

## Fantasy Grounds - Fantasy Companion (Savage Worlds) Download Exe



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### About This Content

### Library Module for Fantasy Grounds

Hundreds of items, monsters, and new spells await your dungeon delvers in this Explorer's-size full-color Companion for Savage Worlds. Arm your dwarven warrior with all-new Edges and a legendary axe so that he can stand against terrible dragons, loathsome demons, and even the most-dreaded giant bees! The Companion series features genre material that's ready to be added directly to your existing game or help you start a new one. Expand your options and increase your fun: get a Companion today!

*Fantasy Grounds Conversion:* **Kevin Doswell**

Released on July 25, 2010. Designed for Fantasy Grounds version 2.9.9 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds Ruleset.

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Title: Fantasy Grounds - Fantasy Companion (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 9 Aug, 2017

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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

**CHARACTERS IN SIEGES**

The heroes on either side of a siege have options other than only joining in combat. Characters can engage directly in combat activities, use indirect means in a clandestine action, or try their hands at instigating the enemy. Use the appropriate result to determine the outcome of the action. Use the appropriate result to determine the outcome of the action.

**Damage**

Given that a mass battle is somewhat abstract, a week of battle counts as medical attention. A character may carry a wound, or they may roll Vigor to heal any wounds. A character who has had his personal morale recovered. The character following round (with no points spent to remove a wound).

**Arcane Skill**

Characters may use their powers if they have a power that fits the situation. Since sieges are not applicable, they suffer any negative effects.

**Combat Action Results**

The character directly joins into the conflict; roll Fighting, Shooting, or Throwing.

- Failure: The hero is stopped and suffers 4d6 damage.
- Success: The hero fights and suffers 3d6 damage.
- Raise: The hero wreaks important assets. He suffers 2d6 damage.
- Two Raises: The warrior kills the hero, and his success inspires his side's Battle Roll and Vigor.

**Clandestine Action Results**

The character engages in a clandestine action; roll Stealth, Sneak, or Investigation.

- Failure: The hero is stopped and suffers 4d6 damage.
- Success: The hero succeeds and reduces the fortification's morale.

**CHARACTER SIEGE ACTION RESULTS**

The character directly joins into the conflict; roll Fighting, Shooting, or Throwing.

- Failure: The hero is stopped and suffers 4d6 damage.
- Success: The hero fights and suffers 3d6 damage.
- Raise: The hero wreaks important assets. He suffers 2d6 damage.
- Two Raises: The warrior kills the hero, and his success inspires his side's Battle Roll and Vigor.

**SIEGE MORALE MODIFIERS**

Modifier	Event
-1	Supplies reduced
-2	Supplies exhausted
+X	The defenders capture the fortification (to be determined by the GM)

**MORALE MODIFIERS**

The principal aim of a siege is to capture the fortification, not reduce it to rubble - that comes afterward, when the defenders aren't firing arrows at you or pouring boiling oil down on you. The easiest way to do this is to simply keep fighting until the defenders start running out of supplies or the will to fight.

The following morale modifiers should be added to the Mass Battle Modifier Table in Savage Worlds for sieges.

**SIEGE ENGINES**

Siege engines are designed primarily to smash enemy fortifications and massed troops. They require multiple crewmembers to use effectively and are rarely of use against small or mobile targets, such as individual soldiers; thus they are unlikely to be utilized very often in the standard combat system. Knowing players, we've provided those stats anyway.

**Siege Engines**

Item	Range	Damage	Bonus
Ballista	25/30 (100)	3d8	+1
Bombard	50/10 (200)	3d8	+3
Bore*	-	2d6+	+2
Catapult	-	-	-

**FORTIFICATIONS**

Every knight needs a castle and every wizard a tower. The following sample fortifications are baselines but can easily be renamed to serve multiple functions in the game. A country could have a garrisoned keep on the lands near its border that could be represented equally by a small castle, a hill fort, or a motte and bailey, depending on its particular function and perhaps the money invested in it. Prices are included as a guide for GMs. Characters should seek permission from the landowner before embarking on a construction project.

Fortification	Toughness	Wall	Gate	Defenders	Supplies	Protection Bonus
Keep	35	-	-	15	1000	+2

GM: **0** Health: **0** XP: **0**

Target: **4** Score: **0**

**LANGUAGES**

All characters may speak (and read unless illiterate) a number of languages equal to their Smarts divided by 2. One language must be their native tongue. Increasing Smarts allows a character to learn a new language if the Game Master feels it's appropriate.

Languages in most fantasy settings include Common, Elvish, Dwarven, and Human. Game Masters should dictate exactly which languages are available in their game.

**Language List**

Game Masters should decide which languages are allowed in their game, but not enough scope to make an unbalancing game.

Give each ability a suitable modifier. Riding skill at d6, call it Bore rather than just giving long. Short and flavorful is far preferable.

The list below is a guideline to assign it a value based on use when designing monsters or player races.

- Cultural Templates
- +3 Abilities
- +2 Abilities
- +1 Ability
- 3 Ability

**MAKING RACES**

All races and cultures begin with a free +2 Racial Ability. This is equivalent to a human's Free Edge. Additional positive abilities must be countered with an equal value of negative ones. A +2 ability, for example, may be countered by a single -2 ability or two -1 abilities.

Game Masters should decide which abilities are allowed in their game, but not enough scope to make an unbalancing game.

Give each ability a suitable modifier. Riding skill at d6, call it Bore rather than just giving long. Short and flavorful is far preferable.

The list below is a guideline to assign it a value based on use when designing monsters or player races.

- Familiar
- Adept
- Artifact Hunter
- Assassin
- Knight
- Troubadour

**PROFESSIONAL EDGES**

- Adaptable
- Barbaric Blood
- Improved Barbaric Blood
- Double Shot
- Improved Double Shot
- Natural Warrior
- Improved Natural Warrior
- Scamper
- Improved Scamper
- Sunder
- Improved Sunder

**RACIAL EDGES**

- Adaptable
- Barbaric Blood
- Improved Barbaric Blood
- Double Shot
- Improved Double Shot
- Natural Warrior
- Improved Natural Warrior
- Scamper
- Improved Scamper
- Sunder
- Improved Sunder

**GEAR**

This chapter presents new gear, armor, and weapons. There are also descriptions of siege weapons and their effects on Mass Battles.

**ITEMS**

Below is a list of equipment appropriate to most fantasy settings, with selected notes.

- Mundane Items
- Armor
- Melee Weapons
- Ranged Weapons

GM: Hunter

Target: 4

Score: 4

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60



The screenshot displays a game interface with several cards and a GM panel. The cards are:

- RACES**: Shows various character classes like a Ranger, Fighter, Cleric, and Wizard.
- SORCERESS**: Shows a woman in a dark, flowing dress.
- FAMILIAR**: Shows a bird of prey perched on a man's shoulder.
- RAKASHAN**: Shows a muscular, horned creature.
- MIRROR IMAGE**: Shows a man in a dark suit with a red glow around him.
- SHAPE CHANGE**: Shows a man in a dark, furry, bear-like form.

The GM panel at the bottom left includes:

- A GM icon and a "GM" label.
- A "Hitpoints" section with a "0" and a "x1" multiplier.
- A "Target" section with a "4" and a "Score" section.
- A row of dice icons: a d4, a d6, a d8, a d10, a d12, and a d20.

On the right side, there is a vertical stack of small icons, including a "Powers" icon and a "Potions" icon.





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