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Slipstream (Savage Worlds, S2P10008)



Synopsis

Slipstream - A setting book for the Savage Worlds RPG. Pass through any of the black holes that dot the universe and you enter Slipstream, a pocket universe of shattered worlds. Slipstream is home to myriad aliens, but it is also their prison, for there is no escape. Amid the fragments of worlds rules the science and flavor of 1930s Saturday morning pulp serials, for Slipstream is a realm of square-jawed heroes, ray guns, weird science, and rocketships. It is a realm where the morals are black and white, where good triumphs over evil, and where danger lurks at every turn. Ruling over Slipstream is the diabolical queen Anathraxa and her horde of Hand Maidens, Primals, and Minions. All bow before her, paying tribute to avoid destruction. None have had the courage to stand against her forces, at least not until now. For this is the role your heroes will take-bastions of light against a dark foe! Strap on your rocket pack, charge your ray gun, and prepare to blast off on wild and exotic adventures! Slipstream is a pulp science fiction Plot Point setting for the award-winning Savage Worlds RPG. (full color, hardcover, 160 pages)

Book Information

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Customer Reviews

I swear, I know Pinnacle and Studio Two billed this is pulp/sci-fi adventure game, but all I can think of is the Flash Gordon serials, the comics and even the film. Granted, the cosmology of the game is quite unique but the number of similarities will be a nice surprise for fans of the genre. It also stages classics like Lost in Space, Buck Rodgers, and John Carter style gaming. The Savage Worlds mechanics is the spine for the work, and it holds everything in mind perfectly despite the game working around tactical combat options. But any group familiar with these rules can dive right in and explore a space opera with more races than any previous release I have seen. But the mechanics

really come to shine when you sit down to create a new alien race. Granted the Deluxe rule book goes into some detail for this, but it is a bit heftier for Slipstream. If you have a hard time excepting the fact that there is no vacuum in space, that there's no need to have knowledge of 100 languages to speak to anyone who crosses their path, and even that there are no computers, sci-fi fans can get a lot of milage from Slipstream. I would even go so far as to say the game is also Kid Friendly. The game is just great Pulp fun and is easy to mold to your needs. Follow the Slipstream to the centre of the dimension; adventure awaits!

Out of all the Savage Worlds sourcebooks, this is one of my favorites. I'll recommend it right off. Black holes have sucked in many worlds and spaceships. Sometimes, Slipstream is where they go. This relatively small pocket universe is populated with perhaps a hundred worlds, and just as many different alien races. Several races are described in detail, and many more are outlined. The setting, Sci-fi Pulp with added flexibility, offers a lot of options to both the players and the gamemaster. The main plot is pretty good, but it's pretty much effortless to drop any scenario into Slipstream. Recommended.

Great book, well produced.

If you are a fan of Buck and Flash then this is the book for you.

Yes very excellent and fun to play

If you're like me and always loved the 1980's Flash Gordon movie, now you can play it in Savage Worlds Slipstream! Of course the story is different but the feel is the same. The book is beautiful and the campaign should last a looooong time. Awesome!

Space pulp is a fun genre, and this high quality book is great if that is the game you are looking for.

This review is for the hardback "Slipstream" setting book for the Savage Worlds game system. The Slipstream setting is one in which the various worlds have been pulled into a pocket universe with only one star. Some of those worlds got a bit banged-up and now resemble Roger Dean paintings from the 70s. If you've seen the 80s movie "Flash Gordon" you know the sort of scenery you'll be dealing with. The various worlds are populated with a wide variety of beings, from humans through

cat-like humanoids to robots. And there's a Ming-esque villain. All lovely stuff. The science is all 1930s Hollywood Saturday Morning Serial, so be prepared to Not Sweat It. Once you get the hang of it, which you quickly will, it is all great fun. The setting uses the Savage Worlds system, and you'll need a Savage Worlds rulebook in addition to this one. Either *Savage Worlds Explorers Edition* (S2P10010) or *Savage Worlds Deluxe* (S2P10014) will do. The mechanics of building a character are very slightly different to the standard Savage Worlds build, with the being type determining some of the characteristics that normally are discretionary. The adjustment in mindset required is minor, and the character build is still very simple as per all Savage Worlds settings. The book itself is a hardback with a stitched binding. The pages are semi-gloss and full color throughout. A very pretty thing to look at too. Highly Recommended.

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