

## Fantasy Grounds - Savage Worlds Ruleset Crack 64 Bit



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### About This Content

## Savage Worlds Deluxe Ruleset v3.4.1

Pinnacle Entertainment Group

This Fantasy Grounds II update to this award-winning RPG product is now available! Everything, and we mean everything, you need to play Savage Worlds is now built directly into our updated interface: card dealing initiatives, wild dice, a card dealing combat tracker that is shareable with the players, and drag-and-drop dice directly from the character sheet are now possible with this Fantasy Grounds II upgrade!

3.2 upgrades include bug fixes, new drag and drop capabilities for equipment and armor. Drag and drop NPCs from anywhere to the PC window to create a PC character, speech bubbles, close icons on most windows and many additional features. Refer to the changelog for more info.

Welcome to a revolution in gaming! Savage Worlds' a merger of the best ideas in roleplaying and miniature games! What's so

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revolutionary' We're glad you asked!

- It's Fast! Savage Worlds is the fastest and easiest fully-detailed roleplaying game you'll ever play! You can fight out massive battles quickly and easily with your heroes' allies and minions in one simple, fast-playing system!
- It's Furious! Characters gain awesome new abilities quickly, raising their attributes and skills and gaining powerful and exciting new Edges!
- It's Fun! Savage Worlds was designed to be a Game Master's dream! GMs can write adventures, create new villains and monsters, and run epic tales, all without lots of bookkeeping. And you won't need computer programs, three rule books, and a half-dozen setting books to do it. You'll find everything you need right here and in the Savage Setting of your choice!
- It's also a Miniatures Game! Savage Worlds works as a miniatures battle game as well as an RPG. That means you can fight out your heroes' epic battles to save the world right on the table-top! Or you can play a competitive battle with troops of your own design!
- It's Complete! Savage Worlds was designed to be used with any genre from swashbuckling pirates to superheroes and sci-fi. Inside you'll find complete and simple rules for epic heroes, vehicles, chases, magic, superpowers, mass battles, skirmishes, and even guidelines for designing your own races and worlds!

... and now with the Savage Worlds Ruleset you can play this fast-paced game online using the virtual desktop software Fantasy Grounds II!

What is include in The Savage Worlds Ruleset for Fantasy Grounds II:

- All of the rules presented in the Savage Worlds core product, converted to easy-to-access links on your Fantasy Grounds desktop.
- Easy to follow instructions for the Savage Worlds players and game masters unfamiliar with Fantasy Grounds, and how to use the Fantasy Grounds software for special SW game mechanics.

Updated for v3:

- Addition of bennies for use by GM and players!
- New mini-sheets for character sheet.
- Addition of optional damage die!
- ... and many bugs squashed from previous versions!!!

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Title: Fantasy Grounds - Savage Worlds Ruleset  
Genre: RPG  
Developer:  
SmiteWorks USA, LLC  
Publisher:  
SmiteWorks USA, LLC  
Release Date: 9 May, 2014

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**Minimum:**

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

**Processor:** 1.6 GHz processor or higher

**Memory:** 1 GB RAM

**DirectX:** Version 9.0

**Network:** Broadband Internet connection

**Storage:** 9 MB available space

English

Fantasy Grounds

LIGHT INIT TOOLZ  
PCF PICF  
MOD PREF  
FX

Rev Grimme: A stout hickory stick damage 9

SW Local (Rev Grimme): and for the raise

Rev Grimme: [Avatar]

GM: The bear is stru... bearing. No pu...

GM: Spirit [Avatar]

Campaign saved.

Bear, Large: growl...

Rev Grimme has been awarde...

Rev Grimme has been awarde...

Bear, Large: Here's...

Campaign saved.

Rev Grimme: Persuas...

Campaign saved.

Campaign saved.

Doc Holliday has been awarde...

Doc Holliday has been awarde...

Doc Holliday has been awarde...

Campaign saved.

GM Bear, La...

## CHARACTER SELECTION

Brent Hardcastle Owned by: Sam	Amelia Valentine Owned by: Sam
Velgur An Owned by: Doug	Dagda Mor Owned by: Doug
Fal Takaki Owned by: Doug	Captain Ani Blaze Owned by: Doug
Rev Grimme Local	

STORY

MAPS

PERSONALITIES

ITEMS

VEHICLES

WORLD

LIBRARY

TOOLBOX

### CHAPTER THREE: GAME RULES

It's time to learn how to actually play the game. Don't worry--it's not hard! You'll be ready to go in no time!

- WILD CARDS & DAKARNS
- TRAIT TESTS
- BENNIES
- COMBAT
- INITIATIVE
- ACTIONS
- ATTACKS
- SPECIAL RULES
- TESTS OF WILL
- DAMAGE
- HEALING

#### SPECIAL RULES

**DEFEND**

**DISARM**

**DOUBLE TAPS & THREE ROUND BURSTS**

**THE DROP**

**FINISHING MOVE**

A completely helpless victim (bound, unconscious, etc) may be dispatched with a lethal weapon of some sort as an action. This is automatic unless the GM decides there's a special situation, such as a particularly tough or naturally armored victim, a chance for escape, and so on.

The killer must usually dispatch his foe up close and personal, but the GM may occasionally let finishing moves be performed at range.

**FIRING INTO MELEE**

**FULL DEFENSE**

**GANGING UP**

**GRAPPLING**

**INNOCENT BYSTANDERS**

**NONLETHAL DAMAGE**

A character who wants to beat someone up without killing them can choose to do nonlethal damage. This requires the attacker use only fists or a blunt weapon of some sort. Edged weapons may be used

Modifier

0

**Fantasy Grounds**



Rev Grimme



Doc Holliday

Rev Grimme

XP: 0

Bennies: 

Power Points: 12 / 20

Human

Veteran

**ATTRIBUTES**

AGILITY

SMARTS 0

SPIRIT 0

STRENGTH

VIGOR 0

**DERIVED STATS**

Base		Total
6	PACE	6
9	PARRY	11
8	TOUGHNESS	8
0	CHARISMA	8

Wounds

Fatigue

INIT

TOOL/ PC/

PIC/ MOD

PREF

FX

**Chat Log:**

Rev Grimme: The lord will smite thy wickedness!

Rev Grimme: Fighting +2

GM: You scored a hit and rolled a 10!

Rev Grimme: A stout hickory stick disarms the bear!

GM: The bear is struck sour on the hickory. No pun intended.

Bear, Large: growl...

Rev Grimme has been awarded a benefit!

Bear, Large: Here's two for you!

**WEAPONS**

Name	Range	ROP	Damage	Wt	Weapon
A stout hickory stick			0		Drain

**Card Deck:**

Card	Name	Wounds
	Rev Grimme	Ferry 11 Toughness 8
	Bear, Large	Ferry 6 Toughness 10
	Werewolf	Ferry 9 Toughness 7
	Cannibals	Ferry 7 Toughness 6

**HUD:**

Health: 0

Inventory: 

Fantasy Grounds

LIGHT

INIT TOOLZ

PCF PICF

MOD PREF

FX

STORY

MAPS

PREPARED

Rev Grim

GM (Bear, L)

Modifier

0

A-1 A-2 A-3 A-4

Shields protect only Weight value is the

### SUMMARIES

- CHARACTER CREATION SUMMARY
- EDGES QUICK LINKS
- EDGES SUMMARY TABLE
- HIND
- SKILL

### HAND WEAPONS

Type	Damage	Weight	Cost	Notes
<b>Medieval - Blades</b>				
Dagger	Str+d4	1	25	-
Great Sword	Str+d10	12	400	Parry -1, 2 hands
Flail	Str+d6	8	200	Ignores Shield Parry and Cover bonus
Katana				
Long Sword				
Rapier				
Short Sword				
<b>Medieval - Axes and M</b>				
Axe				
Battle Axe				
Great Axe				
Maul				
Warhammer				
<b>Medieval - Pole Arms</b>				
Halberd				
Lance				
Pike				
Staff				
Spear				
<b>Modern</b>				
Bangstick				
Bayonet				
Billy Club/Baton				
Brass knuckles				
Chainsaw				
Switchblade				
Survival knife				
<b>Futuristic</b>				
Molecular knife				
Molecular sword				
Laser Sword				

### ARMOR

Type	Armor	Weight	Cost	Notes
<b>Medieval - Personal</b>				
Leather				
Chain hauberk				
Plate corselet				
Plate arms (var				
Plate leggings (				
Pot Helm				
Steel Helmet (e				
<b>Medieval - Ba</b>				
Plate barding				
<b>Medieval - Sh</b>				
Small Shield (B				
Medium Shield				
Large Shield (K				
<b>Modern</b>				
Flak Jacket				
Kevlar Vest				
Kevlar Vest w/e				
Motorcycle helm				
Steel Pot (helm				
<b>Futuristic</b>				
Infantry Battle				
Hard Armor				
Powered Armor				
Powered Armor				
Powered Armor				

### LIBRARY

**Savage Worlds Essentials**

**SWEX GM GUIDE**

**SWEX PLAYER GUIDE**

- Credits/Legal
- Quick Links
- Introduction
- Chapter One: Character Creation
- Skills Listing
- Common Knowledge
- Hindrances
- Edges
- Advancement
- Summaries
- Chapter Two: Gear
- Armor
- Hand Weapons
- Ranged Weapons & Accessories
- Mundane Items
- Special Weapons
- Ammunition
- Vehicle Notes/Listing
- Chapter Three: Game Rules
- Wild Cards & Extras
- Trait Tests
- Bennies
- Combat

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