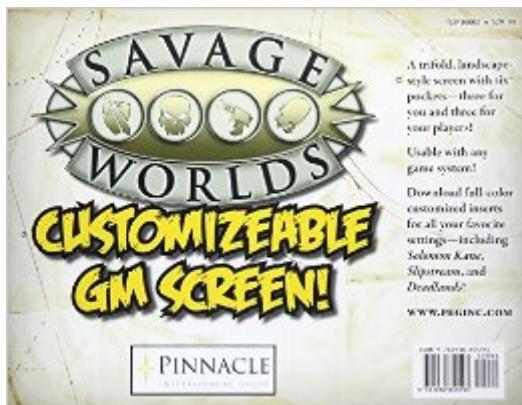


The book was found

Savage Worlds Customizable GM Screen (S2P10002)



Synopsis

This awesome trifold, black vinyl LANDSCAPE Game Masters screen lets you--the GM--actually see over your screen for a change! Best of all, it contains 6 pockets--three for you and three for your players--so you can insert and change the screens for any game you play!

Book Information

Hardcover: 3 pages

Publisher: Studio 2 Publishing (January 1, 2003)

Language: English

ISBN-10: 1930855591

ISBN-13: 978-1930855595

Product Dimensions: 8.9 x 0.5 x 11.5 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 starsÂ See all reviewsÂ (57 customer reviews)

Best Sellers Rank: #160,100 in Books (See Top 100 in Books) #28 inÂ Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #13794 inÂ Books > Science Fiction & Fantasy > Fantasy #16204 inÂ Books > Teens

Customer Reviews

I'm going to go ahead and say that any GM that uses a screen should buy this now. Seriously. I mean it when I say I wish I had one years ago. It's weird to me that nobody, including myself, thought of this sooner. Anyone that's used notebooks with the clear plastic pockets on the outside knows exactly what this is: The mutant love-child of a GM screen and a vinyl notebook! It is precisely that. No rings, an extra cover panel, and all pockets all the time! A usage recommendation I have is to print any player-facing information large enough for your grandmother (borrow one if you don't have one) to read without her glasses, so your players can use it without a spyglass. It's only useful if they can read it from their seats. I also keep a list of known NPCs, place names, etc on one of the player-facing panels. When you go a month between gaming sessions, who can remember the blacksmith's name or the tavern last session ended in? One caveat... I would avoid storing printouts in it for long periods of time. I would expect the ink of photocopies or printouts to adhere to the plastic and mark it up when you remove the sheets. I haven't had it happen yet, but I have had probably a dozen GM notebooks ruined by that over the past 30 years of running games. PROS:- It's the perfect size. Since it's made for 8.5"x11" pages (Letter size not Legal size, as some have said) turned sideways, you can see over it well better than traditional taller screens. WAY less having to

stand up to see what's going on as players move their miniatures around on the battle mat. Horizontally, it's also the perfect size, in my opinion. Just the right amount of room behind it for all my secret stuff.

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