

Fantasy Grounds - Nemezis (Savage Worlds)



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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...

Though the situation of Ash seems stable, with everyone knowing their place from the truth. Even though the planet is dying, it's also consumed by secret fighting - the corporations, the guild, and even divided factions of the Syndicate. A 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, everyone predicted its imminent downfall. But ten years later no-one dared to question the decisions made...

The greatest riddle connected to Infinity is the question of what almost all of them have been destroyed or seriously damaged maintaining them for three hundred years, suddenly decided. What or who managed to cause such damage? Or did any mad terraformers were been turned off by order of the board of condensed its employees and customers? Millions of Ash's citizens questions, but it's more than likely that they'll never be resolved.

ABOUT INFINITY

Infinity is the largest corporation on Ash, and one of the most powerful only force that could challenge it would be the united noble families. Ash, Infinity is simply the company, due to its monopoly in the planetary network to rail transportation. It controls interstellar computers (through the Cortex). It owns most of the building and corporate positions perhaps the only power able to harm it is the Syndicate.

The goals of the company are not enslaving the planet dwellers and reparative money to invest in other ventures. (Ashen, 19)

LIBRARY

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- The Syndicate
- Locations
- Bariz
- Organizations
- Noble Houses
- Locations

GM

Modifier

0 1 2 3 4 5 6 7 8 9 10 11 12



THE SYNDICATE

become clear that the Syndicate was going to wage another war.

Finally, eight years ago, everything culminated in a conflict that managed to break the power. Most of the clans have been destroyed or absorbed by the survivors. When the fighting moved to the streets and the ordinary citizens began to get involved in it, the government and the corporations moved their moves. All the bosses were mown down by corporate assassins - including Hidoi, though it is said that he's the only one who survived this purge, supposedly by order of the mythical Ancient One. After a couple of months of fighting, the war ended in a shaky ceasefire. The exhausted clans began to rebuild their former positions. The new bosses realize that sooner or later the clan soldiers will pick up their weapons again and spill the blood of their companions - the questions are when it will happen and what role will the corporations play?

THE OUTLINE

Artwork

The Syndicate is a criminal organization, in a way modeled after the society of feudal Japan. It's made up of clans, led by bosses sometimes called daimyo. Each of them is surrounded by a group of liege people whom the bosses respect and trust, able to work on their own without detailed orders. Trusted associates command the other gangsters: soldiers, assassins, specialists in various fields, dealers, bounty hunters, psionics and merchants. Each clan controls a different area, or at least specializes in a different activity, but in practice the separate families are often in conflict. Such conflicts are often conducted by the rank-and-file soldiers of the Syndicate. The leaders are rather lenient, but low-level conflicts the death of a cocky soldier won't weaken the clan, especially since only the stupid and foolish tend to get killed.

Currently the clans are in a cease-fire, so they try to remain relatively peaceful towards each other. However, the memories of the recent war are still fresh, and so the clans are more bloodthirsty than before Hidoi's coup. Conflicts are also fueled by the positions of many noble houses, guilds, corporations striving for the ultimate solution to the problem of organized crime on Ash. There are significant bounties on the heads of many high ranking members of the Syndicate - too low, however, to attract the best hunters in the Galaxy.

Today, the Organization is seen not as much as a necessary evil, but more as an ever-hungry monster devouring everyone and everything that opposes it. Some of the clans still care about protecting the people that pay them, but many of them uphold Hidoi's philosophy, claiming that the weak should surrender everything they have to the strong - which will, in turn, graciously spare their lives. This philosophy was the cause of war and it is still responsible for conflict. These might-makes-right types, thanks to their aggressive stance, often clash with corporate forces - but are often able to seize



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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 react 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 Barzican 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

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A-1
A-2
A-3
A-4
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A-11
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