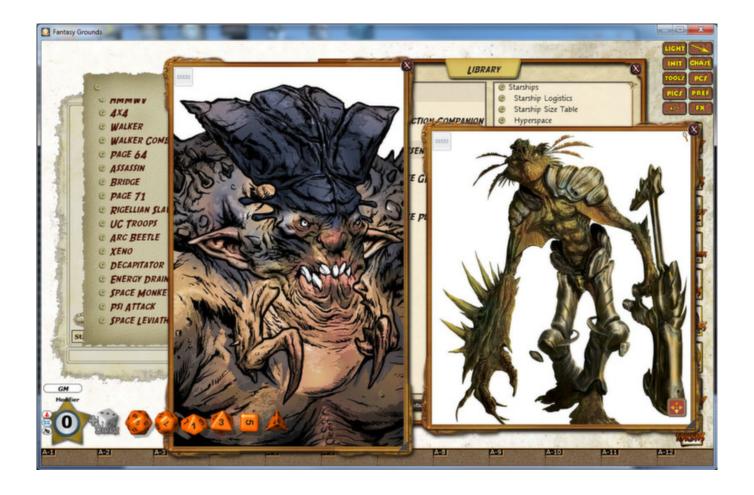Fantasy Grounds - Savage Worlds: Science Fiction Companion Ativador Download [portable Edition]

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About This Content

Library Module for Fantasy Grounds

There are places far beyond the familiar bounds of Earth. Some lie twinkling in the distant starfields, waiting to be discovered by intrepid explorers or conquered by legions of space marines. Others are just around the corner in time, a near future where hovertanks race across blasted battlefields, cyberware replaces organic limbs, and robots serve humanity—or attempt to annihilate it.

The Savage Worlds Science Fiction Companion contains new races, Edges and Hindrances, Setting Rules, gear, cyberware, and numerous strange creatures from across the galaxy. It also includes detailed but simple rules for players and Game Masters to create their own robots, power armor, vehicles, starships, walkers and more to travel to the stars…and beyond!

This product contains NPC entries, Vehicles, Starships, Robots, etc.

Requires: A Fantasy Grounds full or ultimate license and the Savage Worlds v3.2+ Ruleset

Fantasy Grounds II Conversion: Kevin Doswell

Title: Fantasy Grounds - Savage Worlds: Science Fiction Companion
Genre: Indie, RPG
Developer:
SmiteWorks USA, LLC
Release Date: 30 May, 2014

 a09c17d780

Minimum:

OS: Windows XP, Vista, 7x or 8x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: n/a

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

Fantasy Grounds

LIGHT | INIT CHASE | TOOLS PCS | PICS PREF | +/- FX

LIBRARY

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SCIENCE FICTION COMPANION

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Vehicle Logistics

STARSHIP SIZE TABLE

Vehicle	Size	Acc	TS	Climb	Toughness	Mods	Crew	Energy	Cost
Base Models									
Small	6	50	700	3	20 (5)	20	1	25	$2M
Medium		45	600	2	25 (6)	25	5	100	$5M
Large									
Huge									
Giant									
Garg									
Beh...									
Levi									
Worl									

STOCK STARSHIPS

Vehicle	Size	Acc	TS	Climb
Stock				
Battleship Light	20	25	250	-1
Bomber	8	45	600	2
Carrier, Strike	24	10	50	-2
Cutter	12	50	600	1
Dropship	8	45	600	2
Fighter	6	70	900	3

Above are a number of example starships created us... can be used straight off the page, modified with any r... your own designs.

Bridge Crew: Large ships and greater usually have ... Communications officer, Chief Engineer, Medical Offic... Weapons Officer or gunner for each weapon.

Weapons: Note that 4× Quad Linked Light Lasers me...

Trappings

Pirate Ship

Acceleration: 50   Top Speed: 600

Toughness: 35 (8)

Crew: 50   Cost: $28.77M

Size: 12   Climb: 1

Notes:

AI, AMCM, Deflector Screens, Galactic Sensor
Suite, Shields, 2xSpeed, Targeting System

Weapons

Name:	Damage:	Weapon Notes
Light Laser	+2	AP 5, HW, Dual linked
Medium Laser	+2	AP 10, HW, Dual linked
Torpedo, Heavy	0	AP 80, HW, LBT, Fixed
Torpedo, Light	0	AP 40, HW, LBT

GM

Modifier

0

Combat | Main

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- RANGED WEAPONS

PERSONAL EQ

Item	Cost*	Weight	Notes
□ Gear			
3D Printer	$500	10	
Adhesive Patches	$20	1	
Beacon	$2000	5	
Binoculars	$250	2	
Camouflage Suit	$250	2	
Cargo Loader	$200K	2000	
Commlink	$100	0.0625	
Cyber Deck	$1000	2	
Energy Sheet	$200	1	
Energy Tent	$500	2	
Exoskeleton	$1000C	5	
Force Field Generator, Personal:	$500K	30	

Below are a number of items to supplement the regular equipment li
should be available in standard science fiction settings. The Game M
contemporary items are lighter, cheaper (or more expensive), or mo
generally the same.

Camouflage Suit

Cost	$250
Weight	2

This is an LED suit, cloak, or poncho that copies
and displays the surroundings to hide the user.
Viewers beyond 50 feet subtract 4 from their
Notice rolls to spot or hit the target as long as
he moves no faster than 3" per round. At
shorter distances, the sheen of the suit can be
seen so the penalty is only -2. (2 lb, $250)

Fantasy Grounds

LIGHT

INIT CHASE

TOOLS PCS

PICS PREF

+/- FX

LIBRARY

Chassis	Size	Pace	Strength	Toughness	Mods	Crew	Cost
Stock Models							
Anti-Infrantry	6	24	d12+4	20 (5)			
Assault	8	18	d12+6	33 (14)			
Brawler	8	18	d12+6	33 (14)			
Heavy	10	12	d12+8	42 (20)			
Scout	6	36	d12+4	26 (11)			
Stealth Walker	6	24	d12+4	20 (5)			

Starships
Starship Logistics
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Custom Starships
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Starship Modifications

XENOS

- ACID PITCHER
- ARC BEETLE
- AVROK
- BARBED TONGUED LIZARD
- BATSPIDER
- BLEEDER RABBIT
- BOMBARDIER BIRD
- BONE SPIDER
- BORE WORM SWARM
- BRISTLED GORER
- CRAB. GIANT
- CREATURE FROM THE ID
- CYBER DOG
- DEATH WORM
- DECAPITATOR
- DEEP DIVER
- DRAGON
- EARTHQUAKE BEAST
- EEL. GIANT
- EMOTOR
- ENERGY DRAINER

Brawler

Acceleration: ____   Top Speed: 18

Toughness: 33 (14)

Crew: 1   Cost: $5.165M

Size: 8   Str: d12+6

Notes:

4xArmor, Close Combat Weapon, Deflector Screens, Jump Jets, Shields, Strength Enhancement

Weapons

Name	Damage	Weapon Notes
Missile, Heavy	0	AP 15,HW, MBT
Rail Gun 4	+2	HW, Dual-linked

Mucus Frog

Abilities	Agi	Sma	Spi	Str	Vig

Derived	Pace	Parry	Tough	Armor	Cha
	4	4	6	0	0

Skills
- Fighting   Notice
- Shooting (10)   Stealth (6)
- Swimming (6)

Attacks   Damage   Notes
Mucus   0   See notes

Special
- Amphibious
- Dependency (Water)
- Leap
- Mucus

GM
Modifier
0

Could have been good but the modifications are all all combined under 'items' - so you don't know which is for vehicles, ships, armor, etc. Many have the same title so it's really disorganized.

Ambient DM crack+all fatal errors fixed

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