



Download ->>>>>> <http://bit.ly/2SHXZtp>

## 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

---

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!!!

---

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

a09c17d780

**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

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 Owned by: Local	

LIGHT

INIT TOOLZ

PCF PICF

MOD PREF

FX

STORY

MAPS

PERSONALITIES

PREPARED

ITEMS

VEHICLES

WORLD

LIBRARY

TOOLBOX

Modifier

0

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

### 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

**Fantasy Grounds**

**Rev Grimme**  
 Campaign saved.  
 Rev Grimme: The lord will strengthen my arm as I smite thy wicked Bear!  
 Rev Grimme: Fighting +2 **+2**  
 Rev Grimme: Fighting +2 **10**  
 GM: You scored a hit and raise  
 Rev Grimme: A stout hickory stick damage **9**  
 Rev Grimme: A stout hickory stick damage **9**  
 SW Local (Rev Grimme): and for the raise  
 Rev Grimme: **4**  
 GM: The bear is struck soundly and has lost it's bearing. No pun intended  
 GM: Spirit **? 2**  
 Campaign saved.  
 Bear, Large: growl...

GM **Bear, L...**

**Combat Window**

Card	Name	Ferry	Toughness	Armor
Rev Grimme	Rev Grimme	11	8	0
Bear, Large	Bear, Large	6	10	0
Werewolf	Werewolf	9	7	0
Cannibals	Cannibals	7	6	0

**Character Sheet: Bear, Large**

**Abilities:** Agi 0, Sma 0, Str **+4**, Int 0, Vig 0

**Derived:** Dex 8, Ferry 6, Tough (Armor) 10, Cha 0

**Skills:** Fighting, Notice, Guts, Swim

**Attacks:** Name: Claws, Damage: +4, Weapon Notes:

**Special:** Bear Hug, Size +2

**BEAR HUG**  
 [Monstrous Ability]  
 Requirements  
 Description  
 Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.

**RIGHT SIDEBAR:** LIGHT, INIT, TOOL, PCF, PICF, MOD, PREF, FX, STORY, MAGE, FANTASY, WARRIORS, BATTLE, LIBRARY, RAGNAR

**Bottom:** Healthier 0, dice (0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12), A-1 to A-12

**Fantasy Grounds**

Rev Grimme
 Doc Holiday

~svr local~ connected  
 Campaign saved.  
 Rev Grimme: < And the lord said, Let them eat meat!  
 Doc Holiday:   
 Doc Holiday: I'll be your huckleberry  
 Rev Grimme: Blasphemer!  
**Round 1**  
 Dealing cards...  
 Rev Grimme was dealt the Jack of Diamonds, the Three of Diamonds and the King of Hearts.  
 Rev Grimme uses the King of Hearts.  
**Rev Grimme**  
 Campaign saved.  
 Rev Grimme: The lord will strengthen my arm as I smite thy wicked Bear!  
 Rev Grimme: Fighting +2 **+2**  
 Rev Grimme: Fighting +2 **10**  
 GM: You scored a hit and raise  
 OOC

Card	Name	Combat	Wounds
	Rev Grimme	Fury 11 Toughness 8 Armor 0	
	Bear_Large	Fury 6 Toughness 10 Armor 0	
	Werewolf	Fury 9 Toughness 7 Armor 0	
	Cannibals	Fury 7 Toughness 6 Armor 0	

LIGHT  
 INIT TOOL  
 PCF PCT  
 MOD PREF  
 F1 F2

GM

Health

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

---

fantasy grounds savage worlds ruleset





---

[Shadow Wolf Mysteries: Bane of the Family Collector's Edition Free Download \[portable edition\]](#)  
[TinyKeep download 13gb](#)  
[Neon Arena Download \[Xforce keygen\]](#)  
[Steven the Sperm Torrent Download \[serial number\]](#)  
[TS Marketplace: Peninsula Corridor: San Francisco - Gilroy Scenario Mini-Pack 01 Add-On download rar file](#)  
[Hollow Knight: Silksong .exe Download](#)  
[Monster Hunter: World - Additional Face Paint Bundle crack all type hacks](#)  
[Entertainment Hero activation unlock code and serial](#)  
[Lantern of Worlds - The Story of Samir Torrent Download](#)  
[Tom Clancy's Splinter Cell Blacklist - Homeland DLC download 2gb ram](#)