

## Savage Worlds

The Savage Worlds Science Fiction Companion contains new races, Edges and Hindrances, Setting Rules, gear, cyberware, and numerous strange creatures from across the galaxy. Most importantly, players and Game Masters can now 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." --

Fae. Vampires. Mages. Demons. A Federal Paranormal Unit. Savagery and Skills will hook you! The penultimate book in the Savagery and Skills series! Seneca Savage is so much more than a bad ass with skills. But learning of her heritage has put her on a path bound for hell. Draven's a vampire, the son of a former leader of a coven, he spent years in the torture dungeons of another vampire. Now, he's out for revenge. And he's fallen in love with the only fae vampire hybrid, a tortured soul who wavers between falling into the abyss of evil and landing on the side of good. Warning:

Unputdownable action-packed fantasy, with fae, vampires, mages, demons, and a Federal Paranormal Unit Sector Asgard Kappa for the Savage Worlds roleplaying game. Containing thirty six inhabitable planets with a wide variety of cultures, aliens and secrets. It is ripe for exploration and adventure! It includes the Plot Point Campaign 'One Million Starflies' The characters are hired to investigate the activities of a group known as the Brotherhood of Logic and, once their evil plot is uncovered it becomes a race against time to stop them from succeeding and plunging the whole sector into all out war! This will be a Campaign of fifteen adventures, with story seeds to take the characters on even more adventures in-between the scripted parts of the campaign. The book contains: - A whole detailed sector with thirty six worlds to explore - The Plot Point Campaign - A set of nine pre-generated characters to use in the adventure yourselves or as Wildcard NPCs - A ship; Crowfoots Venture

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 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. The Super Powers Companion requires the Savage Worlds Core Rulebook to play.

Welcome to Mars! Not Mars as it is - airless, most likely lifeless, with only the faintest hints of what might have once been a damp, if not necessarily lush and living, world billions of years in the past. No, this is Mars as it should be and as it was once imagined to be - an ancient, dying, but not yet dead world, a world where a vast canal network reaches from pole to pole, bringing water and

life to vast and fantastic cities. A Mars where albino apes run a vast empire in the last surviving jungle, a world where warrior tribes of Green Martians raid the outlying cities of the canal dwellers, a world where, in places dark and quiet and forgotten beneath the surface, ancient and terrible intellects plan dark and dire deeds. It is a Mars of sky-corsairs, of duels with blade and blaster, of vile plots, fantastic inventions, daring rescues, arena battles, and spectacular stunts. It is a Mars where ancient cities can be discovered and their lost treasures plundered, a Mars where a trek across the dry sea bottoms can yield amazing discoveries, where terrible monsters roam the rocky wastes. It is the Mars of pulp fiction and Saturday morning serials. It is now yours. The Sword-and-Planet genre comes to Savage Worlds! Adamant Entertainment's setting of action, intrigue and adventure beneath the Moons of Mars -- previously only available for d20 - is now available in a brand-new edition for Savage Worlds.

See where else Steampunk can take you...Asia in 1872 has thrown off the yoke of colonialism and embraced the industrial age. The nations of the Indian Alliance unite the subcontinent with railroads. Buddhist apothecaries from Viet Nam spread advanced medicinal learning throughout the region. Japanese war automatons sweep into Chinese territory while the Qing Dynasty responds with its terrifying Dragon Airships. Thai elephant cavalry face off against Burmese airboats as tensions rise along their border. Meanwhile, sea and air pirates threaten trade throughout the island and coastal nations of Southeast Asia. Steamsapes: Asia is the second major setting book for Steamsapes. It includes extensive alternative historical backgrounds for over a dozen nations and regions. It offers detailed martial arts rules including full coverage of fifteen different historical forms from across the continent. It introduces the Apothecary profession, elephant cavalry rules, rocketry indirect fire rules, new airships, new weapons, and a new racial template for Japanese war automatons. It also provides several introductory scenarios and a variety of character templates so GMs and players can jump right in and start playing. Steamsapes: Asia requires the Savage Worlds core rulebook to play. Steamsapes: North America is also recommended but not required.

TAKE A TRIP ON THE PULP TRAIN! Daring Tales of Adventure: Compendium 2 contains four two-fisted pulp adventures set in the 1930's for the award-winning Savage Worlds roleplaying game.

Savage Worlds examines frontier encounters between Germans and indigenous peoples in the age of high imperialism. It demonstrates the complexity of the colonial frontier and frontier zone encounters and poses the question of how far Germans were able to overcome their initial belief that, in leaving Europe, they were entering 'savage worlds'.

A mighty barbarian leads a horde of savages against his blood-sworn foes. A reluctant rebel pilots his star-fighter against a galactic empire. A party of adventurers raids the tomb of an ancient lich. The Savage Worlds game engine handles all those tales and more- from dungeon crawls to high-speed chases to mass battles- quickly and easily. This latest printing of the award-winning, best-selling Savage Worlds rules combines numerous new powers, settling rules, situation rules, and updates into one convenient, full-color book. Featuring all new art and design notes from the creator, Savage Worlds Deluxe is Fast! Furious! Fun! -- from book cover.

Study. Party. Save the World. East Texas University promises prestigious leadership, connected alumnae, the fantastic Southern

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climate of Pinebox, Texas...and annoying roommates, professors that try to kill you (literally), and things that go bump in the night. Enroll at your own risk. East Texas University offers a well-rounded syllabus of character creation, new Edges & Hindrances, gear, Setting Rules, and tours of campus and nearby Pinebox, Texas. For advanced credit, read the section on rituals and talismans. Finally, the Adventure Generator and encyclopedia of miscreants is sure to light a creative spark in even the most humorless campus parking enforcement officer. There are generator mechanics for parties and adventures as well as Ritual failure and a little thing we like to call High Strangeness. Can you survive four years of college? East Texas University requires the Savage Worlds core rules to play.

Setting guide for the tribal, fantasy role-playing game setting, Tulse'al. Use with Savage Worlds rules by Pinnacle Entertainment Group.

WELCOME TO BEDLAM! Take a trip back to the Iron Age of comics and visit Bedlam City. It's the smaller, dirtier and more dangerous town next door to your superhero campaign's shining metropolis, presented here in lavish detail. Stalk its alleys, punch out its supervillains, expose its horrible secrets--and have no fear, there are always plenty more where they came from. Weighing in at a whopping 394 pages, this book is crammed with dozens of NPCs, neighborhoods, adventure seeds and locations, with enough back-stories and plot arcs to keep your PCs playing for years. Fully compatible with the Super Powers Companion Bedlam City is fast, fun and ferocious, with no new rules to learn or systems to memorize. If you own a copy of the Super Powers Companion you can pick up Bedlam City and start playing it right now. So what are you waiting for? Bedlam is calling. There's a shadowy rooftop out there just waiting for you to start lurking on it...

"The 'Savage Worlds Horror Companion' contains all new rules specific to horror campaigns." --

A Feast of Horror! A simple harvest festival in an unremarkable village turns horribly, terribly wrong, in a way things can only do when adventurers are involved. A simple disappearance threatens to become a massacre as a hidden menace long slumbering in the bogs prepares to burst forth in the midst of this rustic revel. Will your heroes be able to thwart this menace, or will they too become a part of ravaging doom that is the Feasting at Lanternegeist? Feasting at Lanternegeist is a Savage Worlds adventure for Veteran characters, which can be easily inserted into any campaign with a hint of cosmic horror in the background, or to introduce a bit of horror when your heroes might have become a bit complacent. Grab this 24-page adventure setting today and Make Your Game Legendary!

Savage Worlds Deluxe

Bombs fell. Billions died. Now you must pick up the pieces and rebuild this Broken Earth. Broken Earth is an adventure setting that takes place in a post-apocalyptic version of Earth. It deals with a small fraction of the world, what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure setting, Broken Earth includes many compelling locations and adventures, but also gives the heroes freedom to explore the world. The book gives the GM everything you need to run a prolonged campaign in the Broken Earth setting, including locations, NPCs, plot points, mutant monsters, and a detailed first

adventure that brings the party together.

What would you do for love? Was the question posed by Sheri's late mother. Sheri Norbella has everything going for her as an attractive, intelligent, but opinionated young woman of sixteen growing up on Zeslin-A colony. Her life turns upside down when her father decides to relocate to a distant settlement called Thaden- a world inhabited by less sophisticated races. Sheri experiences first hand the prejudice against her people as she's the victim of insults and attacks that become intolerable when she encounters Velsa A'Gora; Thaden's most notorious bully. As the two girls clash a dangerous boy, Jaron Loffay, offers Sheri his protection in exchange for her affections. Not trusting him she refuses, but the feud with Velsa escalates beyond a schoolyard drama just as the dreaded Namosene invade. Thaden evacuates stranding Sheri with Velsa on a desolate planet. Tempted to give into Jaron's desires Sheri must weigh her morals against her will to survive. Despite being marooned she unexpectedly discovers the answer to her mother's riddle while surrounded by cruel strangers on a savage world...

Welcome to The 19th Century That Never Was! It is a world of wonder, of horror, of adventure, of magic, of strange technology and unprecedented cultural revolution. This is the age that nearly was, filled with radium-powered flying machines, clockwork automata, and steam-driven computers. It is an age of dark magic, sinister secrets, and unholy cults. It is a time in which the world teeters on the edge of disaster, where the enlightened scientific mind battled against ancient superstition and ignorance, in which the souls of all mankind hung in the balance. The Widening Gyre presents an original steampunk campaign setting designed for use with the Savage Worlds rules. Recommended for experienced GMs and players looking to game in the Industrial Age As It Should Have Been, this worldbook includes... \* A comprehensive and immersive campaign background detailing the fantastical Victorian world of The Widening Gyre. \* Character archetypes to play a wide variety of 19th century adventurers Airship Pirates, Clockwork Men, Consulting Detectives, and more! \* Rules for wild steampunk technology and sorcery, including weapons, armor, vehicles, bizarre Victorian devices, and magic spells. \* Full stats for dozens of characters the heroes will encounter on their journeys, ranging from helpful allies to evil technologists to monstrous beasts from a darker era. \* New Skills, Edges, and Hindrances. \* A full bestiary with over 40 monsters and opponents. \* A fully detailed campaign, six full adventures, and four variant campaign ideas. \* Nearly twenty Savage Tales, a dozen one-sentence adventure ideas, plus an easy-to-use adventure generator to help put together quick adventures on the fly. Enter a world of adventuring daredevils and academics, occultist thrill-seekers and Savants both heroic and insane, in which a secretive organization of benevolent technologists seeks to prevent the dark monsters of humanity's past from overwhelming its bright and burgeoning future. Welcome to The Widening Gyre!

The world is drowning. The natives say three witches in Ograpog were sentenced to death directly by King Amemnus, drowned by the rising tide. With their dying breath, they cursed Caribdus, the land itself, to drown as they were, to drown in fifty fathoms of cold dark sea. The people of Caribdus are adapting to their wet new world. Crab-like scurillians, massive grael, lonely doreen, mysterious kraken, curel kehana, and the nigh-human masaquani now sail the seas aside the new visitors, humans from the age of piracy, dashing corsairs, bloodthirsty buccaneers, and savage sea dogs drawn from the mists of earth on unfamiliar tides. Many believe these visitors to be destined to defeat the Sea Hags and save Caribdus from a watery grave, but most seem interested only in joining the plunder of forgotten treasures in a drowning world. This new Explorer's Size edition of the classic and much-loved 50 Fathoms includes the updated text of the original game, plus the 50 Fathoms Companion, all compatible with Savage Worlds Deluxe and beautifully colored by three-time Hugo Award winning artist Cheyenne Wright! Fifty Fathoms is not a complete game. You'll also need the Savage Worlds core rulebook to play.

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