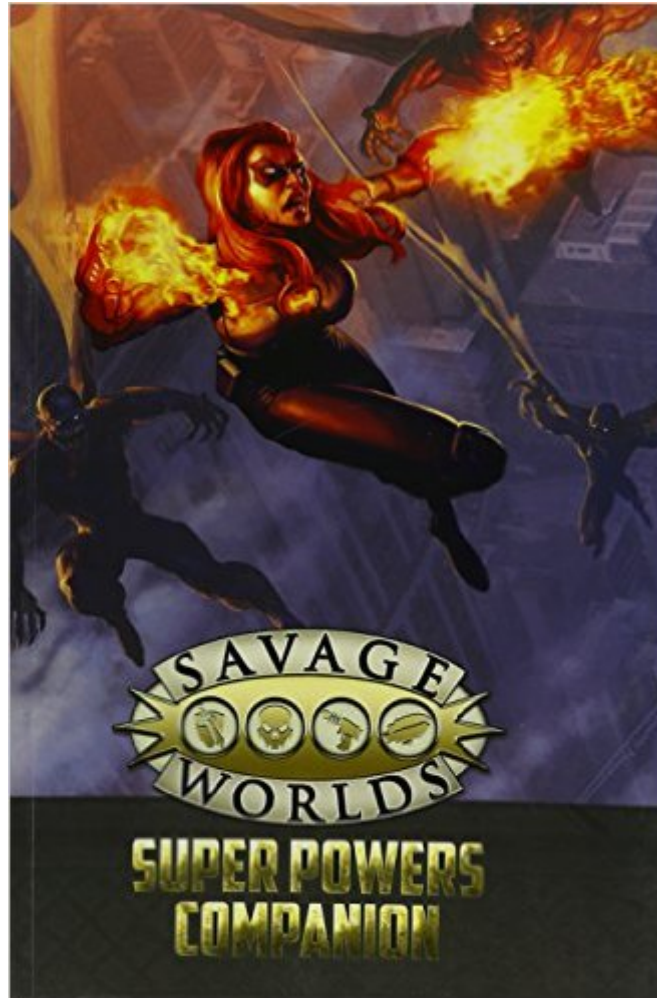


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Super Powers Companion (Savage Worlds, Second Edition, S2P10503)



Synopsis

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 (Second Edition) 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. This is a new edition of the Super Powers Companion. It's a comprehensive update of the original with significant new material. Soon after it debuts, we'll have a free list of the most important changes for owners of the original edition. The Super Powers Companion requires the Savage Worlds core rules to play. Note: Super Powers Companion (Second Edition) Free Villain Supplement The Savage Worlds Super Powers Companion (Second Edition) has significant new powers, Setting Rules, and abilities, so some of the villains from the original edition didn't make it into the latest version. We'll have a free update soon with all those villains and their updated powers for those who'd like to use them in their campaigns.

Book Information

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Customer Reviews

Let me start by saying that I have played the first edition of Super Powers Companion (SPC) quite a bit, but I just received a copy of the second edition for Christmas (yay, loving wife!). This review is based on a read-through rather than play, but judging from the text alone I like a lot of the changes I see. I had some great gaming with the first edition, and see even more potential in this second

edition. SPC 2E has streamlined, recosted and clarified powers in ways that are generally quite good. For example, Mind Control has been usefully nerfed. One now has to pay for power modifiers to stack "Attack, Melee" with handheld weapons and to apply it to more than one attack per round. The text makes clear throughout that power-based attack penalties against one's character (gained from being small or really fast, for instance) do not stack with one another. These are all helpful changes. The most significant change is that the cost of Super Attributes and Super Skills has doubled. This nicely forces a player to make significant tradeoffs between shiny powers and serious statitude. More importantly for gameplay, the system has added flexibility through Power Stunts, Power Tricks, and an open-ended Power Types system (pp. 10, 21). This brings a strong narrative element into play and allows one to stretch creativity with one's powers. Power Stunts allow one to use bennies to temporarily gain the effects of another power. A character with Teleport, for instance, might create spatial distortion fields that act as Armor for three rounds. This is a common feature in other supers systems that will probably see a lot of table use here given that the cost is modest.

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