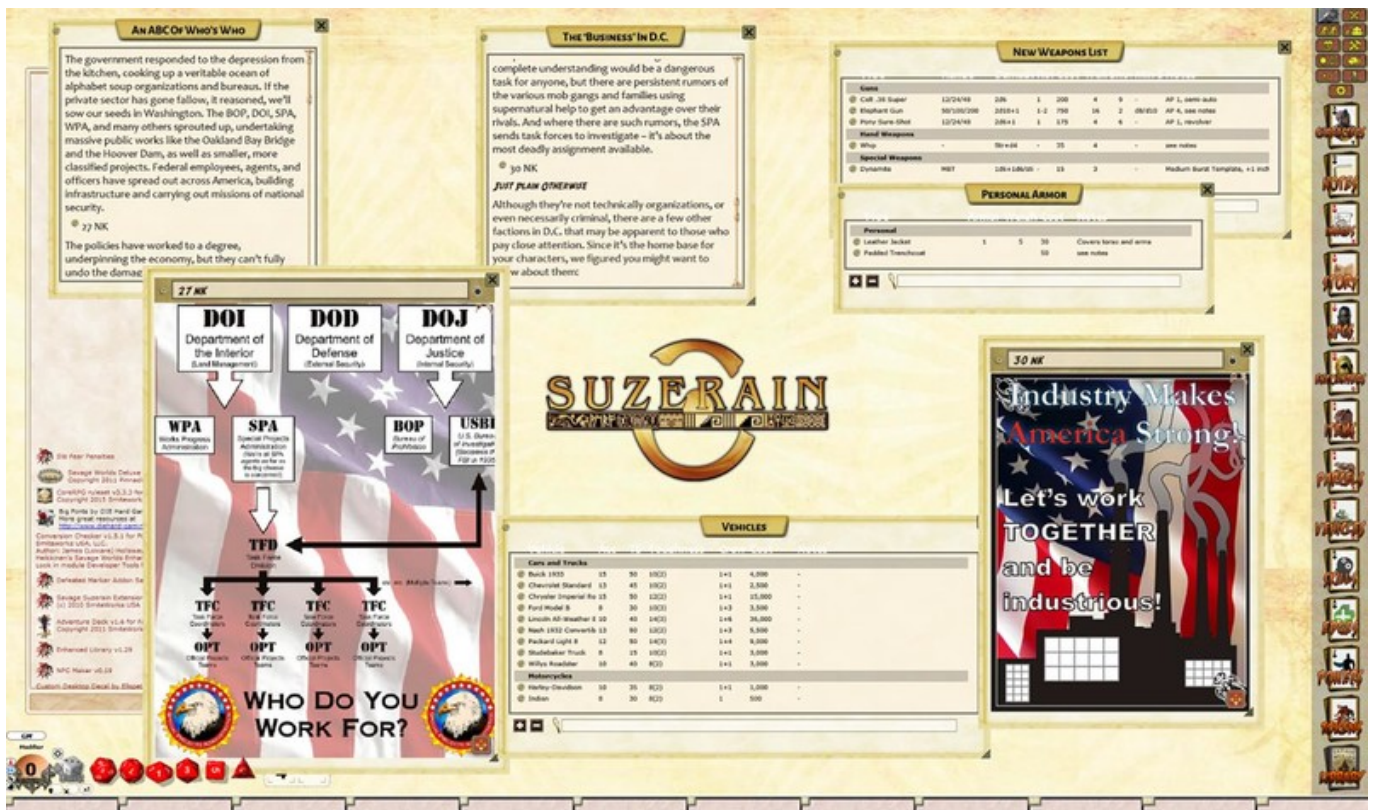


## Fantasy Grounds - Suzerain: Noir Knights (Savage Worlds) Crack 32 Bit



Download >>> <http://bit.ly/2K1DVPT>

### About This Content

### Suzerain: Noir Knights

This Savage realm of Suzerain is the tale of the 1930s Great Depression as you've never experienced it. For Heroic rank characters who are feeling particularly heroic, Noir Knights is part of our American Grit realm, where government agents investigate paranormal activity across a hard boiled film noir America.

Whether it's a supernatural swampland encounter in Florida or otherworldly conspiracies in the corridors of power, the truth is out there - just waiting for your characters to find it. Industry and legend clash in a time of folk heroes, hobo mages, and secret societies.

*America is a nation of dust and determination.*

*Ride the rails and prove your mettle.*

*Product contains:*

- Everything you'll need to run games in a supernatural 1930s.

- 
- Many new character options including new Edges, Hindrances and Powers.
  - Weather-manipulating wizards, taxidermist reanimating priests, and railwalker hobo magic users - all as playable options!
  - All the possibilities of the X-Files with femmes fatales and four-color G-men thrown in.
  - 30 scenarios including a full plot-point campaign taking characters from Heroic rank to the brink of becoming Demigods.

This is a high art product and a large download.

Requires the Savage Suzerain product.

*Conversion by:* **Jeannette Jarrar**

Released on January 26, 2018. Designed for Fantasy Grounds version 3.2.2 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 - Suzerain: Noir Knights (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 14 Feb, 2018

a09c17d780

**Minimum:**

**OS:** Windows 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:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

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

English



**CHAMP OR VILLAIN?**

The heroes' task force receives one of its more unusual requests when a raven asks them to travel to Port Henry in up-state New York, in order to keep the legend of Beowulf from being reinvented.

**A DARK MESSENGER**

One of the heroes is visited by a raven who claims to be delivering a message. Which character it is doesn't really matter, although it should be one who's Sighted, if there is one. If none of the heroes are, then it will be the one you'd think least likely to receive such a visitation. Although the raven tries to use mundane methods (windows, and the like), if that proves difficult he simply appears at an inconvenient moment.

He introduces himself as one of Odin's ravens, and

**THE HUCKLEBERRY FINN MEMORIAL RIVER R...**

The team is asked by Professor Bathurst, once they've made his acquaintance in the campaign, to travel to Memphis, Tennessee, and enter a commemorative boat race. This adventure can be run at any time after meeting Bathurst, but 1935 is especially appropriate since it's also the 25th anniversary of Samuel Clemens' death.

**MEMPHIS, TENNESSEE**

Memphis, Tennessee, is a large city and although the Great Depression has impacted here too, it's not as bad as some of the more rural areas. When the heroes arrive, in fact, there's a certain festive air in the city.

For the last few years, the St. Louis Chamber of Commerce, up in Missouri, has hosted an annual

**SAVAGE TALES**

It was a dirty night in a dirty town, inky black like a cloak of evil had dropped down to smother it. Black like their thoughts. Noir.

Welcome to the Savage Tales for our 1930s' setting, Noir Knights. These adventures can generally be run whenever you think they'd best fit. Occasionally, we might make a suggestion or two, but this story belongs to you and your players. Have fun. Change things. Make it your own. And did we mention having fun?

So let's start with something black...

**DEAD RECKONING**

The heroes' task force is sent to Atison, New Jersey, deep in the Pine Barrens, to look into the 'spooky' murder of a wealthy investor.

**ATISON, NEW JERSEY**

Atison is a tiny little town that once had a thriving iron industry, which was supplanted by agriculture – mostly in the form of cranberries – after the town was purchased by Joseph Wharton about 45 years ago. The old mansion that once dominated the town still stands, uninhabited now, and used mostly for storage and packing.

The current problem is one of escalating violence. First, some hunters disappeared. That's not uncommon – and most of them were itinerants and poachers anyway. But then some tourists turned up


**NINE TENTHS OF THE LAW**

This adventure is best run after the characters have completed Carnival of Wonders. The task force is called to San Francisco, California, where the Jiang family seems to have run into some problems that need handling.


**SAN FRANCISCO, CALIFORNIA**


San Francisco is a big city – a melting pot of cultures, full of sound and color. Here the effects of the Great Depression largely manifest as an endless stream of vagrants looking for a hand or a handout. The problem the heroes have been sent to deal with appears to center around some conflict within the Jiang family. Xian Jiang runs Chinatown with an iron fist, but his daughter, Cal, has begun directly opposing her father. Normally, this wouldn't be any affair of the SPA, but rumors

**82 NK**



**66 NK**








### THE SPA FILES

The world has crashed, or so it seems. It wasn't a war and there's no obvious scapegoat. Everything just fell apart. Banks have no money. Workers have no jobs. Farms have no food. Let's take a look at the world in which the average SPA agent lives and works. One thing's for certain - in the depths of the Great Depression, there's plenty of work for an agency hunting the supernatural. What follows is a run-through of the main case load for the task forces covering what they know, what they think they know, and what they know they don't know. With a little context thrown in for good measure - the economic and political backstory to help fit it all together in your own mind.

© 11 NK  
The winters are rough.

### 11 NK



### NEW EDGES

- ◉ Echolocation
- ◉ Fair Catch
- ◉ Fair Catch, Improved
- ◉ Folk Hero
- ◉ Getaway Driver
- ◉ Hall Of Bullets
- ◉ Hydrodynamic
- ◉ Just As Planned
- ◉ Lucky Guess
- ◉ Majesty
- ◉ Majesty, Improved
- ◉ Mesmerist
- ◉ Nothing To See Here
- ◉ Pulse Path - Railwalker
- ◉ Pulse Path - Rulzologist

### LOW LIVES IN UPPER CIRCLES

The Great Depression rolled out in waves from Wall Street six years ago, and continues to sag like a heavy load across the entire world. You can see it in the people's eyes, lean and hungry, a tick too wide and desperate. Folks in the big city turn to fantasy and crime. Movie houses are packed, and the vacuum tubes in household radios hum as they play an endless stream of pulp serials.

This is the tail end of one of the hottest summers on record. No one wants to work hard in the sweater, especially when there are no jobs to be had anyway. Folks are starving, frustrated, unemployed, and just too damn hot.

Easy pickings.  
After prohibition was repealed, folks had at least

### THE SPECIAL PROJECTS ADMINISTRATION

organization full-time to highly dedicated teams (or "task forces" as they get called using the office jargon).

If all of this seems confusing, a mess of layered departments, divisions and bureaus... well, it's meant to. The TFD is an official part of the government, but it's best not to scare the public with talk of hunting supernatural threats. People are already spooked enough after the rise of spiritualism and superstition in the '20s and there's no point adding hysteria to the Great Depression. Buried within plain sight, the work of these task forces remains largely invisible, even to the accountants on Capitol Hill who scrutinize every dollar of federal spending.

◉ SPA emblem  
**WORKING FOR THE SPA**

The Task Force Coordinators have much broader standards of hiring than the rest of the SPA, seeking out operatives from all corners of America. Circus freaks, gangsters, priests, post masters, lumberjacks, and street urchins - they've all been tried out. Task forces are often rearranged to find effective synergies that can be used on assignments. The freelance nature of many task forces makes them less reliable, but it also makes them more expendable. Teams can be sent in just to test the waters. This practice results in little waste if the pool turns out to be empty, and important intelligence as well as no real loss to the Division if the pool is full of sharks.

If player characters join a freelance task force, they


### NEW TELESMA/PULSE PATH EDGES

**NEW TELESMA EDGES**  
Not every task force of the SPA is filled with truly heroic characters. Your character, though, is a cut above the average agent, and gets all the perks of being Heroic in Savage Suzerain, including a Telesma that helps him out along the way. There are new tricks for these splits, based around the supernaturally charged environment in our Great Depression realm of American Grit. Any Telesma which gets to pick a new Edge while in this setting can choose any of the original options from Savage Suzerain, or one of these new ones instead.

◉ 09 NK

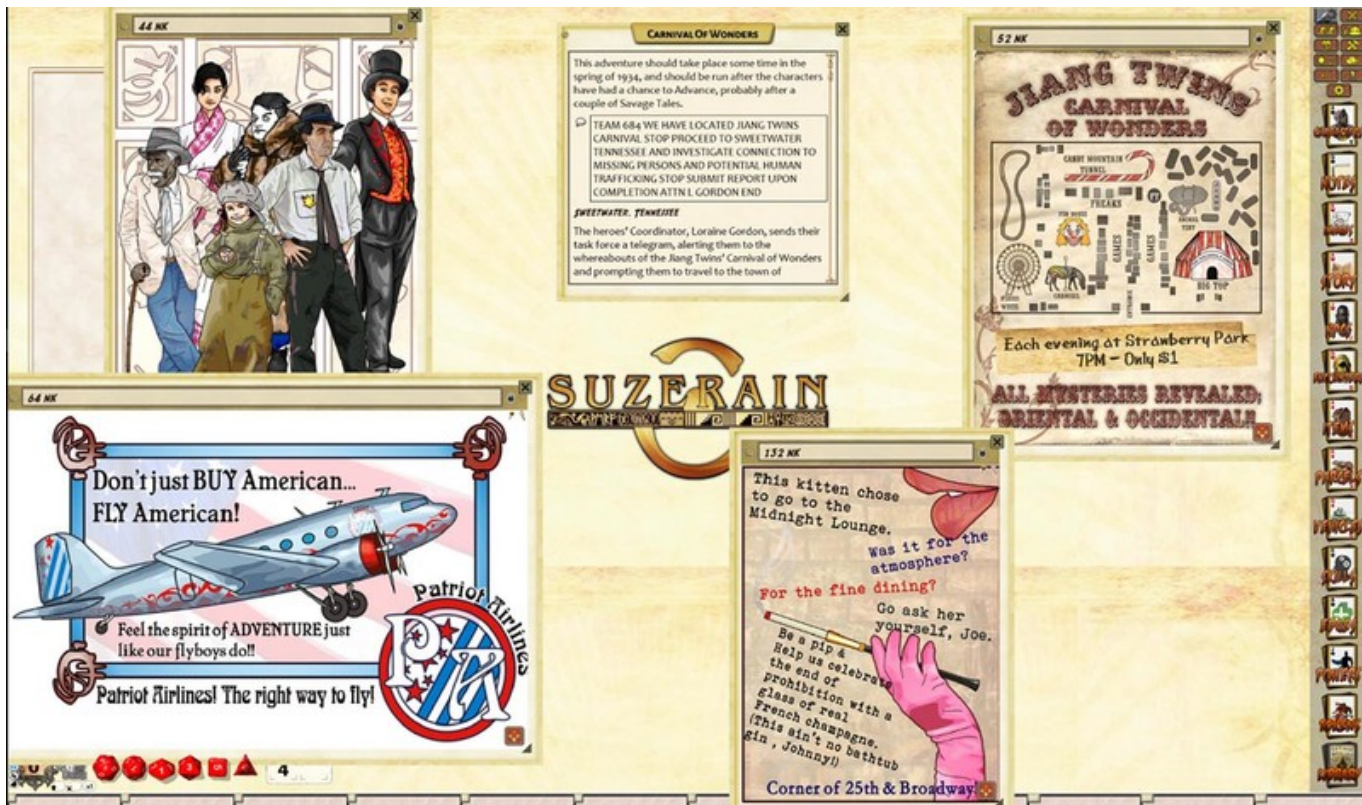
**NEW PULSE PATHS**  
Although they're not common, and tend to stay out

### SPA EMBLEM



5th Floor Heretics  
Savage Worlds Deluxe v4.5 for Desktop 2013. Inevitable Effects, Copyright 2013. Spheroorks USA, I.  
By Rules for 2013 Hand Gaming. More great resources at [www.savage-heroes.com](http://www.savage-heroes.com)  
Character Designer v1.8.0 for SW v3.4 © Spheroorks USA, LLC.  
Author: James Gurney's Heroics (Inspired by All Nations's Savage Worlds Enhanced Edition). Link in module Developer Tools for instructions.  
Detailed Marker Abides Sampler v1.0  
Savage Suzerain Extension v1.0 for Fantasy Grounds v1.2023 Spheroorks USA LLC.  
Adventure Deck v1.4 for Fantasy Grounds Copyright 2013 Spheroorks USA LLC.  
Enhanced Library v1.20  
MFC Helper v1.20  
Custom Abilities Detail on Board

0  
4  
Target: None









---

[Fantasy Grounds - NPCs: The Poor \(Token Pack\) download setup](#)  
[Chip's Challenge 1 \[cheat\]](#)  
[WARIUM download without key](#)  
[The SpaceTime Shooter Combo download by utorrent](#)  
[Con Amore activation code and serial number](#)  
[Don't Mess Up license keygen](#)  
[Hard Work Activation Code](#)  
[Princess Evangile W Happiness - Steam Edition crack unlock code and serial](#)  
[Luxor 2 HD download for windows PC](#)  
[Fantasy Grounds - D amp;D Guildmasters' Guide to Ravnica download under 1gb](#)