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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

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.

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







ATTRIBUTES

SKILLS

POINTS TO SPEND

SPEED	93 / 93
STRENGTH	90 / 90
TECHNIQUE	92 / 99
FOOTWORK	90 / 99
AGILITY	90 / 92
FITNESS	94 / 99
STRATEGY	92 / 99

H FULL BACK
This position calls for all-round ball-playing ability and speed. The fullback is the last line of defence, standing behind the main line of defenders. Defensively, fullbacks must be able to chase and tackle any player who breaks the first line of defence, and must be able to catch kicks made by the attacking side.

Greg Inglis LEVEL 47

91 FB C 5/8

AGE	HEIGHT	WEIGHT
28	195	105

ATTRIBUTES

PASSING	92	DRIVE TACKLE	83
BALL HANDLING	91	HOLD TACKLE	83
OFFLOAD	91	BIG HIT	91
FAKE PASS	91	BALL STRIP	92
FEND	90	ACCELERATION	91
EVASION	90	SPRINT SPEED	92
GOOSE STEP	91	MAX STAMINA	78
BREAK TACKLE	91	REACTION TIME	92
HIT UP	92	IN PLAY KICK ACCURACY	91
TRY UNDER PRESSURE	91	IN PLAY KICK DISTANCE	91
TACKLE	82	PLACE KICK ACCURACY	37
DIVING TACKLE	82	PLACE KICK DISTANCE	36
DRAG TACKLE	82	CONTESTED COLLECT	91

JUMP BACK

1 XP: 0

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