
Fantasy Grounds - The Last Parsec: Omariss Death Worm (Savage Worlds) FULL



Download -->-->--> <http://bit.ly/2NFIGCC>

About This Content

The Last Parsec: Omariss Death Worm

The heroes are asked to accompany Dr. Albert Mars to the distant desert world of Omariss 7. There he hopes to capture the mysterious and legendary "death worm." A local war complicates the matter, so the JumpCorp team will need all its wits to survive this dangerous expedition.

This short adventure was originally written for GenCon 2013. It features great opportunities for roleplaying, combat, and figuring out some very tricky situations. It also comes with a pregenerated team you can print out and play with instantly, as well as Figure Flats for all the characters, creatures, and even two new vehicles.

*** About The Last Parsec ***

Faster-than-light travel has finally allowed humanity to spread beyond its lonely corner of the Milky Way. In the depths of space these explorers found millions of star systems, strange planets, and exotic alien races. Centuries later, they form the Known Worlds, a vital region of trade and technology where empires grow and business thrives.

It is an unparalleled age. Cutting edge science has opened limitless frontiers of space and consciousness, and has even begun to hint at the mysteries of the universe itself. But to find them, one must travel beyond the familiar, to the last parsecs of reality.

Requires: the Science Fiction Companion.

Converted by: **Perry Chalmers**

Released on December 21, 2018. Designed for Fantasy Grounds version 3.3.6 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.

Title: Fantasy Grounds - The Last Parsec: Omariss Death Worm (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 8 Dec, 2016

b4d347fde0

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

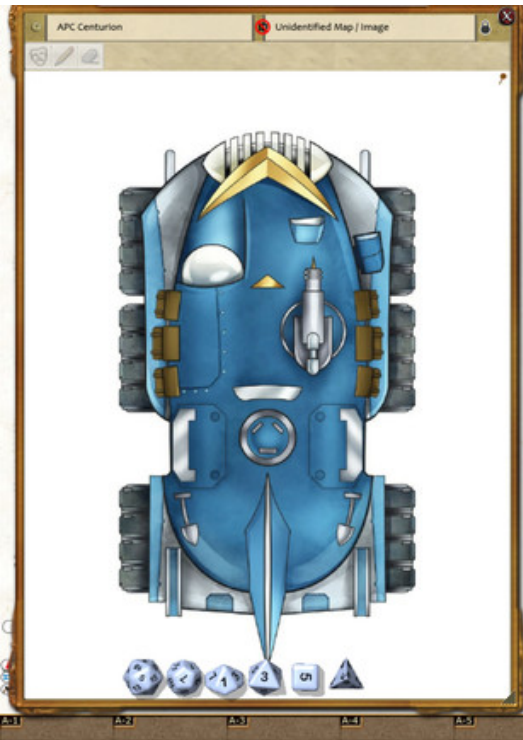
Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

The screenshot displays a digital tabletop RPG interface. At the top left, a 'LIBRARY' window is open, showing categories like Archetypes, Characters, Edges, Encounters, Hindrances, Images & Maps, Items, Monstrous Abilities, and Modules. Below it, a campaign page titled 'THE LAST PARSEC' features a 'TLP Omaris Death Worm' entry. A larger window titled 'THE EXPEDITION' provides a narrative overview of the campaign, mentioning Professor Albert Mars and the Odyssey crew. In the foreground, a 'PRE-GENERATED CHARACTERS' window lists several characters with their roles and associated 'TLP Omaris Death Worm' status:

Character Name	Role	TLP Omaris Death Worm
Captain Buzz Sawyer	Seasoned	Worm
Tpk-2000	Exploration Android	Seasoned TLP Omaris Death Worm
Dr. Pamela Eckland, md	Seasoned	TLP Omaris Death Worm
Walker, cyborg & pilot	Seasoned	TLP Omaris Death Worm
Eugene "ram" Ramsey,		
Dr. Randy "Rad" Adam		

The interface also includes a GM toolbar at the bottom left with dice and a target score of 4, and a vertical sidebar on the right with icons for Characters, Notes, Maps, Story, NPCs, Encounters, Items, and Vehicles.



GM Play **LIBRARY** Create PC All

- Archetypes
- Encounters
- Items
- Characters
- Hindrances
- Monst Abilities
- Edges
- Images & Maps

THE SALTARIAN CRUISER

Assuming the party makes the trip front of the ship buried in the sand, somewhat intact except for various missing or broken exterior equipment and sand has gathered inside.

See the map at the end of this adventure.

Cruiser

A heavy blast door blocks the way to the engine room (see below). If power just to the door itself, a successful roll opens it.

THE BEETLE MOUND

Just inside the main hatch is a large stands a large mound about eight feet high. An entrance at the top of the mound.

From the other hatchway a large room clutching a mangled piece. The two antennae on its head crackle.

If the professor is present, he removes very similar to those found on Polar kill a man at 100 yards with their beam what the amperage these creature.

If the beetle is approached or disturbed. The next round, the rest of the beetle.

HUNTING THE DEATH WORM

There are actually four Omaris death worms one of the creatures is 3' from any of the them make a Notice roll against the worm; adds +4 to the Notice roll if employed. This Notice roll per the worm's burrow ability.

The professor has a cage to contain a worm Centurion—if one can be captured somehow, completely unprepared for a quartet of the

STRANDED IN THE SAND

With the Centurion out of commission, it's the situation gets desperate. The worms relentlessly, hunting with careful pack-like may also be suffering from the parasite as quickly realizes the true danger and says the Odyssey as quickly as possible.

If any of the party thinks to scan the nearby large hunk of metal about a half-mile away fine-tuning, the analysts realize it's a wreck.

Getting to the ship is tricky with the four crew but with a suitable audible distraction—some Repair or Knowledge (Electronics) should minutes or so—they should be able to make might find salvage in the cruiser that would Centurion as well.

- Omaris Death Worm
- Next Chapter

LANDING ON OMARIS III

One of the features of the planet is its storms. The group must fly through one to area designated by Prof. Mars. A successful gets the ship through the sand storm to a planet. Failure means the ship makes it through without a hitch, but landing is another matter, landing jets to malfunction and the vessel automatic wound.

TRAVELING ON THE PLANET

Aboard the Odyssey is a Centurion-class ex a sealed environment (so it protects against mentioned above), but care must be taken cleansing equipment when entering or exiting.

The vehicle is stocked with a day's worth of has also loaded it with an array of scientific doesn't let anyone touch. Once securely O Mars instructs the driver to a bearing of N feeling," he says excitedly.

CENTURION

The Centurion is designed to protect its crew and provide some protection against hostile threats. It is not intended for protracted battle, and thus is a favorite among research and exploration teams.

Heavy Vehicle: Size 6, Acc/TS 5/15, Toughness 20 (5), Crew 8, Amphibious, Heavy Armor, Sensor Suite, Custom cage for one death worm

Weapons: Light auto-cannon (Range 50/100/200, Damage 2d12, RoF 4, Shots 100, AP 4, HW)

- Centurion

POWER FAILURE

THE EXPEDITION

Professor Albert Mars has received a grant from the United Colony Planets (UCP) to capture a living specimen of the legendary Omaris death worm. This elusive creature has never been photographed, let alone captured, but the ebullient Professor Mars has faith—he's hired JumpCorp to accompany him.

The player characters are the captain and crew of the Odyssey, employed to accompany Professor Mars on his expedition and assist him in capturing the death worm. They are joined by Sgt. Eugene Ramsey, He is UCP security, also assigned to accompany and protect Prof. Mars.

The area of space where the Odyssey travels is also patrolled by the Saltarians, a race of aggressive, saurian spacefarers who resemble humanoid lizards. There have been numerous conflicts between them and the UCP, but the two factions are currently in an uneasy truce.

As the group nears its destination, Prof. Mars fills them in on the expedition's details.

"Our destination is Omaris III, the death worm's home world. Omaris III is an arid planet with an earth-like gravity. Its atmosphere is similar to earth as well, with one major difference. The air contains a deadly parasite. This currently keeps the planet uninhabitable by humans. UCP science labs have come up with a serum that protects a normal human from the parasite, but it's very expensive and only lasts about 24 hours. I'll inoculate each of us just prior to touchdown on the planet's surface."

The worm is somewhat of a mystery. My research indicates it is about

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

COCKPIT

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

GM

0

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

COCKPIT

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

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

COCKPIT

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

[scrammunism .rar Download](#)
[Fantasy Grounds - Trail of the Apprentice: The Thieves' Den .rar Download](#)
[No Time to Explain Legacy Free Download \[serial number\]](#)
[Mirror Angel's Paradise download no crack](#)
[Cube Mission - Soundtrack full crack \[Xforce\]](#)
[Devotion - Original Soundtracks Activation Code \[portable\]](#)
[Red Lake Torrent Download \[serial number\]](#)
[COH 2 - German Skin: \(M\) Voronezh Improvised Pattern Torrent Download \[crack\]](#)
[Booty Diver Free Download \[Password\]](#)
[EX0: Dark Moon crack unlock code](#)