



**Savage Worlds
Explorer's Society
Handbook**

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welcome explorer!

Welcome to the Savage Worlds Explorer's Society (SWES)—a club for Savage Worlds Game Masters.

your travels

As a member of the Savage Worlds Explorer's Society you've signed on to boldly go and spread the word about Savage Worlds. You'll do that by running games at conventions and your local game stores. In return, we'll do our best to support your efforts by providing you with encouragement and Explorer Rewards.

Our goal is to help you run the best games possible and for you and your players to have a Fast, Furious, Fun time.

What you are reading now is something we put together to help you in your travels.

setting out on your journey

Let us know when you have a game (or games) scheduled at a location. Try to do this as early as possible because we may be able to forward you some goodies to hand out to your players. Also be sure to check the download area of the SWES site. It's filled with useful items for savage game masters and their players.

So how do you tell us about your game? By using the SWES web site (<http://www.savageworldsexplorerssociety.com>), of course! Once you are logged in, click on the Event Registration link. This will take you (amazingly) to the Event Registration page.

Once the event is submitted, we'll get it posted on the SWES calendar. About two weeks before your game, we'll send out any special Explorer rewards or player handouts we might have for you.

customs

As you travel to exotic locations, you must be constantly aware of the customs applying to you, the explorer.



Be reliable

If you've made arrangements to run a game at a particular convention or game store, be there on time. Arriving a little early isn't a bad idea either.

Be organized

Be sure you have everything you need to run your game right at your fingertips. You don't want to slow the game down searching for some important piece of information or your 10-sided dice.

Be enthusiastic

If you're excited about your game, your players will be interested to see why and hopefully they'll catch some of that excitement right from the start.

Be knowledgeable

Know your game and have a good understanding of the basic Savage Worlds rules. Odds are if you're reading this, you've got this one covered! Oh, and having a general knowledge of other Savage Worlds' settings and products is a plus.

Be friendly

Players new to you or Savage Worlds should be comfortable asking questions and making mistakes during your game.

Be clean and presentable

There are a lot of jokes about gamer grooming habits. Don't be one of them.

get some sleep.

Yes, just like your mom always told you--you need your rest.

Be a good communicator

Ok, so you're not Abraham Lincoln or FDR and that's ok. Try to explain any rules and other information in a clear manner. And always be willing to restate or rephrase something.

Be patient

You may know Savage Worlds like the back of your hand, but most players don't and certainly new players won't. Be patient and gracious.

have fun!

The entire point of gaming is to have fun. Be sure you and your players have a great time.

tips for a good game

Everyone has their own GMing style. Do you use a GM screen or don't you? Are your dice rolls secret or do you lay it all on the line right in front of the players? Do you use the Savage Worlds Adventure Deck? And what about miniatures, terrain, and props? All of these things are up to you as the GM, but here are a few tips we've found useful.

player's like cool visuals

Whether this is killer art on your GM screen, a setting specific character sheet, or an antique-looking map/letter for your Rippers game these things excite the players' imagination. Keep that in mind and use it to your advantage.

miniatures and terrain

Speaking of cool visuals, we honestly would never run a game without using miniatures. Many folks do though, and that's fine, but we think minis provide a groundwork for players to become involved in the story. Not to mention they clear up problems like who's standing near the wall when the T-80 tank comes bursting through it. The right terrain can really wow your players. That's not to say you need to run out and buy an entire town of buildings for your Deadlands game, but any little bit helps. Terrain also provides your characters with maneuver options during the game they otherwise might not have thought of.

keep the players involved

Sure there are times when you need to narrate to the players, but try to keep it short and sweet. By keeping everyone involved and busy

with the game, you keep the energy high and the player's interested in what's going to happen next.

reporting Back

We want to hear all about your journeys. First, this allows us to update your SWES Passport and second, we just like hearing about your games. Feel free to pass along pictures too. We just may post them on the SWES web site!

Once again, after logging in you'll see a link to the Event Confirmation page. This is the most important page you'll be filling out on the SWES web site. Why? Because it's with this page that you earn your credits to rise up through the Explorer ranks!

IMPORTANT: After your game is over, ask your players if they mind giving you their names and email address. Submit these on the Event Confirmation page. Don't worry; we're not going to barrage them with SWES spam. Instead, from time to time we'll contact a player or two and ask them how they liked the game.

explorer rewards

As Explorers journey through the vast Savage Worlds, they gain ranks within the Society. The ranks are designed to encourage Explorers to run games in a variety of settings...after all; you can't really call yourself an Explorer if you've only been to one place! It should be pointed out that progressing through the SWES ranks is not a necessity. Explorers will get the same support for their games whether they are Veteran or Novice. What the ranks do allow us to do is to grant greater Explorer rewards to those GM's who go above and beyond.

At every explorer rank you reach we will send you an Explorer Rewards Pack filled with stuff especially for you as a way of saying thank you for your hard work. Also, at the discretion of the society we may send out Explorer Rewards at any time during the year. Also, all Savage Worlds Explorers get special treatment at the big conventions where Pinnacle comes out in full force.

Below is a chart that shows the minimums to reach each rank. The first row is the Rank name. The second row is the number of game credits you need to run in the settings required for that rank. The last row is the number of settings that you need to run the minimum



number of games in. So, for example, to reach the Veteran Explorer rank you must earn at least 5 game credits in each of 3 settings. 1 hour equals .25 game credits.

When you first join the Explorers you are a Junior Explorer until you run your first official game. After that, you are a Novice Explorer and you will receive your first official reward from the Explorers Society!

	Game Credits	Number of Settings	Reward
Junior Explorer	0	0	Access to downloads, special offers, insider information
Novice Explorer	1	1	Stickers; GM Screen
Seasoned Explorer	4	2	T-Shirt
Veteran Explorer	5	3	TBD
Heroic Explorer	6	4	TBD
Legendary Explorer	7	5	TBD

In order to maintain your rank, an Explorer needs to run at least 2 games every year. If you are not able to run 2 games, you won't lose your rank but your status will change to "Inactive" and you won't be eligible for rewards until you are "Active" again. In order to re-activate (at your previous rank) you need to run 2 games for no credit towards rank.

Regrettably for our overseas members we are not able to ship rewards due to the cost. However, if you are willing to pay for the shipping via paypal, we will be happy to send you your rewards.

our thanks

Pinnacle would like to thank you for joining the Savage Worlds Explorer's Society. It's you, the Savage Worlds game master, that we owe a debt of gratitude to for running our games.