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## About This Content

### N.E.W

#### VOYAGE INTO THE FAR FUTURE IN THIS VERSATILE TABLETOP GAME OF SCIENCE FICTION ADVENTURE

*Bounty hunters track down outlaws hiding in trader towns on worlds at the fringe of the galaxy. Starships explore unknown worlds, going where nobody has gone before. Great generational arks seek somewhere to call home. Detectives investigate a murder on a trail which will take them from Mars to Jupiter's moons. Agents infiltrate a criminal organization, going undercover to take down a galactic crime boss. A group of smugglers locates a new hyperdrive system to increase the speed of their freighter.*

*Play a brave starship captain, a reckless smuggler, a hardy marine, or a daredevil pilot. Are you a cunning bounty hunter, a clever engineer, or a charismatic trader? Over sixty science fiction careers await you!*

#### FULLY COMPATIBLE WITH O.L.D. THE HEROIC FANTASY ROLEPLAYING GAME!

This roleplaying game allows you to create and run adventures in any sci-fi setting!

A range of alien species, and over 60 careers which allow you to generate any far-future character with a fun, intuitive life-path system.

A wide array of science fiction equipment, including weapons, armor, drugs, cybernetics, vehicles, and more. Wield anything

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from a laser sword to a sonic pistol; use a gravbelt or a handheld scanner; wear a kevlar vest or a powered suit of armor.

An array of optional psionic disciplines and powers, allowing you to play anything from a commercial telepath to a noble star knight.

Full rules for running the game, including fast but tactical combat, environments, and extended scientific, medical and engineering tasks.

Starship combat rules, both using detailed hex-based miniatures and abstract theatre of the mind.

Rules for creating ship crews from which to form specialized Away Teams for specific missions.

Astronomical information, space travel, and information on starship crews and operations.

Extensive guidelines for building a far-future game setting, with detailed rules for creating star systems, planets, civilizations, races, careers, monsters, and more, along with discussion on genre, theme, and technology.

Whether you're aboard a starship exploring new worlds, a bounty hunter tracking down outlaws on the fringes of civilisation, an agent infiltrating an intergalactic criminal organization, an intrepid hunter of exotic alien species, fighting a galactic civil war, or just a trader trying to make your way in an uncaring universe, N.E.W. has you covered!

**This is a What's O.L.D. is N.E.W. core rulebook.**

This product includes the WOIN ruleset needed for play and the existing WOIN rulebooks Future Careers, Future Equipment, Future Core, Space, and Building a Universe.

Also included separately are a bonus EONS article entitled Resolve: Horror, Sanity, & Social Combat, providing an entirely optional rule straight from EONS, the official magazine of the WOIN roleplaying game system.

*Conversion by Colin Richardson*

Released on October 22, 2017. 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.

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Title: Fantasy Grounds - N.E.W. (WOiN)  
Genre: Indie, RPG, Strategy  
Developer:  
SmiteWorks USA, LLC  
Release Date: 26 Oct, 2017

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**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

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## The Last Monster Master

by Ben Serviss

Show Stats

Restart

Achievements

Menu

"The brutes are gone, but these other monsters... they just appeared, and they're unstoppable!" Hilac says.

"They're fighting each other, they're tearing the city apart—what do we do?"

- "Barricade the doors! We can't let them get in!"
- "Quick, surround me and block out any distractions—I need to concentrate!"
- "Get the people in the main hall to safer places in the stronghold!"

Next









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