

Fantasy Grounds Demo Activation Code [Patch]



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About This Game

Fantasy Grounds is an application acting as a virtual online gaming table primarily intended for pen and paper style narrative role playing games. It is designed to perform many of the things you can do while playing at a conventional gaming table and move it online. The demo will allow you to test the campaign creation features, host another player for demo purposes or connect to another player running a demo. The GM will need to route port 1802 in the firewall to their local IP address.

* This is not a stand-alone game. This game features no computer controlled AI and relies upon another user acting as a Gamemaster to control the story, action and enemies you face.

Overview

Fantasy Grounds is a hybrid application which allows you to play games and create your own games. It facilitates this play and provides some optional add-on Adventure modules which can be loaded and played with very little preparation. Each game will require a GameMaster (GM) and one or more players. Games may be played in a session as short as a few hours or continued

with multiple sessions over a series of days, weeks, months or years. A GM will typically install the application and choose their game-system of choice, which we refer to as a Ruleset. Fantasy Grounds comes pre-loaded with Rulesets supporting compatible play for Dungeons & Dragons (R) 3.5, Dungeons & Dragons (R) 4E and the Pathfinder Roleplaying Game (R). Additional Rulesets are available for free and for purchase from our Workshop. Both the 3.5E and PFRPG rulesets are good places to start for new GMs and for people new to Fantasy Grounds. These Rulesets come pre-loaded with some basic Library modules full of abilities, spells, monsters and items that have been marked as Open Gaming Content (OGC) by their respective copyright holders. Additional rulesets, such as that for Call of Cthulhu or Savage Worlds are fully licensed versions and contain otherwise closed and proprietary content that we've licensed from those publishers.

Players

For players, Fantasy Grounds will allow you to connect to a game being hosted by a GM and control one or more characters within the game. You will be able to update and maintain your character sheet, much like you would in a face-to-face RPG game, but with some degree of automation and support for dragging and dropping abilities and items from the Library modules (for rulesets which support them.) Whenever a GM shares a map image, you will be able to move a token representing your character and initiate attack rolls against enemies visible on those maps when it is your turn. You will be interacting within the GM's game session with other players and every action you take will be communicated to the GM and connected players along with any chat messages you enter into the chat window. At the conclusion of the GM's game session, you will log out and your character sheet and progress will be saved to the GM's session. When you meet back up and a pre-scheduled time with the GM for the next session, you will be able to continue where you left off. Scheduling of future game sessions is handled outside of Fantasy Grounds via email communication, the Fantasy Grounds forums and Game Calendar, Steam discussions or through whatever source the GM defines. SmiteWorks hopes to improve the match-making features at a later date.

GameMasters

For GameMasters, Fantasy Grounds will allow you to outline and prepare your future game sessions. You will be able to create story entries and link them together or to specific maps. You could, for instance, create a story entry which links to an image of a dungeon and then each room could in turn be linked to individual story entries -- each containing room descriptions, secret GM notes, a list of NPCs and monster encounters or links to more images and player hand-outs. Depending on your game master style and the availability of pre-entered monsters and enemies, you can also run without preparation. You can create and maintain multiple Campaigns, each with their own content and players. When you are ready to run your campaign, you will need to spend some time recruiting players and establishing your preferred frequency and length of play, methods of communication when you are not connected with Fantasy Grounds and whether or not you want to use a voice application such as Skype or Google Hangouts alongside Fantasy Grounds. Most GMs tend to use a combination of in-game text-based chat within Fantasy Grounds *and* a voice application to help facilitate quicker and more natural play.

Title: Fantasy Grounds Demo
Genre: Indie, RPG
Developer:
SmiteWorks USA LLC
Publisher:
SmiteWorks USA LLC
Release Date: 8 May, 2014

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Minimum:

OS: Windows XP, Vista, 7x or 8x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 GB 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

Ruella Samson

GM: The date is the Wealde
Campaign saved.
[GM] Ruella -> [ABILITY] Intelligence check (vs. DC 14) [FAILURE]
[GM] Samson -> [ABILITY] Intelligence check (vs. DC 14) [SUCCESS]
[GM] Ruella -> [SKILL] Perception (vs. DC 16) [FAILURE]
Campaign saved.

PARTY SHEET

Parcel Items		Assignment
#	Description	
1	Blanket, winter	
1	Crossbow, heavy	
1	Mace, light	
1	Unidentified Item	
1	Unidentified Item	

Parcel Coins	
#	Description
12	PP
18	GP
15	SP
3	CP

Party Inventory		Carried By
#	Name	
1	Battleaxe	Samson [1]
2	Crossbow, heavy	Ruella [1], Samson [1]
1	Full plate	Samson [1]

Party Coins Carried By		
#	Description	Carried By
12	CP	Ruella [12]
22	PP	Ruella [22]
18	GP	Ruella [18]

Goblin Hoard

Party Level 4 Total Monetary Treasure: 140 GP

#	Coin Description	#	Item Description
12	PP	1	Blanket, winter
18	GP	1	Mace, light
15	SP	1	Scroll (Acid Splash)
3	CP	1	Scroll (Blindness/Deafness)

0 Modifier

A-1 A-2 A-3 A-4 A-10 A-11 A-12

STORY IMAGES & MAPS NPCs ITEMS NOTES LIBRARY TOKENS

Fussy: (+1 spiked chain plus 1d6 electricity damage)

Fussy: (+1 spiked chain plus 1d6 electricity damage)

Fussy: I confirmed the threat?

Fussy: ok done...

Fussy: 13 from the first, 10 from the second

Fussy: 23 damage

Fussy: sure

GM: 3 min break?

Fussy: AFK

Honduras (Eyrvaad): semi afk

Walter (Lionello): AFK

Fussy (Fussy): We must save Alyssa

Walter (Lionello): Back

GM: back again

Cronel: sweet! That was my old ballroom partner, she might want to compete again :)

Walter (Lionello): Cool

Cronel: back again?

Fussy: yes, 23 damage with 2 attacks

GM: finished?

Lionello

Fussy: yes

Level 0

- Acid Splash*
- Light**
- Ray of Frost**

Level 1

- Familiar Pocket
- Mage Armor*
- Magic Missile**
- Shield

Level 2

- Flaming Sphere**
- Scorching Ray
- See Invisibility
- Summon Monster II*

Level 3

- Fireball**
- Haste
- Summon Monster III*

Level 4

- Ice Storm**
- Summon Monster IV*

1 Acid

1 Alchemist Fire

Aracantist's Gloves # Uses

9 Bolt

24 Broach of Shielding

1 Elixir of Hiding (+10 Hide 1 hr)

1 Necklace of Fire

Pearl Power 1st # Uses

Pearl Power 1st # Uses

1 Potion: Blur

5 Potion: Cure Light Wounds

2 Potion: Cure Moderate Wounds

1 Potion: Delay Poison

1 Potion: Mage Armor

1 Potion: Remove Fear

1 Potion: See Invis

1 Rod: Lesser Extend # Left

1 Rod: Lesser Sculpting # Left

30 Wand: Mage Armor

24 Wand: Burning Hands

14 Wand: Detect Secret Doors

5 Wand: Sleep

Lionello

39 HP

II Wounds

Haste

Extra Attack when Full Atking

+1 To Hit

+1 To AC (Dodge Bonus)

+1 To Reflex Saves (Dodge Bonus)

Move Increases +30 capped at 2x

Rounds 3

0 Modifier

Summon Monster III

3rd-level list, 163 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

3rd Level	
Celestial black bear	LG
Celestial boar	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE

C-1 /de 1d20 +7 Casts C-2 /de 4d4 +4 Magic! C-3 /de 2d6 Flaming S C-4 Scorching Ray (1x) C-5 /de 4d6 Scorching C-6 C-7 /de 7d6 Fireball D C-8 C-9 /de 5d6 Ice Storm C-10 C-11 C-12

5/9

Fantasy Grounds

Ruella Samson

hungry for real food.

3.5E local (Ruella): That is a massive understatement

Ruella: Samson, let us scout for a suitable where we can rest our aching bellies with fine food

Samson: Aye, but it is the drink and the fine women that I desire most.

Ruella: Typical.

GM: The date is the Wealdy, 15th Phare

Campaign saved.

[GM] [TABLE] Critical Hit = CRITICAL HIT [4] [4]

[GM] [TABLE] Critical Hit = CRITICAL HIT [2] [2]

[GM] [TABLE] Critical Hit = CRITICAL HIT [1] [1]

[GM] [TABLE] Critical Hit = CRITICAL HIT [1] [1]

[GM] [TABLE] Critical Hit = [Critical Hit Effect]

[GM] [TABLE] Critical Hit Effect = EVisCERATE You do two standard critical hits to the target.

[GM] Ruella -> [ABILITY] Intelligence check (vs. DC 14) [FAILURE]

[GM] Samson -> [ABILITY] Intelligence check (vs. DC 14) [SUCCESS]

GM

0 Modifier

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

PARTY SHEET

Party Information

Portrait	Name	XP	Level	HP	Str	Dex	Con	Int	Wis	Cha	AC	FFAC	TAC	CMD	Fort	Ref	Will	SR
	Ruella	XP	Level 3	11	9	16	13	17	16	13	13	9	14	+3	-1	+3		
	Human	Cleric		0	-1	+3	+1	+3	+3									
	Samson	XP	Level 6	18	16	14	13	8	11	21	18	13	23	+8	+6	+1		
	Dwarf	Fighter		+4	+3	+2	+1	-1	0									

<> Ability DC: Intelligence 14 Save DC: Will 15 Party Attack: +8

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TOKENS

I've spent about 3 hours using the Demo with the D&D 5e rules and I think it's awesome. I created an NPC, imported a map, and created an encounter on the map. My friends and I have been looking for something like this for years. We've messed around with other adventuring software and character creators, including the virtual tabletop and other web tools Wizards of the Coast briefly developed, and this demo puts everything we've used to shame. When I think of all the money we spent on books, adventures, and website subscriptions I would gladly take it all back and sink every dime of it into Fantasy Grounds.. I run D&D every other week and I have used Roll20, both paid and free, as well as tabletop simulator. Both are great but I prefer Fantasy Grounds over both of those as it can automate a lot of the book keeping and you don't have an upload limit. What I mean by that is it can take care of math during battle, as long as you have it all setup correctly. I currently use their subscription model since the one time price of \$150 for the ultimate package is a bit much. If you don't mind watching a 2 hour tutorial video on youtube to learn how to use the program then I highly suggest using their subscription model of \$10/month for the ultimate edition. I will say one thing and that their DLC of \$2000+ can seem ridiculous but if you look through each DLC you will see that they are for different editions of RPGs and that they sell them for the same price as if you were to buy the book version.. Have been having some issues with random crashes but other than that great platform!. its fun almost like a group forum with frinds where you can also play dnd. I was about to purchase the full version but I thought I'd run the demo to test it, but it won't run, it says this is available for mac but it's not working?

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