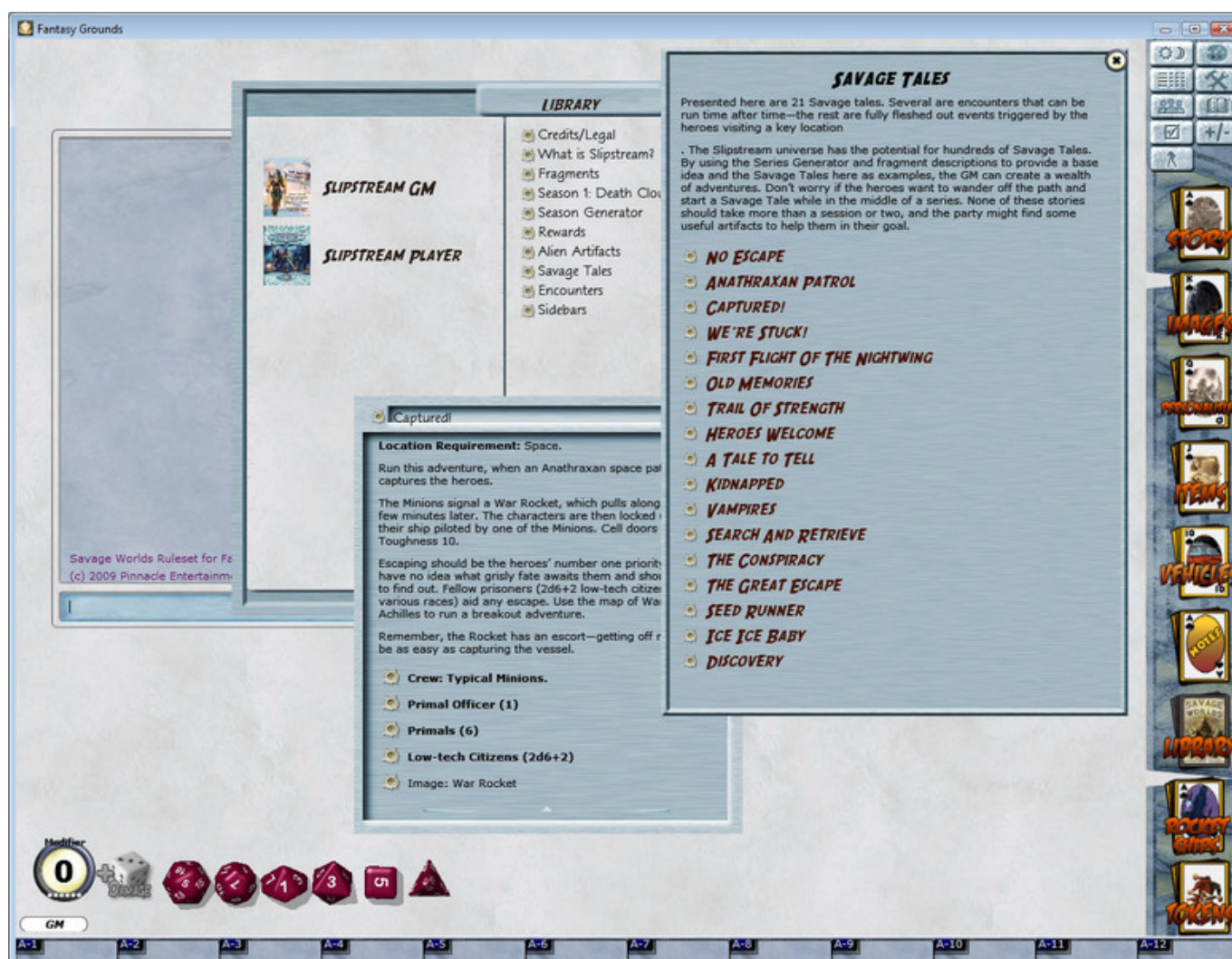


## Fantasy Grounds - Slipstream Setting (Savage Worlds) Download For Pc [crack]



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### About This Content

## Savage Worlds Setting: Slipstream

*Setting and Library Module for Fantasy Grounds*

Updated on 12/17/11 to include a custom Slipstream, sci-fi skin and theme

Welcome to Slipstream

Slipstream is a space pulp setting reminiscent of the black and white Saturday morning serials of the 1930s. Put aside all foolish thoughts of such things as the immutable laws of physics, Faster-Than-Light drives, and the hard vacuum of space, and revel in the rocketship and ray gun reality that governs Slipstream. If you're looking for a hard sci-fi game, you're reading the wrong book!

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## Getting Here

Slipstream is a pocket universe reached only by passage through a black hole. Every black hole in our universe has a branch tunnel to Slipstream. Conventional 21st century science has it that matter sucked into a black hole is destroyed; not even light can escape the terrible force of destruction. Well, conventional science isn't always right.

### *What You Get:*

- GM library module
- Player library module
- Custom extension
- 56 New Edges which can be dragged onto characters or NPCs
- 18 New Hindrances which can be dragged onto characters or NPCs
- Details on new gear: low-tech gear, high-tech gear, rocket ships, vehicles
- New Psionics, New Races, Rules for generating your own races
- A Gazeteer with detail on more than 50 worlds
- Stats from more than 100 new personalities
- 17 Savage Tales and a Savage Tale Generator
- Much more

**Requires:** An active subscription or a full or ultimate license and the Savage Worlds Ruleset.

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

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Title: Fantasy Grounds - Slipstream Setting (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 2 Nov, 2016

a09c17d780

**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

# THE ACHILLES

**SEASON 1: DEATH CLOUDS**

The Slipstream Plot Point Campaign is unusual in that several episodes are designed to follow from one another with little or no break. This shouldn't be seen as a limitation to the heroes shaping their own destiny and going off at a tangent to explore the fragments and mysteries of Slipstream. There's nothing to prevent the heroes from following up other Savage Tales or simply doing their own thing between most episodes. Instead, think of them as full-length Savage Tales, broken down into episodes for your convenience.

There are natural breaks built into the Plot Point Campaign. These give the heroes a chance to make new friends and gather alien artifacts at their own convenience.

...bin the Savage Tales are with mixed race  
...Rather than assign a complete racial template  
...the quick alien generator in the Bestiary, Wild  
...and Hindrances listed.

**Y  
'RIDE  
CLOUDS  
OF WISDOM  
THE TREES  
EDGE BRINGS HOPE  
?E THE ACHILLES**

**STORY**

**IMAGES**

**PROBABILITIES**

**ITEMS**

**VEHICLES**

**WORLD**

**SAVAGE WORLDS LIBRARY**

**SCENARY GAMES**

**TOKENS**

Savage Worlds Rule  
(c) 2009 Pinnacle En  
Campaign saved.

"I was captured b  
Quan. They loader  
who knows where  
about their next b  
getting there on a  
According to the e  
slaves."

Rezzal taps his ch  
works, they'll be i  
All you have to de  
autopilot take you  
on a recognized p  
"If you're plannin  
chief by the name  
show you're frien  
to help you get Ac  
Campaign saved.

**War Rocket Achilles**

Acceleration: 2      Top Speed: 4  
Toughness: 24 (10)      Climb: 1  
Crew: 0 + 40  
Travel Speed: 2      Cargo Space: 2  
Handling: -1      Cost: A  
Notes:  
Weapons: 1 nose mounted + 8 swivelmount  
Advanced autopilot plus nine advanced g  
computers  
Weapons:  
Name:      Damage:      Weapon Notes:

**Episode 5: Capture the Achilles**

...ommences. This gives them medium Cover. The gangways  
are covered by the Graviton Enabler and have standard  
gravity.

Getting close enough to board requires a Force maneuver.  
Scrawk orders his men to carry the heroes across if they  
lack personal transportation.

- **Captain Scrawk**
- **Bird Men Warriors (14)**
- **Primal Officer (1)**
- **Primals (3 per hero)**
- **War Roc**
- **Image: V**
- **Map: Wa**
- **Map: Wa**

**AFTERMATH**

Once Achilles  
There are 10

Modifier: 0

GM

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

**EDGES**

The Arcane Background (Magic, Miracles, or Superpowers) exist in Slipstream.

Mr. Fix-It is called Engineer in this setting.

**BACKGROUND EDGES**

- Arcane Background (Weird Science)
- One of a Kind

**COMBAT EDGES**

**ROCKET SHIPS**

Below are a number of rocketships common in Slipstream. Note there are no computers, readout screens, sensors, complex instrument panels, cryogenic sleep chambers, faster-than-light drives, spinal mounted weapons, and so on. Advanced gadgets are known, but are referred to as alien artifacts and are extremely rare and highly sought after items.

Atomic rockets propel ships through space, electric motors provide power to onboard systems, small thrusters provide tactical movement and huge rockets allow for long distance travel. Pilots navigate using a compass and looking out the front windows, most crew have to stand at their post, and the doors can be opened in space without killing everyone inside.

**Note: The Slipstream extension is required to view Rocketships**

- How to read a Rocketship Entry
- Sidebar: Random Vehicular Weapons
- Anathraxan Warship
- Angeli Scout Ship
- Bird Man Yacht
- Dracosos Dragon Ship
- Quetzalcoatl

**LIBRARY**

- Credits/Legal
- Welcome To Slipstream
- Characters
- Hindrances
- Edges
- Gear
- Low-Tech Gear
- High-Tech Gear
- Rocket ships
- Vehicles
- Setting Rules
- Gazetteer
- Sidebars

Savage Worlds Ruleset for Fantasy Grounds 11  
 (c) 2009 Pinnacle Ent  
 Campaign saved.

"I was captured by Quan. They loaded who knows where. about their next to getting there on a According to the a slaves."

Rezzal taps his chi works, they'll be a All you have to do autopilot take you on a recognized pi

"If you're planning chief by the name show you're friend to help you get Ac

Campaign saved.

**SLIPSTREAM GM**

**SLIPSTREAM PLAYER**

**GEAR**

Technology in Slipstream ranges from stone axes through to ray guns and beyond. Gear commonly found on many fragments is presented below.

Few fragments have dedicated spaceports, but merchants, traders, street vendors, and marketplaces exist on virtually every world. These places aren't listed in the Game Master section—just assume such places exist on every fragment. Note that this section is for common goods. If you want nifty alien artifacts, get off your heroic butt and go exploring. They're out there.

- CURRENCY**
- SELLING GOODS**
- SELLING SHIPS**
- BUYING HI-TECH GOODS**
- LOW-TECH GEAR**
- HIGH-TECH GEAR**

- Armor
- Melee Weapons
- Ranged Weapons
- Rocketship and Emplacement Weapons
- Amunitions

Modifier: 0

GM

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

STORY

IMAGES

PROBABILITIES

ITEMS

VEHICLES

WORLD

SAVAGE WORLDS LIBRARY

ROCKET SHIPS

TOKENS

Fantasy Grounds

### THE FORCES OF EVIL

must import goods, or else they demand goods in payment, producing in abundance, taking the sun's share to stop their economy growing.

### SEASON GENERATOR

Defeating Anathraxa is only one series of Slipstream. By using the Series Generator you can create your own Slipstream series or Savage Tales. What lies in the frozen cities of Frigim? Does the cylinder on Reflet contain treasure or something far more deadly? What dark secrets exist on Stygia? These adventures, and many more, are yours to write. And remember, this is space pulp—the villains always come back for more.

### THE T...

Anathraxa (anyway) by a mad creator, Beautiful which tin killed him the entire. Shortly e aliens die if they le sentence

### USING THE GENERATOR

To create your own series or one-off Savage Tale, simply follow the steps below. A series need only have one major villain, but additional locales, henchmen, allies, and twists should be created for each individual episode.

1. Villain
2. Goal
3. Hook
4. Locales
5. Henchmen
6. Heroic Allies
7. Twists And Turns

### ETERN.

One of A Count Di through) their vita pleasure their kne

### SOLDIE.

Anathraxa mercena weapons incorruptit from Xag, *(illegible)*

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(c) 2009 Pinnacle Entertainment Group.

Modifier 0

GM

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

STORY  
IMAGES  
PROBABILITIES  
ITEMS  
VEHICLES  
WORLD  
SAVAGE WORLDS LIBRARY  
Savage  
TOKENS







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