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# RunePunk (Savage Worlds) (REB10001)



## Synopsis

RunePunk is dark steampunk fantasy in an urban environment like no other. Characters become ghosts, demons, mechanized men, ratlike folk, and the remnants of humanity in their roles as runecasters, shadowpriests, inventors, chemists, demonologists, among others. The extradimensional city of ScatterPoint is full of shadows and steam. Find out what secrets lie within. A comprehensive setting for use with the award-winning Savage Worlds game system, RunePunk is a complete Plot Point campaign and contains comprehensive rules for character creation, new edges, new powers, adventure generators, and more!

## Book Information

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## Customer Reviews

You can read the description for the exact details of the setting but I'll cut right to the chase. The production values on this book are horrific. Some sections are just plain UGLY. It's not just that the artwork is poorly rendered, but in some cases it's so bad that it distracts the reader. Font choices are questionable and in one particular case a race is split between two pages so it's not immediately clear what's being described. This kind of amateurish presentation plagues the entire book. It's disappointing to see in an otherwise interesting, unique and wonderful setting. The material is more than usable and if you love books like *Perdido Street Station* and the rest of that genre you'll love this book. Normally I don't knock a product on sheer visuals alone but it's so glaringly awful this case I feel a bit robbed in paying the cover price for the book. It is in color and it's a well bound book. It doesn't feel cheap but I'd have rather had less artwork than some of the things that are presented in this book. Not everyone can afford top notch artists and designers but this book looks like they didn't even have mediocre ones. Don't get me wrong I love *Savage Worlds*, I like this

setting, but for the money the final product is just God awful.

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