

SAVAGE WORLDS

UNOFFICIAL GENERAL FAQ

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GREAT WHITE GAMES WEBSITE

<http://www.greatwhitegames.com>

SAVAGE WORLDS YAHOO GROUP (PRIMARY MAILING LIST)

http://groups.yahoo.com/group/Savage_Worlds/

SAVAGE WORLDS SHOWDOWN YAHOO GROUP (SW SKIRMISHES)

<http://groups.yahoo.com/group/savageworldsshowdown/>

THE BACKUP MAILING LIST'S WEBSITE

<http://savage.lythia.com/>

SAVAGE WORLDS WIKI FAQ

<http://rorschach.net/SWFAQ>

THE FAQs

There are currently two Savage Worlds FAQs being maintained by Matthew Mather: the General FAQ and the Products & Links FAQ. The latest versions of both can be found on the Savage Worlds Yahoo Group site.

SAVAGE WORLDS

Savage Worlds is the new game system and line of books from Shane Lacy Hensley, the creator of Deadlands. All the books you need are the Savage Worlds rulebook and one of the setting books, if you want to play in one of the Savage Settings. You'll also need polyhedral dice, pencils and character sheets like in other RPGs. "Fast! Furious! Fun!" is the motto of the game, meaning that it was designed for speed, simplicity and getting the rules out of the way of actually playing the game.

Shane and his friends wanted a game that has all the detailed rules concerning character development and interaction found in today's best role-playing games, but with a streamlined system that handles a massive skirmish with dozens of combatants as easily as a swashbuckling duel of honor between two mortal enemies. They wanted a game that is easy for the GM. A game that was quick and easy to create non-player-characters and monsters, and keep track of them all during combat. They wanted a game where followers, hirelings and allies weren't forgotten or overlooked by an overworked GM. Where the PCs could actually use the alliances they forge, and the troops they lead. They wanted a game built from the ground up to handle vehicles, from an M1 tank to a hover bike. A game that a new group could use to play through a one-shot scenario in an evening, including the time it took to make characters, or to play an epic campaign that lasts for months.

Savage Worlds can also be used for miniatures skirmish battles instead of RPG campaigns. Each of the skirmish books includes the Savage Worlds Showdown rules (see below), as well as statistics for units and special rules for each setting.

The Test Drive (free preview of the RPG) and Showdown skirmish rules are available on the Great White Games website, and the full rulebook is also available in stores. The Great White Games' website is at <http://www.greatwhitegames.com>. The Test Drive is available in several different languages including French, Polish and German.

THE SAVAGE WORLDS MAILING LISTS & FORUMS

There are currently three Savage Worlds mailing lists, not counting ones in other languages: The Yahoo Group (for the RPG rules), the Backup List, and the Showdown Group. The original and "primary" mailing list is the Savage Worlds Yahoo Group, which usually discusses the RPG aspect of the rules. A second non-Yahoo list was originally created as a replacement for the Group, but is now a "backup" list in case anything happens to the Group. The backup mailing list also contains an archive of files that were posted to the Group but were deleted to make space. (The backup list is mostly just an archive these

days since it doesn't get much traffic.) The Savage Worlds Showdown Yahoo Group is exclusively for skirmish games. See above for links to groups/lists.

The official Pinnacle/Great White Games forums, which nearly everyone on the three lists visit, are at <http://www.greatwhitegames.com/forum>.

THE DIFFERENCE BETWEEN SAVAGE WORLDS RPG AND SAVAGE WORLDS SHOWDOWN

The Savage Worlds rules were originally developed from a miniatures skirmish war-game called Great Rail Wars, a spin-off of Pinnacle's Deadlands: The Weird West RPG. Great Rail Wars shared the setting of Deadlands but had a very different set of rules. Savage Worlds was conceived as a sort of hybrid set of rules that could be used for role-playing or for miniatures wargaming equally easily.

The Savage Worlds rulebook is primarily for role-playing campaigns, but Shane has also released Savage Worlds Showdown, a complete and free set of rules for miniatures battles using the Savage Worlds rules. The Showdown rules are very similar to the regular Savage Worlds RPG rules with only a few differences. There is no RPG style character creation in Showdown, though Shane has provided some guidelines for creating units with point values for unofficial "home-brew" skirmish scenarios.

SAVAGE WORLDS BOOKS

In addition to the official Savage Worlds Rulebook and the official Savage Settings books, there will soon be many third party books available. Most of the books are RPG campaigns with everything you need (apart from the main SW rulebook) in one volume. Many of them are also skirmish books that allow competitive miniatures battles using most of the same rules.

Nearly all the RPG books are Plot Point books. The Evernight scripted campaign follows a set plot from beginning to end, though the PCs do have some influence in the outcome. Plot Point books are more open. For example, in 50 Fathoms the heroes can go anywhere in the world and do anything, though there is a central story that the GM can run over the course of the campaign. From 50 Fathoms and onward, all official Savage Worlds books are in this format.

The skirmish (wargaming) books will all contain the Showdown rules and will not need the Savage Worlds (RPG) rulebook. The skirmish books do not use plot points and are more "open" allowing for various battle scenarios.

DEADLANDS AND GREAT RAIL WARS

The original Deadlands: The Weird West game had a different system than Savage Worlds (because SW hadn't been developed yet). The set of game rules used in the original Deadlands book and subsequent pre-SW Pinnacle games has come to be known as "Deadlands Classic". Great Rail Wars was released when the original Deadlands games were doing very well in the late 90s. Shane had the idea of developing a set of RPG rules based on Great Rail Wars back when GRW was being developed, but didn't get the chance to really do it until a few years ago.

A Deadlands: The Weird West conversion document is currently available on the Pinnacle website. The conversion contains everything you need to know to run a Weird West campaign using the Savage Worlds rules, if you have the original books. B.D. Flory is writing three new Deadlands books, one each for Weird West, Hell on Earth and Lost Colony, which use the Savage Worlds RPG rules. The current working title for them is "Deadlands Reloaded" and they will contain a complete plot point style campaign for the GM as well as information on creating any kind of character you could using the Classic Deadlands rules.

WEIRD WARS


The original Weird Wars: Blood on the Rhine and it's supplements was an alternate World War II setting loosely based on the real WW2, and used the d20 system. Other Weird Wars books based on different wars are in the works, and Tour of Darkness, a Vietnam setting, is in print now. ALL Weird Wars books in print and in future production will use the Savage Worlds rules. This includes the already available Tour of Darkness and the remake of the WW2 Weird Wars book (title unknown at this point).

The original Weird Wars d20 books are available in PDF format (see below), and a few print copies are still in stock in the online store.

SMILING JACK



THE NAME'S SMILING JACK, PAL! PLEASED TA MEET YA! I'M THE OFFICIAL MASCOT FOR SAVAGE WORLDS, SO WHEREVER YOU SEE ME, IT'S LIKE AN OFFICIAL SEAL OF QUALITY. SO WHEN YOU SEE ME, YOU CAN BE SURE THAT IT'S A SAVAGE WORLDS BOOK FILLED WITH YUMMY GOODNESS! ACTUALLY, I FIB: SAVAGE WORLDS BOOKS ARE FILLED WITH THE NASTIEST CRITTERS, THE MOST DEVIOS VILLAINS AND THE MOST "INTERESTING TIMES" YOU CAN IMAGINE! YEAH, THOSE GOODY-GOODY HEROES (OR VILLAINS IF YOU'RE PLAYING NECESSARY EVIL) ARE GOING TO HAVE THEIR HANDS FULL! IT'S NOT CALLED SAVAGE WORLDS FOR NOTHING!

MY IMAGE IS ALSO USED TO POINT OUT WILD CARDS, THE IMPORTANT CHARACTERS IN SAVAGE WORLDS. WHEN YOU SEE A LITTLE SMILING JACK NEXT TO A NAME (LIKE:  **RONAN LYNCH**) THAT MEANS THE CHARACTER IS A WILD CARD. CHARACTERS WITHOUT A LITTLE SMILING JACK ARE MERE EXTRAS. I'M NOT JUST A PRETTY FACE!

I'M ALSO ON THE LOGO FOR "SAVAGED!" LICENSED BOOKS. THESE BOOKS HAVE BEEN APPROVED BY GREAT WHITE GAMES TO HAVE THE SAVAGE WORLDS GAME SYSTEM, AND, MORE IMPORTANTLY, BEEN JUDGED GOOD ENOUGH TO STICK MY FACE ON THE COVERS.

GREAT WHITE GAMES USED TO SELL A BUNCH OF NEAT SMILING JACK STUFF ON THE GREAT WHITE GAMES ONLINE STORE: A BAG OF "BENNIES" WITH MY FACE ON THEM, A T SHIRT WITH A FULL BODY PICTURE OF ME, AND A LITTLE REPLICA OF MY HEAD, BUT THEY'RE TRAGICALLY OUT OF PRODUCTION NOW. TRY EBAY IF YOU REALLY WANT 'EM. I'M STILL ON BOTH JOKERS IN THE SAVAGE WORLDS ACTION DECK!

WHAT'S AVAILABLE NOW

The huge list of Savage Worlds products, both available and up-coming has been split into a separate document. See the "Products & Links FAQ" for more info.

THE FIRST FIVE SAVAGE WORLDS BOOKS

The original black & white printing of the Savage Worlds rulebook has been out of print for months now. Rippers: The Horror Wars is still available for \$24.95. Evernight, 50 Fathoms and Tour of Darkness are all still available at the time of writing. They're 144 page black & white hardback books priced at \$19.95. They've recently been put on sale (originally \$29.95) and once the last print run has been sold out, you'll have to get the books as PDFs.

THE REVISED SAVAGE WORLDS RULEBOOK AND OTHERS

When the inventory of the first printing of the Savage worlds started to run low a little over one year after it was released, Shane decided to make a new revised rulebook with errata and clarifications as well as all-color artwork. There are very few rules changes between the original book and Revised. Most of the changes are cosmetic, corrections to the original text, or additions. **UPDATE:** The revised book is finally out in print! Rock On! It's 29.99 for a FULL COLOR Savage Worlds book!

More full color SW books are coming soon, including Necessary Evil (*very* soon, most likely before I update this FAQ again), the Rippers RPG and the Deadlands: The Weird West book. See the Products and Links FAQ for more info.

ORDERING THE BOOKS

In addition to buying the books in your Friendly Local Gaming Store, you can order the Savage Worlds revised rulebook and various other goodies from the website now. A few non-print things are exclusive to the website, but all the important stuff

can be ordered from your FLGS. See the Products FAQ for a list of what's currently available, and the Pinnacle / GWG website for the latest news.

LEAD MINIATURES

Both Jeff Valent Studios and Old Glory produce lead miniatures for Great White Games. You can use miniatures from other companies, of course, but certain SW books have miniatures designed for them (or vice versa) that are the real deal.

Jeff Valent Studios is a U.S. based miniatures company that currently produces miniatures for Deadlands and the upcoming Sticks & Stones. <http://www.jeffvalentstudios.com/> JVS is probably doing the miniatures for Evernight II, though there never were any for Evernight.

Old Glory produces miniatures for 50 Fathoms and Rippers. <http://www.oldgloryminiatures.com/> Vampire Wars miniatures are used for Rippers. In the back of the Tour of Darkness book, it suggests using OG's line of Vietnam figures. OG's Superfigs line is also great for Necessary Evil.

PAPER MINIATURES

"Figure Flats" are printable miniatures for Savage Worlds available in PDF format. "Cardstock Cowboys" for the Deadlands lines are cardboard miniatures, some of which are still in stock, but are also available in printable PDF form as well. Figure Flats & Cardstock Cowboys are also official Pinnacle / GWG miniatures. See the Products & Links FAQ for more on paper minis.

THE CARD DECKS

The Savage Worlds Action Deck is a high quality standard (deuce-ace, hearts, clubs, etcetera) set of oversized cards. The Action Deck is a physical card deck. The Adventure Deck is a non-standard deck of 54 cards which describe plot twists that the players can use in-game. The Adventure Deck is available as a printable PDF document with several choices of card backs and blank cards to customize the deck with. More Adventure Cards are available from the GWG website and Shark Bytes.

The old Deadlands Double Poker Deck is out of print and will probably not be reprinted again.

SAVAGE WORLDS PDFS

PDF stands for Portable Document Format. PDF documents or "PDFs" are one of the most common types of document on the Internet because any computer that has the Adobe Reader (formerly known as the Adobe Acrobat Reader) can view them.

All of the Savage Worlds books that have been published in print (except for the original black & white rulebook) are also available for sale in PDF format. The Test Drive and Showdown rules as well as most of the free Savage Worlds documents are in PDF format. Shark Bytes is in PDF format.

The Adobe Reader can be downloaded for free from Adobe's website. <http://www.adobe.com/products/acrobat/main.html>

There are many PDFs for sale at the Great White Games online store, RPGNow and DriveThruRPG. Generally, PDFs are cheaper than equivalent print books, though not all of the PDFs are available as print products. The GWG online store, called Smith & Robards, can be accessed directly from the GWG website. The 12 to Midnight and Legion Publishing Savage Worlds PDFs are available through Smith & Robards.

RPGNow is one of the first and best RPG & gaming PDF sites <http://www.rpgnow.com>

DriveThruRPG also sells PDFs and has some exclusive vendors. <http://www.drivethrurpg.com/>

SAVAGE TALES

Savage Tales are official adventures and skirmish scenarios sold in PDF format. They vary from individual adventures that only take a few sessions of play to miniatures wargame skirmishes and mini-campaign settings.

Individual adventures within a SW book are also called Savage Tales, but the term is usually used for PDF format adventures. Certain battle scenarios in the skirmish books are called Savage Tales as well.

THE SAVAGED! LICENSE & LICENSORS

Great White Games does not use the Open Gaming License. The Savaged! License is a simple license that companies can use *only with Great White Games' explicit approval*. See the Great White Games website for more info on the Savaged license.

Legion Publishing has the rights to make official supplements and adventures for Deadlands Classic, Weird Wars and Savage Worlds. <http://www.legionpublishing.co.uk/>

12 to Midnight publishes horror adventures for the d20 system and Savage Worlds. <http://www.12tomidnight.com/>

Alter Ego Software, the makers of Metacreator, have published a template for Metacreator that supports Savage Worlds. <http://www.alteregosoftware.com/>

Reality Blurs is the developer of the upcoming RunePunk setting. <http://www.realityblurs.com/>

Eric Knight is the author of the Vampire Earth books. He is working on a Savage Worlds book based on that series. <http://www.vampireearth.com/>

Ronin Arts has released some Savage Worlds PDFs. <http://www.roninarts.com/>

Double G Press is run by William Littlefield and Peter Leitch (the same guys behind Shark Bytes and the Back-up List, respectively). Current projects include Ravaged Earth¹ (pulpy, pulpy goodness) and Savage Runestryders. <http://www.doublegpress.com/>

Talisman Studios is teaming up with Action Studios to publish the official Savage Worlds version of Shaintar. <http://www.talismanstudios.com>

SHARK BYTES (AND NIBBLES)

Shark Bytes (and Shark Nibbles) is frickin' awesome. Shark Bytes, the fanzine, is an unofficial semi-quarterly 100+ page PDF magazine. Shark Nibbles, the fanzine, is an unofficial monthly 10+ page PDF magazine that's like Shark Bytes but shorter. The current issue of Shark Bytes is hosted in the Files section of the Pinnacle / GWG website. A full archive of the issues and tons, and I mean *tons*, of yummy extra bits are hosted at <http://www.sharkbytes.info/>

Shark Bytes is also important because it has official answers to rule questions, previews of official settings and articles by authors of official SW books. It's still unofficial, though.

SAVAGE WORLDS RULE QUESTIONS

Many of the common rules questions have official answers in the Shark Bytes fanzine. The column is called Feeding Frenzy. Please try to look up the answer to your question before posting it to the Yahoo Group, since it may have been answered already.

CHARACTER / TROOP BUILDING SOFTWARE

As mentioned above, Alter Ego software has also brought out a version of Metacreator that supports Savage Worlds. It includes the ability to make characters, troops and armies. It's got a small learning curve, but it's as comprehensive as character / critter / stuff managers get.

Jeff Yates has made good progress on a Java version of the Army Builder with updated Point Values! Not everything is functional at time of writing, but it's almost as functional as the official Army Builder program that hasn't been updated in quite a while, and probably will be more functional soon. <http://primaryfunction.dnsalias.net:8010/swab.html>

GREAT WHITE GAMES, PINNACLE AND STUDIO2

Pinnacle Entertainment Group was the publisher of Deadlands: The Weird West, Deadlands: Hell on Earth, Deadlands: Lost Colony and Weird Wars game lines. PEG licensed the Deadlands brand for spin-off products such as the Doomtowntown CCG and Range Wars.

¹ That's the current working title.

According to the Great White Games website: "Great White Games took over the Pinnacle Entertainment Group brands, Deadlands, Hell on Earth, Lost Colony, Weird Wars, and Fields of Honor, in 2004.

Great White Games is made up of the same key people who made your favorite games great, and are reintroducing you to them now through our award-winning Savage Worlds system."

Unofficially, Pinnacle and Great White Games is synonymous. Savage Worlds books are often referred to as Pinnacle books on the mailing lists and forums, even though they're technically not. On RPGNow, all the Savage Worlds stuff is in the "Pinnacle" section.

Studio2 now handles printing, distribution and online sales of all physical Pinnacle and Great White Games products. The Smith & Robards online store is now PDF-only.

Great White Games does not make Deadlands licensed products such as GURPS Deadlands. (GURPS Deadlands is by Steve Jackson Games. <http://www.sjgames.com>) The Pinnacle / GWG website and the Products & Links FAQ have links to all of the Deadlands licensors.

A FEW SAVAGE FANSITES

Savage Heroes pulls together a lot of the creations from the main SW Group, and play testers, to provide a variety of rules, conversions and adventures. <http://www.savageheroes.com/>

The Savage Worlds Web Ring: <http://c.webring.com/hub?ring=savageworlds&id=3&hub>

Brent Wolke's website is at <http://www.geocities.com/gameworlds>

Jason Young's website is at <http://jnryoung.home.attbi.com/j/sw/>

Randy Mosiondz's website is at <http://members.shaw.ca/mosiondz/>

The Dragonsfoot website, which is primarily devoted to "classic" D&D (OD&D, AD&D1, AD&D2) also has a Savage Worlds section and forum. The SW files section is at <http://www.dragonsfoot.org/sw/> and the forum is at <http://www.dragonsfoot.org/forums/>

The Backup List's website has a **complete** archive of every creation posted to the Yahoo Group's files section, including many that were deleted from the files section to make room. <http://savage.lythia.com/>

The Savage Worlds Weblog is updated frequently with new Savage Worlds characters from sources such as The Incredibles and the original Flash Gordon. <http://savageworlds.blogspot.com/>

Many more Savage Worlds links are available in the Links FAQ and the links section on the Savage Worlds Yahoo Group.

WHAT TO DO WITH COOL CONVERSION / ADVENTURE / SETTING IDEAS

If you want to write an article for Shark Bytes, get in contact with William Littlefield, the editor. His contact info should be in the latest issue.

If you just want to write something to publish for free on the Web, Shane asks that you include a short legal statement somewhere in the document, preferably on the title page. For Savage Worlds, the statement should say "Savage Worlds is Copyright 2003 Great White Games, Inc.", without the quotes, of course. You should also add any other copyrights or trademarks in the statement that you mention, like we did on the first page of this FAQ.

If you want to try and submit something to Pinnacle for professional publication, download the Submission Kit from the official website and follow the instructions in it.

If you really want to try to publish something under the Savaged license, you should either have several good products out, like a few good d20 adventures, or know Shane personally or be established as a maker of quality stuff. If none of the above fits you, you can still try Double G Press, who take non-solicited proposals.

PLAYTESTERS

Unless you know the Great White Games staff personally, or you're writing a Savage Setting book, you probably won't get to playtest any official SW books before they come out. That said, you can always help out with a homebrew conversion or playtest your own stuff. You may get a chance with the licensed publishers, but see their individual websites for specific policies.

WHERE THE NAME "SAVAGE WORLDS" CAME FROM

We asked Shane on the Savage Worlds Group, and this is his reply:

"Actually, it's a long story. Way back in September of 2001, on September 11th, actually, I was asked by United States Playing Card Company to pitch them some games. (These are the guys who make Bicycle playing cards, are really huge, and owned Journeyman Press--who makes Zombies--before they shut that division down.) It's a long story about why I wasn't going to do these through PEG, but suffice it to say there was some serious money involved.

(Quick aside. I had to make the pitch for these games while the TV was showing the events of Sept. 11th. You can imagine how tough that was. Despite that though, I was told by the VP there that they were sold. Unfortunately, their whole division got closed down a few weeks later and he went to Microsoft. Sigh. :))

Both games were very cool. One was high-end (think WizKids type stuff) and the other was more "get your feet wet with some licenses." The first was Blood Moon, which will eventually be a Savage Setting now, but not with the painted minis, poster maps, etc. I had pitched to USPC (too much capital for a little guy like me).

The second was a series of licensed D20 products like Conan, Solomon Kane, Flash Gordon, etc (pulp properties). They'd come in "coffee table" type leather-bound books that would sell to collectors as well as gamers. The series title was "Savage Worlds."

The game I later started working on was originally called Wild Cards, because I'd actually started on it about 4 years ago [editor's note: that means sometime in 1999], but had left it laying when I was voted down by certain members of the company who are no longer around. I didn't want to call it Wild Cards, both because of the obvious confusion with George RR Martin's superhero property, and because it didn't really sound like a game line--just a game system.

So very early on in the actual playtest cycle, it became--officially--Savage Worlds.

Why I chose it is because that's the kind of worlds I like. I like tough campaign scenarios where survival itself is the ultimate goal. I like 'em dark, so that your heroes truly shine. I like 'em tough, so that those who survive do so because they used their wits as well as their stats. I like 'em savage. :))"

Shane has also written a more in-depth essay on the origins of Savage Worlds for Shark Bytes #1 called Smilin' Jack Speaks.

GAMING GUARDIANS & CITY OF HEROES & OTHER SHANE STUFF

You may have heard of Shane through Gaming Guardians or City of Heroes. In Gaming Guardians, the Shane Hensley character is an EEEEEVIL caricature of the real Shane, who is actually a really nice guy. Meanwhile, in real life, Shane is the head writer for City of Villains, a major expansion for the City of Heroes online game. So, yeah, they are all the same Shane Hensley.

Other non-Pinnacle/GWG projects Shane has done include Fistful o' Zombies and the Army of Darkness RPG for Eden Studios, many RPG supplements for West End Games and many computer games for SSI. See the GWG website for biographical info on all GWG employees.

WHO'S WHO

Originally I was going to do a comprehensive "Who's Who FAQ", but I realized a brief list was a better use of my time. So here is a short summary of the most important people related to Savage Worlds. If you wish to contact them, use the various web links in this FAQ to figure out what email address(s) to use.

Black, Clint: Author of Necessary Evil

Blewer, Dave: Author of Sundered Skies

Bradley, Peter: Did some art for the 50 Fathoms Companion

Curry, Butch: Author of the Savage Beasts (unofficial) massive compilation of monsters. It's hosted on the Shark Bytes website.

DeForrest, Matthew: Author of Dragon Kings, Takanak City Tales, and Weird Wars: Wilderness Wars.

Engle, Jason: Designed the cover of the revised Savage Worlds rulebook.

Fannon, Sean Patrick: Author of Shaintar: Immortal Legends.

Flory, B.D.: Author of Evernight II: The Cradle of Midnight as well as Dthe eadlands Reloaded books.

Finster, Markus: Wrote the Prisoner of Pain Savage Tale.

Frey, Marguerite: Moderator of the Yahoo Group.

Thomas, Gary: (a.k.a. "Screenmonkey") The original owner and founder of the Yahoo Group.

Hensley, Shane: The guy who started it all. Author of the Savage Worlds rulebook, Evernight, 50 Fathoms, Deadlands: The Weird West, The Great Rail Wars and Deadlands: Hell on Earth. Shane's official title at GWG is CEO.

Hensley, Michelle: Shane's wife, who used to work at Pinnacle.

Hopp, Andy: Author and illustrator of Low Life

Knight, Eric: Author of the Vampire Wars series, soon to be a Savage Worlds book.

Korys, Piotr: Wrote some Savage Weird Wars stuff for Legion Publishing.

Littlefield, William: (a.k.a. "JB") Editor of Shark Bytes and one of the biggest, if not the biggest, Savage Worlds fan. He now also runs Double G Press with Peter Leitch.

Leitch, Peter: (a.k.a. "Leitchy") Owner of the Backup Group, Shark Bytes webmaster and internet guru. He now also runs Double G Press with William Littlefeild.

Lucas, Simon: Now with Legion Publishing, Simon also helped out at Great White Games for a while.

Lusk, Rob: Author of Sticks & Stones

Mather, Matthew: (a.k.a. "Mad Tinkerer") Co-owner of the main Yahoo Group and maintainer of the unofficial Savage Worlds FAQs. Also wrote Savage Fu for Shark Nibbles #3 and proofread the Savage Worlds revised rulebook.

Marcio: Did the Figure Flats for 50F Companion.

Montesa, Mike: Author of the Savage Worlds version of Weird War II.

Mosiondz, Randy: Author of Noble Deceit and the upcoming Forsaken. Also contributed monsters to each of the Reloaded books.

Named, The Author Who Must Not Be: Shane has mentioned that he is trying to get permission to make a Savage Worlds book based on this mysterious person's books. I am allowed to tell you that the Author WMNBN is a human being and not an alien, sasquatch or Lovecraftian horror. Other than that, I fear the consequences are too great to reveal more...

Preston, Sean: President of Reality Blurs and author of Runepunk.

Pyle, Scott: Co-author of Necessary Evil

Ringersma, Dirk: Part-time editor.

Ross, Dave: Maintainer of the Savage Heroes site, which hosts much fan-created stuff for SW.

Sparkes, Zeke: Creative Director, Webmaster and President of Great White Games. Also a graphic designer, and co-creator of Savage Worlds.

Sofian, Terry: Author of For Hive Queen and Country

Storn: Illustrator for Necessary Evil and probably more SW books to come.

Taylor, Michael: (a.k.a. Faramir) Owner of the Savage Worlds Showdown Yahoo Group.

Teller, The Mysterious: Little is known about him other than he wrote Tour of Darkness and a bunch of stuff for Deadlands Hell on Earth Classic.

Unger, Joe: Author of Red Rising

Wackwitz, Brian: Created the Smiling Jack illustration.

Wade-Williams, Paul: (a.k.a. "Wiggy") Author of Slipstream (and several other yet to be mentioned Savage Worlds projects). First known full-time freelancer for Great White Games.

Wolke, Brent: Author of Scairy Tales, and editor for Joe Unger's Red Rising.

Wright, Cheyenne: Illustrator of many Savage Worlds books and accessories.

Young, Jason: Author of The Highwater War, and editor of Dave Blewer's Sundered Skies.

GLOSSARY OF COMMONLY USED TERMS & ABBREVIATIONS

50F: 50 Fathoms, a Savage Setting book

Backup List: The one at <http://savage.lythia.com>

Campaign: A series of linked adventures or battle scenarios.

Classic: In this case, the proprietary set of rules used in Pinnacle games other than d20 and Savage Worlds. "Deadlands Classic" is the rules developed for and first used in the original version of Deadlands: The Weird West and later used in the original versions of Deadlands: Hell on Earth, Deadlands: Lost Colony and Brave New World (a short-lived Superhero game). New adventures for Deadlands Classic are being written by Legion publishing.

Conversion: Guidelines on how to translate things from one game system to another. Example: the Deadlands Conversion allows translation of characters and critters from Deadlands Classic to Savage Worlds.

d20 System: A set of rules developed by Wizards of the Coast that is used in Dungeons & Dragons, d20 Modern and the official Star Wars RPG. The d20 rules are also used the d20 editions of Deadlands: The Weird West and Deadlands: Hell on Earth. Deadlands: Lost Colony is "dual statted" for both Classic and d20 rules.

DL: Deadlands. Generally refers to Deadlands: The Weird West setting using the Classic rules.

DLd20: Deadlands d20. The d20 version of the Deadlands: The Weird West setting.

DL:R: Deadlands: Reloaded, the working title of the upcoming Savage Worlds versions of the Deadlands settings.

Dual Statted: Refers to books or documents that have statistics for more than one set of RPG rules.

EN: Evernight, the Savage Worlds setting.

Fanzine: A free (or cheap) periodical maintained by fans and written for fans of a particular thing.

FAQ: Frequently Asked Questions. The term is also used for documents that contain the answers to those questions, such as this one.

FFF: "Fast! Furious! Fun!" the motto of Savage Worlds.

FLGS: Friendly Local Gaming Shop, sometimes just LGS.

Forums, The: "The Forums" usually means the official Great White Games / Pinnacle forums.

GM: Game Master

Group, The: Generally, the Savage Worlds Yahoo Group.

GRW: Great Rail Wars, a set of miniatures wargame rules that Savage Worlds was developed from.

GWG: Great White Games. Although Pinnacle still exists and is unofficially considered to be the publisher of Savage Worlds by fans, Great White Games is the official publisher of all Savage Worlds books. Both are owned by Shane.

HoE: Deadlands: Hell on Earth (Classic). HoEd20 refers to the d20 version.

Homebrew: Slang for something a fan has written based on an official published work.

LC: Deadlands: Lost Colony (Classic). LCd20 refers to the d20 version (in the same book).

LL: Low Life, an upcoming Savage Setting.

NE: Necessary Evil, a Savage Setting.

NPC: Non-Player Character, a character controlled and role-played by the GM. (NPC allies can be controlled in combat by the players.)

PC: Player Character, a character that a player controls and role-plays. Generally, PCs in Savage Worlds are called "Heroes".

Pinnacle/PEG: Short for Pinnacle Entertainment Group, the publisher of Classic Deadlands.

Polyhedron/Polyhedral: Polyhedral dice have various number of sides. "Regular" dice found in monopoly sets and casinos have six sides. Polyhedral dice generally come with 4, 6, 8, 10, 12 or 20 sides and have numbers instead of dots printed on them ranging from 1 to the total number of sides on the die.. Most hobby, gaming and even some comic book stores can order polyhedral dice if you can't find any.

... Reloaded: Refers to one of the Deadlands Savage Worlds remakes such as Hell On Earth Reloaded. The "Reloaded" titles may not actually be the final titles of the books. "Deadlands Reloaded" usually means the whole series but sometimes just the Weird West book.

RPG: Role-playing Game, a type of game where players each take the role of one character and the Game Master (or Marshal if you're playing Deadlands) takes the role of everything else.

Sandbox: An "official" compilation of fan-created rules for Savage Worlds hosted on the GWG site. A precursor to Shark Bytes.

Savage...: Usually when something is referred to as a "Savage" something that means it uses the Savage Worlds rules. So Hamsters d20 would be a d20 system supplement about hamsters and Savage Hamsters would be the Savage Worlds version of Hamsters.

Savaged!: The "Savaged!" license gives third party publishers the official Smiling Jack stamp of approval.

Savage Setting: An official campaign for Savage Worlds.

Savage Tales: Savage Tales are either separate adventures for various settings (usually found for download) or individual encounters and adventures within the setting of a Plot Point book.

SB: Shark Bytes, the officially supported unofficial fanzine.

Stats: Statistics.

SW: Savage Worlds, a set of RPG and miniatures wargaming rules (of course).

The "other" SW: Star Wars. (You know what Star Wars is. Admit it.)

Tuesday Update: Zeke or Shane update the Pinnacle / GWG website every Tuesday.

ToD: Tour of Darkness

URL: Uniform Resource Link, the address of anything on the Internet.

Wargaming / Skirmish: a type of game where each player controls an army (or faction on the side of a fight). Miniatures Wargaming involves miniatures or figures representing the troops, and usually takes place on a "skirmish" scale with each figure representing what it looks like instead of one or a few figures (or tokens) representing a larger force. Great Rail Wars and Rippers: The Horror Wars are skirmish wargames.

Weird Wars: a series of settings loosely based on actual historic wars, generally with a supernatural twist.

White Wolf: publishers of the World of Darkness games.

WotC: Wizards of the Coast, the publishers of Dungeons & Dragons.

YMMV: Your Mileage May Vary. You may have a different point of view.