe: Explorer's Edition (S2P10016) Savage Worlds Customizable GM Screen (S2P10002) Savage Worlds Explorers Edition (S2P10010) Deadlands Noir (Savage Worlds) Necessary Evil: Explorer's Edition (Savage Worlds, S2P10011) Apocalypse Prevention, Inc. (3EG001SW, Savage Worlds) Deadlands Reloaded Player's Guide Explorers Edition (Savage Worlds, S2P10206) Deadlands Reloaded Marshal's Handbook Explorers Edition (Savage Worlds, S2P10207) Ghost Towns (Savage Worlds, Deadlands, S2P10212) East Texas University Limited Edition (Savage Worlds, hardcover, S2P10310LE)

