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Apocalypse Prevention, Inc. (3EG001SW, Savage Worlds)



Synopsis

Join the fight to protect earth - Now using the Savage Worlds ruleset! Monsters and demons have existed on Earth since its inception, terrorizing humanity throughout history. But some of them decided to fight back, creating a company of like-minded beings (even other demons) to defend the Earth from supernatural threats. Today, the shadow company has it's hands in every facet of life all around the globe, using this grasp to police supernatural activity. Demon races that live on Earth (i.e. the aquatic Lochs, shape-shifting Changelings, or even the pyrotechnic Burners) have joined the company as well, ensuring their safety as well as humanity's. Each agent arms themselves in a different way, but all stand as the last chance for Earth's defense against countless dimensional and magical enemies. Apocalypse Prevention, Inc. details everything you need to become agents and protect the Earth. - Full details regarding API, their methods and motivations - 12 playable races, from Humans to the vampiric Taylari and the lunatic Wolf People - New systems for Magic and Cybernetics - A host of new Edges and Hindrances, including new Martial Arts Edges

Book Information

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Customer Reviews

I've been collecting the Savage Worlds books ... this is one of the rare GREAT books for the system. In RPG's, crunch is rules, and fluff is art&story elements. In Apocalypse Prevention, the fluff is that your team is preventing the next alien invasion, mutant plague, eldrich horror, ancient curse, or destabilizing physics experiment. Playable races each have a 2-page spread - Humans, Burners, Changelings, Husks, Hidden Folk, Lochs, Ondine, Spectrals, Taylari (vampires), Wolf People, Carriers, Oracles. Six pages of different cybernetic implants. Fifty pages of magic spells. 60 pages

of ideas for running the world of API. 8 pages of new monsters. This is a packed, highly crunchy, excellently made book. Highly recommended for Savage World fans.

1. Concept You and your party are part of a global organization that prevents calamities whether supernatural or otherwise. There isn't a Plot Point Campaign here or any clear Villain(s). 2. The Character Creation The book gives several choices on race as well as rewriting several Martial Arts. One race has to take an action in order to lower its defences so it can move (living statues). Gear is varied but mostly useless unless specifically given or asked for ahead of time. 3. The World This setting is mostly Our Reality with the public mostly unaware of the constant fight to keep the world safe. (Think Hellboy, Buffy, Angel, or Men in Black) It gives details on certain cities or countries, mostly covering the entities that live there and the like. 4. Bestiary Hardly even one to speak about. What creatures are in this book will either TPK or will bore the players. 5. The System Savage Worlds is the gaming system that this setting uses. If you haven't played it, it is awesome. The core rulebook is needed to play this book, it's only \$10 new. Can't praise Savage Worlds enough. 6. Conclusion I tried to use this book, and my players asked politely to go back to other game worlds. My opinion, obviously. I would recommend other books in the Savage Worlds line first and wouldn't recommend this one.

I wasn't sure what to expect from API. I'm not a huge fan of settings that have a lot of new character races or that change the core rules too much. API is the exception. It's well written, with great illustrations. The changes it makes to the magic system are inspired and the new races are almost all interesting. This is one of the best Savage Worlds licensee books available right now. The only thing missing is a plot point campaign. I just hope that Third Eye games releases more material for API.

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