Fantasy Grounds - Nemezis (Savage Worlds) Download For Pc

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About This Content

The ancients foresaw the coming of vile beasts. Monstrosities born at the dawn of the universe that would awaken from their millennia-long slumber to destroy the Earth and humankind. These monsters were dubbed the Dark Gods by the forgotten prophets of days past; according to their grim vision, nothing could stop these beings from destroying the human race.

The prophecies were all true.

Deities have awakened and destroyed the Earth.

And humanity responded with firepower.

The prophets did not realize just how much power the human race would have in the Time of Judgement. They did not understand the destructive power of plasma weapons. They could not imagine an armada of starships able to launch hundreds of thousands of missiles at once. The monsters may have almost godly powers, but the majority of them still vaporize when hit by a megaton warhead!

You are one of the people who do not fear inhuman beasts, servants of the dark deities, or other unspeakable forces. You have discovered the secrets of the corrupt, debased nobles of Bariz. You have tracked down cultists of the Dark Gods trying to take over Ash even as it freezes. And as for the monstrous spawn... well, hunting trips on Cor have challenging game at last!

Requires: A Fantasy Grounds full or ultimate license or an active subscription and the Savage Worlds ruleset.

Title: Fantasy Grounds - Nemezis (Savage Worlds)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 15 Jun, 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

ORGANIZATIONS
Ash is ruled by two forces, powerful and influential enough to shape the global politics of the planet. The first one is Infinity, the corporation owning half the factories, mines, industrial plants and buildings - and every single terraformer. The other is the Syndicate - a global crime organization, which has little-to-no influence among the important People, but almost completely
government, controlled by guilds, other companies, the noble
INFINITY
greatest mistakes of the Ancient One. An experiment that was going to destroy her virus went horribly wrong - over three out of every four machines were seriously damaged, with some being completely destroyed.
Infinity's researchers had to confront this great challenge - a way to defeat the goddess of technological rot. Working out the theories behind technologies allowing their inventions to resist Lij took them thirty years - and it took thirty more to implement them in existing machines. A year ago, they made their first test. Thousands of experimental robots were sent to Ash's south pole, to repair the most powerful terraformer, Alpha-1. The first reports have been promising - it seems Alpha-1 will be working again in just a few months. Even though the planet could be saved, that is almost nothing compared to the chance of defeating one of the vile gods. Even now, the scientists remain cautious. What today seems like a great weapon against Lij, tomorrow might turn out to be a manipulation by the goddess to cause even greater damage.
RESURRECTIONS
Department-11, dealing in advanced medicine, has access to really advanced technology - and not just by the standards of Ash or Horizon, but a Galactic breakthrough. The capability of recording memories and copying the mind into a new body - in other words, resurrecting the dead is the source of immense profits. However, rumors persist that Infinity can modify the resurrected minds, bending them to their will and turning them into unwitting agents of the corporations.
The truth: Indeed, the Dept-11 has tried to modify the memories in soul databases, but all attempts to do so have failed. The results are clear - after modifying the memories, resurrection is impossible. However, while the memories can't be modified, they can be accessed - they rarely are, though, mostly for security reasons.
ESPIONAGE
Many people, particularly teenagers, discuss the computer espionage used by the company. Supposedly, the employees of the company regularly scan the Cortex to collect vast quantities of data, with no regard for privacy or the personal lives of ordinary people.
The truth: Infinity could easily spy on the inhabitants of the planet, but they actually rarely do so they wouldn't invest their time and money in something that brings so little profit. Infinity does have a special department dealing in "gathering information" from the network, but most of the time it just assists other departments - especially Dept-3, responsible for protecting the company's secrets.
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ASH
Artwork
CHAPTER 5: ASH
"No, I don't believe in astrology. I don't believe that comets bring war, plagues or other crap. I laugh at people who believe in horoscopes, palmistry or other sorcery. But I can't understand one thing - how did Ash reacted to the Horde's invasion before it even began!"
JENNER, INDEPENDENT MERCHANT.
Ash is the more distant planet orbiting around Horizon 2, the larger and warmer sun of the system; and it is freezing to death. Terraforming machines took ages to modify the conditions on the planet to allow the settlers to build the first towns. The process was hard and slow, and many of the colonists weren't too happy to settle here - sometimes they were even forced to. With time, life on Ash was bearable enough so that not only people without proper education emigrated there, but also specialists in various fields - from doctors to hyperspace engineers. Ash became a promising world - so no wonder that many corporations started to invest serious money in the planet, including Infinity, which was responsible for maintaining the terraformers. Cities, factories, and huge automated power plants sprung up like mushrooms. Ash became famous as a planet manufacturing reliable gear, like electronics, cybernetic implants and starship components.
And sixty seven years ago all that went to hell.
One after another, the terraformers started to fail. The climate started to cool down, which caused millions of people to move to the equatorial regions. Great industrial complexes, automated mines extracting priceless ores, and entire metropolises were left to wind, snow and ice. Ash started to die, and nothing suggests that the situation is going to change soon.
Artwork
Ash is a world where the concept of "law" has no meaning. The planet's government is nothing more than a puppet of the Barizian nobles, and they are only interested in maximizing profits. The police forces in the cities are doomed to fail when they have to face the full power of corporations, merchant guilds and the Syndicate, the most powerful criminal organization in the system. A man looking for justice has to find it himself - or find someone that will protect him. Most of them pick the latter solution, and sign contracts binding them to service of corporation.
Feudalism is back, with a vengeance.
METROPOLISES
GM
Modifier
0
A-1
A-2
A-3
A-10
A-11
A-12

ORGANIZATIONS
Ash is ruled by two forces, powerful and influential enough to shape the global politics of the planet. The first one is Infinity, the corporation owning half the factories, mines, industrial plants and buildings - and
Though the situation of Ash seems stable, with everyone knowing their pla
from the truth. Even though the planet is dying, it's also consumed by secr
fighting - the corporations, the guild, and even divided factions of the Syndi
miracle happens, Ash will freeze but not before the cities drown in blood.
INFINITY
Artwork: Infinity
Everything would've gone to Hell if not for us. Infinity wants to save Ash from its decline, and all we want is the planet's rebirth. But we need the good will of others, and they need to work with us. Anyone who tries to steal from the corporation or assault its employees, should be prosecuted.
By which I mean killed. Violently.
Jeremy H. Willis, Blue.
When three hundred years ago a relatively unknown company called Infinity invested its all wealth in a small colony in a system controlled by the noble families,
ABOUT INFINITY
LIBRARY
Ash
Organizations
Infinity
The Syndicate
Locations
Bariz
Organizations
Noble Houses
Locations
INFINITY
GM
Modifier
0
4

Commando Jack Activation Code [hacked]
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