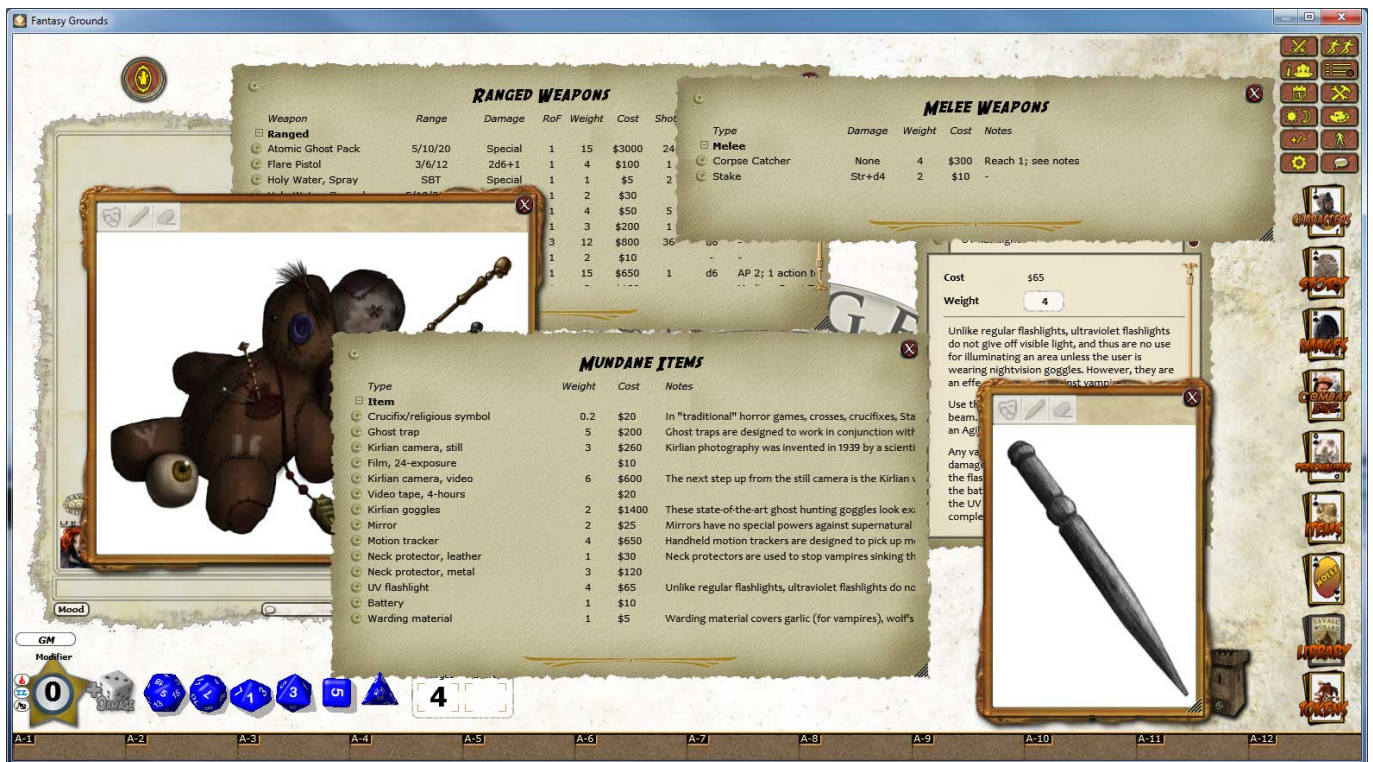


Fantasy Grounds - Savage Worlds Horror Companion Torrent Download [Patch]



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About This Content

Savage Worlds Horrors Companion

Library Module for Fantasy Grounds

Take your Savage Worlds games to new depths of darkness with the Horror Companion. Inside are new rules for playing monsters, signs and portents, buckets o' blood, ritual casting, new spells, sanity, gear, new Edges & Hindrances, Setting Rules, over 100 new monsters, advice on creating and maintaining atmosphere, and MORE!

This tome of terror is essential for anyone running a dark or horrific setting.

New with version 3.2+ of the Savage Worlds ruleset, you can drag any creature or NPC from the Bestiary to your PC window to pre-fill the PC stats for you. That means you can quickly stat out the Nerd, Jock and Chosen Slayer (all included in the Library) and have them battle their way through hordes of nasty creatures from the horror companion.

Requires: An active subscription or a Full or Ultimate license and the Savage Worlds v3.2+ Ruleset.

Fantasy Grounds Conversion: **Kevin Doswell**

Title: Fantasy Grounds - Savage Worlds Horror Companion

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 2 Nov, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

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

BESTIARY

- Banshee
- Barrow Dweller
- Bat, Giant
- The Black Coachman
- The Black Judge
- Black Tree
- Blob
- Blood Mist
- Cat, Small
- Chosen Slayer
- Corpse Worm Swarm
- Creeping Hand
- Cultists
- Danse Macabre
- Dark Gods
- Dark Man
- Deformed Minion
- Demon/Devil
- Devilkin
- Dhampyr
- Dire Wolf

Savage Worlds Deluxe v4.5
(c) 2011 Pinnacle Entertainment

Horror Companion Extension
(c) 2014 Smiteworks USA

Mood: OOC

ARTWORK

- Madness
- Maltese Cross
- Page
- Minion
- Dhampyr
- Stake
- Hol
- 9mm
- Cro
- Mo
- Ne
- Pa
- Pa
- Rit
- The
- Bin
- Con
- En
- Dev
- En
- Pa
- Egy
- Ceramic Mask

Dhampyr

Abilities: Agi 6, Sma 6, Spl 6, Str 6, Vig 6

Derived: Pace , Parry , Tough , Armor , Cha

Skills: Climbing 6, Fighting 6, Intimidation 6, Notice 6, Shooting 6, Stealth 6, Tracking 6

Attacks: Crossbow 0 (15/30/60, AP2), Pistol 0 (12/24/48, AP1, Semi-auto), Stake 0, Sword 0

Special: Combat Reflexes, Sense Vampire



GM Modifier: 0

Target: 4 Score:

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

BESTIARY

- Leanhaum-Shee
- Living God
- Living Grimoire
- Living Topiary
- Mad Scientist
- Metal Juggernaut
- Mummy
- Occult Researcher
- Police
- Possessed Animals
- Rabid Animals
- Revenant
- Rug Fiend
- Savage Jack in the Box
- Screaming Skull
- Seaweed Fiend
- Serial Killer
- Skeletal Animals
- Skeleton
- Skeleton Warrior

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Mood: OOC

GM
Modifier: 0

Tan: 4



Serial Killer

Abilities	Ag	Sma	Spi	Str	Vig
	8	6	10	12	10
Derived	Per	Parry	Tough	Armor	Cha
	6	6	8	0	-6
Skills	Driving		Fighting		
	4		6		
	Notice		Stealth		
	4		10		
Attacks	Damage		Notes		
	0				
Trademark	0				
Weapon					
Special	<input type="checkbox"/> Berserk <input type="checkbox"/> Bloodthirsty <input type="checkbox"/> Brawny <input type="checkbox"/> First Strike <input type="checkbox"/> Frenzy <input type="checkbox"/> Harder to Kill <input type="checkbox"/> Improved Nerves of Steel <input type="checkbox"/> Mean <input type="checkbox"/> Swain				

BRAWNY

[Edge]
Requirements: Novice, Strength and Vigor d6+

Description: Your bruiser is very large or perhaps just very fit. His bulk resists damage better than most and adds +1 to his Toughness. In addition, the character can carry more than most proportional to his Strength. He can carry 8 times his Strength in pounds without penalty instead of the usual 5 times his Strength.

BLOODTHIRSTY (MAJOR)

[Hindrance]
Requirements: -

Description: Your hero never takes prisoners unless under the direct supervision of a superior. This can cause major problems in a military campaign unless his superiors condone that sort of thing. Your killer suffers -4 to his Charisma, but only if his cruel habits are known.

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

LIBRARY

COMPANION

- Horror Companion

SAVAGE WORLDS ESSENTIALS

- SW Deluxe GM Guide
- SW Deluxe Player Guide

- Credits/Legal
- Quick Links
- Characters
- New Hindrances
- New Edges
- Children of the Night
- Tools of the Trade
- Melee Weapons
- Table: Melee Weapons
- Ranged Weapons
- Table: Ranged Weapons
- Ammunition
- Table: Ammunition
- Mundane Gear
- Table: Mundane Items
- Setting Rules
- Doom and Dread
- Sanity
- Psychosis Table
- Forbidden Lore
- Rituals
- Table: Ritual Failure
- Signs & Portents
- Portents Table
- Wards & Binds
- Magick
- Dark Powers
- ...

CHILDREN OF THE NIGHT ABILITIES

- Angel
- Demon
- Dhampyr
- Patchwork Man
- Phantom
- Vampire
- Werewolf
- Zombie

DEMON

- Immunity
- Infernal Stamina
- Resistant to Normal Weapons
- Weakness (Cold Iron)

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Mood: OOC

GM Modifier: 0

Modules:

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

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