EARTHDAWN

Tableau Infractus #8

TABLEAU INFRACTUS

"Begin at the end, that way I'll know if I want to hear the rest of the story."

• Sabba, Winding Troubadour of Iopos •

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Issue 8, Summer 2011

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http://www.4shared.com/dir/28316119/e26b
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CREDITS

Author's corner

Once again I shall assail you with a series of random tid-bits, all with Earthdawn as a central theme.

EARTHDAWN COMPENDIUM

If you have not already checked out the nifty site put together by Flagg, I suggest you do so. The Earthdawn Compendium has a simple and easy to use design. It makes perusing the player submitted information painless. Members of the site can add to the growing list of content or use their forums.

So if you have a Discipline, Spell, Talent, or any thing else you want to put out there on the net for people to look at, read and use, this would be a good location for it. The more folks that contribute the better the site will be and the more the game will grow.

The best part, in my opinion, is that like myself the creator has been playing for years and wants to give the players regular or semi-regular content. A cool drink of water in the long dry spells between official releases.

The Wastes

Well the PDF file *The Wastes* is back on line at http://earthdawn.ladysaria.com. The site came back up a couple weeks after I had made the archive available. Because the original file is once again available I have pulled the archive from the net. If you have not read it give it a shot.

Real Print Magazine

Well I have been working on acquiring images for the international checklist. I have recently been informed that there was a magazine titled *Casus Belli* which used to print Earthdawn articles fairly regularly. If you have any of the issues, or know of the issue numbers with Earthdawn content, please drop me a note.

Issue #9 Contest

With the publication of this issue I am only one issue away from the land mark Issue #9, that being the final issue of Earthdawn Journal. In Tableau Infractus issue #9 I will be giving away a very nice copy of the Earthdawn Journal #9 to the winner of the following contest.

***Not including Uhl Denairastas**, write an E-mail telling me which "Character" has been referenced the most in the first eight issues of Tableau Infractus. The Character's Name, issue numbers and page numbers will need to be included in the e-mail.*

The winning entry will be randomly selected from all the correct entries. In the event there are no correct entries submitted a winner will be selected randomly from all the entries submitted. The winning entry will be notified by e-mail, and the magazine will be sent to the winner's specified address free of charge.   Good luck, have fun and thanks for reading. Now on to the Issue…

The horror emerorph

I was assailed by a wet egg mucous smell, accompanied by an unsettling sense of relaxation. I could feel my bowels quake in terror but I could find nothing that would cause such a weakening in my fortitude. I had no idea what I was getting my self into.
- Zahquarry-

The following is from the journal of Zahquarry, Nethermancer and Illusionist in the service of the Malachite Throne.
- S'flint Senior Scribe of the Library of Enlightenment -

I have often wondered at the variety of the horrors I have come across in my lifetime as an acquisition specialist for the city of Iopos and her ruling family. Some are so frequent as to almost be regular fauna of Barsaive, Gnashers and Crystalline Entities come to mind. The simple act of classification helps to remove some of the horrific aspects of the creatures.

I have discovered what I believe to be a horror so insidious that its very nature is such that it prompts the observers to believe it is not

there. The influence it exerts over its intended victims leads them to relish the idea of their doom and that of others. All the while remaining fully aware that what they are planning is disastrous to them and all around, yet they can do nothing. Fully aware of their action they blame their actions on "Acts of Passion".

I happened across a small village to the south of the Liaj Jungle along the cataracts of the river that borders the jungle and the Delaris Mountains. The village is on the trade routs between the City of Jerris and ending with the town of Three Rivers.

The village is called Riparian Way. A simple name for a simple village filled with simple folk.

The people were lacking in the paranoia that one usually expects from a village in the hinterlands of Barsaive. To go with their lack of paranoia I was startled by their unusually friendly demeanor. I was not asked to perform my artisan capability. Many of the towns folks were in awe at the colors and shifting designs on my traveling cloak and robes.

My senses began to scream at me that something was wrong. A friendly village with no signs of the negative affects of the scourge, where the people were happy and carefree, going about their daily lives without a worry about monsters. I thought "Have I become so cold to the natural state of name-givers that I can not recognize it when I see it? Should I always doubt everyone? Is this not what the peoples of the world desire? Is it truly a case that all is not as it appears?" An odd thought that one coming from the mind of an illusionist. I should have caught on then that something was off.

I was invited to join the village in their evening libations. This of course is always a good way to get information so naturally I accepted. The evening as progressing along quite nicely when a random though occurred to me, did the village have any adepts of any discipline? It was a large enough settlement to have had at least one or two individuals that would have the inclination to adept hood.

I then queried my hosts about the village and its adept history. Imagine my surprise when I learned that the village had not birthed an adept in more than five hundred years. Incredulous I asked about their survival during the scourge. The response I received was, "Yes it was an unpleasant time and the hunting was poor."

Was this a village completely daft? The scourge was an horrific experience and what did they me about the hunting being poor? Surly they were not actually outside during the scourge?

I then asked about their Kaer and who it was that had built it. At this point it was my turn to receive the questioning looks. What did I mean their Kaer?

My questioning had begun to cause some unrest among the various villagers that had assembled. The village Elder, an human crone of some eighty years, took that as a sign the evening libations were over and dismissed all the villagers to their various homes for the night. She offered a place to sleep in the common hall of the village. Being rather road weary I accepted.

The morning brought a golden glow of the sun to the river banks and the sounds of birds in the trees. A crisp wind blew through the windows of the common hall and awoke me with a slight shiver. I could feel my body tense and tight as though I had been in battle all night. Once I was up and moving though my mind became calm and relaxed.

My morning ritual brought no relaxation to my muscles even though I took extra time to participate in it. I called a spirit from the village to communicate with only to find the village devoid of spirits. I then called father a field in astral space for a sprit. At various points it would seem as though a spirit were responding only to go silent. After an hour of tea alone I ceased my ritual and decided that would be the day I left the village.

As luck would have it no barges arrived that day, or the next or the following week. During my stay I became a restless. All of the good weather, polite happy villagers, and sound sleep I was receiving, had set me on edge. I had not been able to perform my morning ritual successfully since my arrival.

Being a lone adventure in the wilds is a bad choice so I had to await a passing boat or a band of adventures. I contemplated several times the over land trek to the town of Three Rivers as well as the city of Jerris.

Two weeks passed before I was able to escape the overwhelming sense of serenity of the village, its occupants and the sound sleep.

I have never returned to Riparian Way. I did learn in the Library of Enlightenment that the village was on an old trade root from Jerris before the scourge. Apparently a Nethermancer Illusionist of some renown retired there. I found no record of their kaer in any of the libraries of Iopos, Throal or Thera. I have considered returning to the village to do more research, but even though my mind is willing my flesh is resistant.

Emerorph and the Sapper of Magic

The town of Riparian Way is home to a horror of the most unique type. It is a low sentience horror with a very large area of influence. Trapped here in a magical prison the horror feeds on the spirits of name givers when they die. The elderly have many things to regret and the horror is fed just enough to continue to exist. It can not escape the prison and the villagers have no idea it is there.

The horror has the unique aura ability to drive other horrors away from it. This is the reason it was captured and imprisoned by an outcast Denairastas Nethermancer Illusionist before the scourge. Should the horror ever escape the prison it will flee back to astral space.

The village has, over the years, built around the prison of this horror. The common hall where guests rest is built directly over the horrors location. The prison drains off the latent magical ability of name-givers to power the wards that keep the horror trapped.

The prison is called the Sapper of Magic and its design is such that during the scourge when the magic level was very high the prison was much stronger.

Individuals that are born in the village will never leave. They have no desire to leave and find the idea preposterous. The village is safe, has always been that way and will always be that way. This is the general belief of the villagers.

Name-givers that visit the village will have s minor sense of unease. If they chose to become citizens of Riparian Way they will lose this sense of unease in a ceremony of citizenship. Local legend is that the ceremony was conceived by a former village elder as a way to reinforce the loyalty to Riparian Way. It is in fact a blood oath ritual that ties the name-giver to the Sapper of Magic and dooms them to have their spirit consumed by the horror after their death.

Using Emerorph, The Sapper of Magic and Riparian Way in Your Game

Riparian Way is an excellent village to end a long and exhausting trek through the Liaj Jungle. It allows the players to heal and repair. Unless the players expressly comment on the friendliness of the population don't be too obvious that there is something amiss. It is possible that the players might want to hang around for a while or set up a house for future retirement and such.

Another option is for the adventures to receive a letter from an old acquaintance inviting them to come visit their new place of residence. While visiting the characters will not regain their karma through their rituals as the prison is sucking all ambient magic to it.

Perhaps the characters are following clues to the identity of the outcast Denairastas Nethermancer Illusionist and the path leads to this village. Since the individual in question trapped the horror, built the prison and developed the ceremony of citizenship they would have been a force to be reckoned with. It is possible that the village records would contain information that is not in any of the great libraries.

The real kick in this scenario though is that fact that the horror has been treated horribly and thoughtlessly by the name givers who have unknowingly benefited from its existence. If the village learns that it has been infested by a horror for five hundred years the citizenry might not react very positively.

Once they find out that their loved ones have not actually passed over to Death's Realm but were consumed by a horror under their village they might react unpleasantly.

However you elect to use this scenario play up the unsettling effects of positive everyday things like nice folks, good food, sunshine and a good nights rest.

The man of answers

Marco Soto can be referred to as the Man of Answers for Living Room Games. Not only on their website, LRgames.com, but also in this interview. Mr. Soto wore many different titles during the print run of Earthdawn second edition, writer, layout designer, and forum guru just to name a few. He was involved in every release in one manner or another. This issue he has agreed to answer my questions and some of the questions submitted by the readers. The interview was compiled over several e-mail correspondences.

TI) Thank you for agreeing to this interview. If I recall correctly you were the "goto man" for questions and answers for LRG back in the days of second edition.

Marco) No problem, and yes, I was the info-guy, mainly because if I didn't have the answers I knew who to bug to get them.

TI) What prompted LRG to go with a second edition?

Marco) LRG had planned on doing a second edition from the onset. The main reason was that for years the Earthdawn community had discussed rules clarifications and how certain rules didn't fit well with others in the first edition. Being fans, ourselves, we were very aware of the fact that these discussions added up to a very strong vote for a second edition. So when we got the license to produce Earthdawn, we started out with the idea that there would be a second edition.

TI) The airship "Earthdawn" returned to Barsaive in the book *Barsaive at War* generations after traveling the world, was that just a coincidence or was it tied into the meta-plot?

Marco It was not only tied to the meta-plot, but it was handed down from the guys at FASA as part of their notes. We were able to get a bunch of help from all the guys at FASA, including Mr. Prosperi himself, and the return of the Earthdawn was meant to kick off a broadening of the horizons of the game. From the return of the Earthdawn, we were planning on expanding the meta-plot to include the areas that had only been hinted at in books like The Theran Empire, as well as new, unmentioned areas such as the Americas and Australia. I'm afraid that I've forgotten their Earthdawn names.
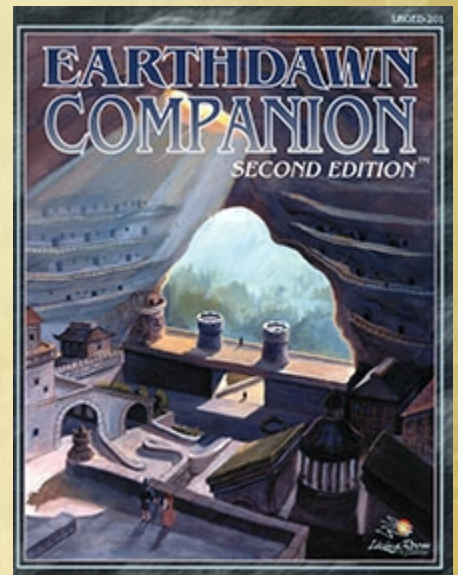
TI) Much of the artwork produced for Earthdawn 2ed appeared to be heavily anime influenced, was this an intentional choice to develop a brand style?

Marco) *In fact, yes. One of the many discussions about Earthdawn that we had heard about was the artwork and so we decided that we would make an effort to bring a single style to the game to tie things together. And it just so happens that at that time Anime and Manga styled art was in vogue. This also helped as it provided us with a wide range of artists to chose from.*

TI) This next question is fairly controversial and is in no way intended to be an insult. Often when the 2nd edition comes up in conversation I hear the phrase "it's full of some body's favorite house rules". How would you respond to that statement?

Marco) *Actually it's not insulting. Yes, 2nd edition is chock full of some body's favorite house rules. However, I'd like to point out that the some body in question isn't a single person, nor are they in any way related to LRG. The some bodies in question are the fans. As I said previously, we had heard that rules discussions were rampant among the Earthdawn community so we decided that we would get with the more vocal fans and find out what they thought was wrong with first edition. There were private forums set up so that we could maintain a bit of decorum (you know how rules discussions can end up) and then there was a massive amount of play testing. We not only asked about rules that people wanted to change but also rules that were unclear. Quite a few of the changes that went into 2nd edition were so small that you'd need to have both editions side by side to find them all. Sometimes a single word was taken out or put in to make something more understandable.*

But in the end, all of the rules changes and all of the corrections came from the fans. So, yeah, they're some body's favorite house rules, just not who most people think.
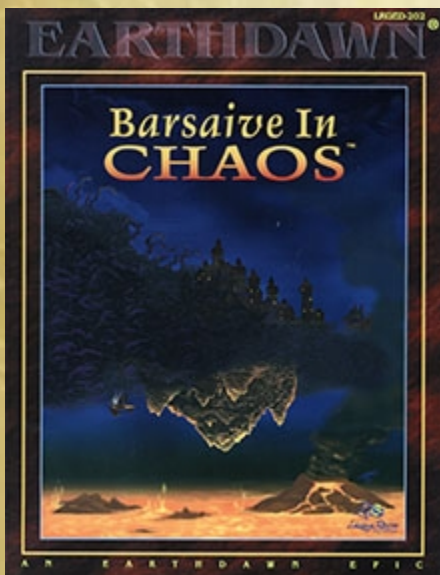
TI) I assume you played Earthdawn during LRG's run for second edition, do you still? If so would you care to elaborate on your campaign?

Marco) *At the moment our group is between Earthdawn games but we had two going there for several years. The one problem, however, with being the producers of the game is that everyone has already heard the stories and knows what's going on, even on the secret level. So our games tend to push the frontiers and go where you wouldn't expect an Earthdawn game to go.*

Mike Williams, for instance, was running a game that was a cross between Earthdawn and Planescape. Our group started out in Barsaive during the war and were transported against our will to Sigil where we dealt with the many factions as well as a number of the horrors from Earthdawn that had been transplanted into the Planescape mythos.

Then there was a game that I ran that was based on an island continent East of Australia called Lemmurjia which (totally apart from the Earthdawn meta-plot) was the base of the Horrors and the cause of the scourge lasting longer than expected.

TI) From time to time there are questions about the two unreleased books, *"Dangerous Goods",* and *"The Way of Will: Makers of Legend Volume Three",* is there any plan to make them available to the public? Or have they been disposed of?

*Marco***)** *Unfortunately while the books haven't been disposed of (we can't bring ourselves to go that far), they will probably not be made available to the public. We no longer have the license to Earthdawn, so we can't publish anything under that name. Mind you even if we could, with the game industry in the state that it currently is, it would be problematic to get them out in the same format as the old books. Not enough people are willing to spend $20 on pencil and paper games now days.*

TI) There has been some discussion on several forums that LRG had Thera attempting to collect Barsaive's pattern items for destruction, is there anything to this rumor?

*Marco***)** *For destruction? No. Not for destruction. (Insert maniacal laugh here) Remember, pattern items have power. Power can be used. Why would you want to destroy that?*

TI) Which of the LRG books was your favorite?

*Marco***)** *Ah yes, the hardest question to answer. Each book that we made was fantastic in its own way. Path of Deception was our first book and I remember doing marathon edit sessions where a group of us would gather around a computer and edited every single sentence in the book. We were so worried about getting it just right. Then there was Earthdawn second edition and the Companion. Those were the books that I had the largest hand in from editing to writing little blurbs to the layout and design of the books themselves.*

But I'd have to say that my favorite of all the books would have to be Barsaive at War because I was honored to write the chapter "The Assault on Sky Point" where the Earthdawn makes it's return to Barsaive and joins King Neden for the climactic battle. It was just awesome. I was able to look at the FASA notes (because as I said, they had planned this long before we got hold of it) and it really made me feel like I was part of the Earthdawn crew (for lack of a better term).

TI) Are you still writing for RPGs? If so which ones can we look forward to seeing from you?

*Marco***)** *LRG as a company is still alive in name but I can't exactly say what it's doing in the realm of games. It's one of those things where you can't say because of Non-Disclosure Agreements and the like.*
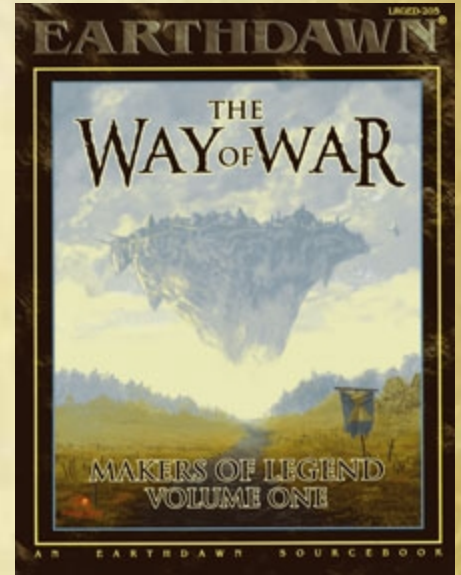
As for our members, about the only writer that I know of who is still active in the industry is Gary McBride who is doing freelance work for both Dungeons and Dragons 4th ed, and Warhammer 3rd ed.

TI) On a non-Earthdawn related note, what happened to the television pilot for Digital Burn? Was it aired only in Texas?

Marco) Actually there wasn't even a pilot per say. A short piece was created to give the feel of the series and it is currently being shopped around by the producer (Anthony Brownrigg) as part of a group of sci-fi shows that he's interested in making. It's one of those things that we're hoping will eventually pan out but we aren't fretting over it too much because otherwise we'd all be bald and have a nervous twitch.

TI) What one thing would you like the Earthdawn community to keep in mind when they think of LRG and Earthdawn 2nd edition?

Marco) That we were fans of the game who took up the banner of producing the game for the love of the game and the fans. I just wish we could have continued to make it.

TI) Thank you for taking the time to answer my questions, and most important thank you and everyone at LRG for carrying the Earthdawn torch for the years when LRG was the only one producing the game.

Marco) Thanks for asking me to be interviewed. It's been a while since I was able to feel the pride of helping make Earthdawn. It was a welcome remembrance.

All ten of the Earthdawn releases by Living Room Games are currently available as PDF Files at Drive Thru RPG and RPG Now. Even If you do not play the second edition of the game the books are worth taking a look at for ideas and inspiration.
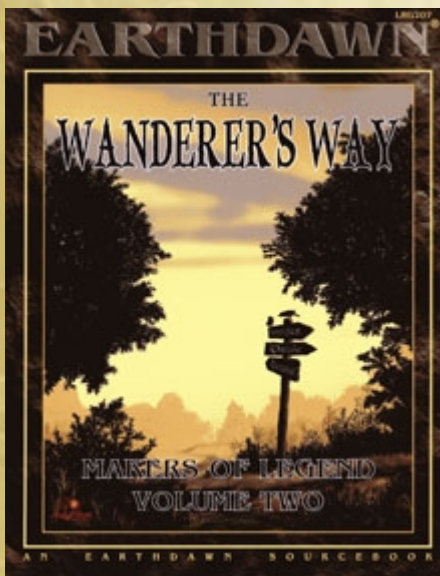
Windling miniatures gallery

The windling miniatures are some of the most difficult Earthdawn miniatures to locate. In the original print run by Heartbreaker there were only three sculpts, all available in one package. I do not know the reasoning behind the limited sculpt availability or the justification for putting all of them in one package. Because Heartbreaker has been out of business for years, and the original sculptor is currently unknown to me; I don't see the questions ever being answered.

Redbrick attempted to rectify this short coming of the original line by producing more windling sculpts. The original list was to include a Windling Male with a sword and Cloak – Rbw-4, and a Windling, Perched on Sword – Rbw-2. I have never been able to locate any images of these two sculpts. For a short while the Redbrick windlings were only available online and at conventions. Chances are they are even more difficult to find than the original run by Heartbreaker.

Windlings 3 Pack
Heartbreaker ED-302

Windling Perched on Ruin
Redbrick Rbw-3

Windling Cavalryman
Redbrick Rbw-1

Zoak Windling Mount
Redbrick Rbw-1-2

CHARACTER CREATION REFERENCE SHEETS

Often times when introducing new players to an Earthdawn game a new character needs to be created. The character sheet is whipped out and the process is begun. Many questions are asked and page numbers are often needed to find the information necessary. The rub is this, not all the information needed on the character sheet is in the same chapter, or even easily located using the table of contents. Thus I have developed a quick reference for my new players, it shows the actual page numbers for the individual slots on the character sheet. This has reduced the character creation time by about 50% and makes a handy reference for when they have questions later on about how a rule works. Presented here is a stylized version of my Character Creation Reference Sheets with a Dwarf Air Sailor as the race and discipline selection.

NAME: _____ *Determined by the player* _____

DISCIPLINE: _____ pg 42 _____   **CIRCLE:** _____ pg 42 _____

RACE: _____ pg 19 _____   **GENDER:** _____   **AGE:** _____

HAIR: _____ pg 19 _____   **SKIN:** __ pg 19 __   **EYES:** _____

HEIGHT: _____ pg 19 _____   **WEIGHT:** _____ Pg 19 _____

RACIAL ABILITIES: _____ pg 20 _____

The **Name** is determined by the player. Preferably it has a similar cadence to the rest of the racial NPCs. For example in my games most Orks have a very short and blunt sounding name. This helps tie the character to their racial culture. An Elf named "Bob" is not very elf sounding and is treated as a lower class of citizen in my elven court.

The **Discipline** list begins on page 35 and for each of my new players I put their particular discipline on this line. If it is in a different book I note that as well.

The **Circle** is tied to the discipline and also begins on pg 35.

Race, Hair, Skin, and Height, Weight information is sometimes stated on their particular racial entries. So generally the page # is the same across all these entries. Not all entries have this information.

Racial Abilities are located near the race entry in the book, most often on the page following the racial description.

Racial Starting Attribute Values are located on the same page as the **Racial Abilities** for the player's character. In this example they would be on page 20.

ATTRIBUTES

	BASE VALUE		LP INCREASE		CURRENT VALUE	STEP	ACTION DICE
Pg 26 DEXTERITY	Pg 27	+	Pg 237	=	Pg 27	Pg 28	Pg 14
Pg 26 STRENGTH	Pg 27	+	Pg 237	=	Pg 27	Pg 28	Pg 14
Pg 26 TOUGHNESS	Pg 27	+	Pg 237	=	Pg 27	Pg 28	Pg 14
Pg 26 PERCEPTION	Pg 27	+	Pg 237	=	Pg 27	Pg 28	Pg 14
Pg 26 WILLPOWER	Pg 27	+	Pg 237	=	Pg 27	Pg 28	Pg 14
Pg 26 CHARISMA	Pg 27	+	Pg 237	=	Pg 27	Pg 28	Pg 14

Descriptions of what **Dexterity**, **Strength**, **Toughness**, **Perception**, **Willpower** and **Charisma** are and how they are used is located on page 26.

The **Base Value** is never really stated though it can be assumed to be the **Racial Attributes** plus the **Assigned Attributes**. This is how I have my players determine theirs. I tie this to the "Record Values" Section on page 27.

Information on **LP Increase** (Legend Point Increase) is located on page 237

The **Current Value** includes the totals of the **Base Value** plus the **LP Increase.** This is the number that will determine the **Step,** (or **Attribute Step** as it is referred to everywhere else in the rules) that will be the basis of all Talents, Skills, and Attribute Tests tied to that attribute.

The **Step** is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of an attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Step Number,** this is the number that is written in the **Step** section.

Action Dice are determined using the Attribute **Step** previously recorded. Using the table on page 14 find the "*Step/Action Dice Table*" the **Step** is on the left and the **Action Dice** are on the right.

CHARACTERISTICS

MOVEMENT RATE

Pg 20

CARRYING CAPACITY

Pg 28

KARMA POINTS

Pg 29

MAX

Pg 29
Pg 20

INITIATIVE

STEP
Dex Step
+
Modifiers

ACTION DICE

Pg 14

DEFENSE RATINGS

PHYSICAL DEFENSE

Pg 28

SPELL DEFENSE

Pg 28

SOCIAL DEFENSE

Pg 28

ARMOR RATINGS

ARMOR   *Pg 256*

SHIELD   *Pg 257*

DEFLECTION BONUS

*Pg 256
/ pg 257*

PHYSICAL ARMOR

*Pg 256
+
Racial*

MYSTIC ARMOR

*Armor +
Shield +
Racial + Pg 28*

HEALTH

RECOVERY

TESTS PER DAY

Pg 28

STEP
*Toughness
Step +
Modifiers*

ACTION DICE

Pg 14

CURRENT DAMAGE

*Record of all current
Blood Magic + Blood Oaths
+ unhealed damage,
all totaled together
+
Damage taken from the last
combat that has not been
healed.*

UNCONSCIOUSNESS

BASE

Pg 28

+

ADJUSTMENT
*Blood Magic
+ Other
Modifiers*

=

CURRENT VALUE

DEATH

BASE

Pg 28

+

ADJUSTMENT
*Blood Magic
+ Other
Modifiers*

=

CURRENT VALUE

WOUNDS *Pg 221*

THRESHOLD

Pg 28

PENALTIES

| | -1 | -2 | -3 | -4 |
| -5 | -6 | -7 | -8 | -9 |

Movement Rate is a racial movement plus any movement limiting modifiers.

Carrying Capacity is a Strength attribute   derived number denoting the maximum encumbrance of the character. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Strength attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Carrying Capacity,** this is the number written in the **Carrying Capacity** section.

Karma Points are the current available Karma for the character to use.

Max (Karma Points) is the maximum amount of karma available to the character. The notation of **~ Karma Modifier** # on the racial page is the used to determine maximum available **Karma Points.**

Initiative Step is the Dexterity Attribute Step plus any step modifiers from Armor and other miscellaneous modifiers.

Action Dice are determined using the **Initiative Step** previously calculated. Using the table on page 14 find the "*Step/Action Dice Table*" the **Step** is on the left and the **Action Dice** are on the right.

Physical Defense, is a Dexterity attribute derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Dexterity attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Physical/Spell/Social Defense,** this is the number written in the **Physical Defense** box.

Spell Defense, is a Perception attribute derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Perception attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Physical/Spell/Social Defense,** this is the number written in the **Spell Defense** box.

Social Defense, is a Charisma attribute derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Charisma attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Physical/Spell/Social Defense,** this is the number written in the **Social Defense** box.

Armor this is where the type of Armor and if a Helmet is worn is recorded. The Helmet Perception penalty (pg 256) should also be noted here.

Shield this is where the type of Shield worn is recorded.

The **Deflection Bonus** has two numbers one for the Shield, one for the Helmet.

Physical Armor is a total of the Physical Armor ratings of the armor types worn, plus any natural Physical Armor due to a racial ability.

Mystical Armor, is a Willpower attribute derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Willpower attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Mystic Armor,** this number plus any **Mystic Armor** any Mystical Armor ratings of the armor types worn, plus any Mystical Armor rating of the shield, plus any racial ability all totaled together go in this box.

Tests per Day is a Toughness attribute   derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Toughness attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Recovery Tests (Per Day)** this is the number written in the **Tests Per Day** space**.**

Step is the Toughness Attribute Step plus any step modifiers from wounds and other miscellaneous modifiers. This is often referred to as the **Recovery Step.**

Action Dice are determined using the **Recovery Step** previously calculated. Using the table on page 14 find the "*Step/Action Dice Table*" the **Step** is on the left and the **Action Dice** are on the right.

Current Damage is a record of all current Blood Magic, Blood Oaths, unhealed damage and other miscellaneous damage all totaled together. To this is added any unhealed damage taken from the last combat.

Unconsciousness **Base** is a Toughness attribute derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Toughness attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Uncon. Rating** this is the number written in the **Base** space**.**

Unconsciousness **Adjustment** is a total of any modifiers that affect the amount of damage the character can withstand before becoming Unconscious, for example blood magic. This is recorded in the Unconsciousness **Adjustment** space**.**

Unconsciousness **Current Value** is the total of the Unconsciousness **Base** and the Unconsciousness **Adjustment.** This is often referred to as the **Unconsciousness Rating** of the character.

Death **Base** is a Toughness attribute derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Toughness attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Death Rating** this is the number written in the **Base** space**.**

Death **Adjustment** is a total of any modifiers that affect the amount of damage the character can withstand before traveling to Death's realm, for example blood magic. This is recorded in the Death **Adjustment** space**.**

Death **Current Value** is the total of the Death **Base** and the Death **Adjustment.** This is often referred to as the **Death Rating** of the character.

Wounds is a Toughness attribute derived number. This value is determined using the "*Characteristics Table*" on page 28. Find the **Current Value** of the Toughness attribute on the left side of the chart, follow the line horizontally across the table to the column headed **Wound Threshold** this is the number written in the **Wounds** box. The numbered boxes determine how many wounds the character is suffering from.

WEAPONS

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED	SHORT	LONG
Melee Weapons Pg 251	Pg 218	Pg 248	pg 71		
Improvised Melee Wepons Pg 230					
Missile Weapons Pg 252	Pg 231/ Pg 232			Pg 231	Pg 231
Thrown Weapons Pg 252	Pg 232			Pg 231	Pg 231
Thrown Objects (Improvised Throwing Weapons) Pg 232					

   Weapon is the general spot for the various weapons carried by the character. **Melee Weapons, Missile Weapons,** and **Thrown Weapons** are tables where data for individual weapons may be located. **Improvised Melee Weapons** and **Thrown Objects** are locations for the rules for those activities.

   Damage Step is the method of determining the damage of the weapon. This location should contain the damage step of the weapon plus the step of the current Strength attribute unless the weapon description states otherwise. Add to this the steps gained through the **Times Forged.** This will be the total damage step of the weapon. The location should contain the **Action Dice** used for that weapon's damage.

   Damage Action Dice are determined using the **Damage Step** previously calculated. Using the table on page 14 find the "*Step/Action Dice Table*" the **Step** is on the left and the **Action Dice** are on the right.

   Size is the method of determining if the weapon is too large to be wielded by the character.

   The **Times Forged** will add 1 to the **Damage Step** of the weapon for every time the weapon has been forged.

   Short Range If the target is over two yards away, but closer than the low end of long range then the target is in the **Short Range**. Target must be over two yards away to be a legal target.

   Long Range If the target is over the **Short Range** upper limit but not beyond the **Long Range** of the weapon, then the target is in **Long Range**.

DISCIPLINE TALENTS

INITIATE/NOVICE

TALENT NAME

Discipline Talents Pg 40 Talent Descriptions Pg 59	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
	Pg 58	Pg59	Pg 57 +	Pg 237 =	Pg 58	Pg 14

Discipline Talents: What they are and what makes them different from talents. Karma may be spent by the character whenever the character uses a **Discipline Talent**.

Talent Descriptions: Alphabetical listing of all the talents.

Definition of an **Action** is at this page reference. In this location on the character sheet is noted what type of action to classify the use of the talent.

How **Strain** used with respect to talents. On the sheet should be noted how much strain is required if any.

The **Attribute Step** of the **Primary Attribute** on witch the talent is based is recorded here.

The **Rank** of a talent is explained at this page in the book. The value of rank is recorded in this location on the character sheet.

The **Step** for the talent is the sum of the **Attribute Step** and the **Talent Rank.** This is often referred to as the **Talent Step**.

Action Dice are determined using the **Talent Step** previously calculated. Using the table on page 14 find the "*Step/Action Dice Table*" the **Step** is on the left and the **Action Dice** are on the right. Karma my be included when rolling these **Action Dice**.

OTHER TALENTS

INITIATE/NOVICE

TALENT NAME

Non-Discipline Talents Pg 40 Talent Options Pg 40	KARMA Pg 59	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
	☐	Pg 58	Pg59	Pg 57 +	Pg 237 =	Pg 58	Pg 14

Talents: What they are and what makes them different from Discipline Talents. Karma may be spent by the character only when required by the Talent.

Talent Options: What they are and why they are optional.

Definition of an **Action** is at this page reference. In this location on the character sheet is noted what type of action to classify the use of the talent.

How **Strain** used with respect to talents. On the sheet should be noted how much strain is required if any.

The **Attribute Step** of the **Primary Attribute** on witch the talent is based is recorded here.

The **Rank** of a talent is explained at this page in the book. The value of rank is recorded in this location on the character sheet.

The **Step** for the talent is the sum of the **Attribute Step** and the **Talent Rank.** This is often referred to as the **Talent Step**.

Action Dice are determined using the **Talent Step** previously calculated. Using the table on page 14 find the "*Step/Action Dice Table*" the **Step** is on the left and the **Action Dice** are on the right.

SKILLS

SKILL NAME		ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
	Artisan Skill Pg 40	Pg 87	Pg 87	Pg 87	Pg 238	Pg 87	Pg 14
	Artisan Skill List Pg 93						
	Knowledge Skill Pg 90						
	Knowledge Skill List Pg 98						
	General Skills Pg 91						

What is an **Artisan Skill** and how it is used. Artisan Skill List

What is a **Knowledge Skill** and how it is used. Knowledge Skill list

The **General Skills** section with descriptions and details.

Definition of an **Action** is at this page reference. In this location on the character sheet is noted what type of action to classify the use of the Skill**.**

How **Strain is** used with respect to Skill. On the sheet should be noted how much strain is required if any.

The **Attribute Step** of the **Primary Attribute** on witch the talent is based is recorded here.

The **Rank** of a Skill is explained at this page in the book. The value of rank is recorded in this location on the character sheet.

The **Step** for the Skill is the sum of the **Attribute Step** and the **Skill Rank.** This is often referred to as the **Skill Step**.

Action Dice are determined using the **Skill Step** previously calculated. Using the table on page 14 find the "*Step/Action Dice Table*" the **Step** is on the left and the **Action Dice** are on the right.

DISCIPLINE BONUSES

CIRCLE	BONUS/ABILITY		CIRCLE	BONUS/ABILITY

Pg 40 Discipline Abilities

The **Discipline Abilities** are discipline template and circle specific, they are recorded here.

EXPERIENCE   PG 236

TOTAL LEGEND POINTS	CURRENT LEGEND POINTS	RENOWN	REPUTATION
Pg 236	Pg 236	Pg 244	Pg 244

Total **Legend Points** is a running tally of the legend of the Character.

Current Legend Points is the available pool of points used to purchase Skills, Talents, Circles and Karma.

Renown is the target number for others to perform knowledge skill checks relating to the character.

Reputation is a modifier applied to the character when interacting with NPCs.

SPELLS

SPELL NAME	IN MATRIX?	TYPE	CIRCLE	THREADS	WEAVING/REATTUNING DIFFICULTY	CASTING DIFFICULTY	RANGE	DURATION	EFFECT
Pg 142	Pg 134		Pg 142	Pg 140	Pg140	Pg 141	Pg140	Pg140	Pg141
	☐								

Spell Name is found in the spell list particular to the Discipline list begin on page 142.

In Matrix? is a simple Yes or No check box. Defined on page 134.

Type is not referenced in the rule book, I use it to determine if the spell is a combat spell, ritual spell, or non-combat spell. It may also be used to designate the discipline of a spell for a multidiscipline magician.

Circle is determined from the Spell list beginning on pg 142 and the Spell description.

Threads are defined on page 140 and the quantity is stated in the Spell description.

Weaving / Reattuning Difficulty is defined on page 140 and stated in the Spell description.

Casting Difficulty is defined on page 141 and stated in the Spell description.

Range is defined on page 140 and stated in the Spell description.

Duration is defined on page 140 and stated in the Spell description.

Effect is defined on page 141 and stated in the Spell description.

EQUIPMENT

Starting Equipment is a list of Items that every adventure has when they first start.

Adventuring Equipment is a list of items to look through to finish outfitting the Character.

Mounts is a list of Mounts for use by adventurers.

Clothing is a list of Clothing of various type to outfit the character for something other than adventuring or fighting.

The **Weight** of any object is in encumbrance points; they are located on the same line as the equipment follow the horizontal line to the column titled Weight.

MAGICAL TREASURE   Pg 106

Magic Treasure is a General description but the options are for a Thread Item.

BLOOD MAGIC

Blood Wounds is a classification of the various types of Blood Damage that a character can receive. The **Blood Wound** damage is variable.

Familiar are a sub section of blood Oath.

Blood Charms cause **Blood Damage** when installed, the damage heals as normal when the charm is removed, except if the characters Eye or Ear has been replaced by a charm. In those instances the wound heals normally but the eye or ear is lost.

Damage is Variable depending on the type of blood magic used.

The **DR (Depatterning Ratting)** is dependant on the type of **Blood Wound.** It varies from Oath to Oath and from Blood Charm to Blood Charm.

Effects of the Blood Magic are also variable. The Game master is the last arbiter on the effects and the damage.

PATTERN ITEMS Pg 107

Pattern Items are variable in almost every aspect. This section of the book will give the player an over view of how they work and what is expected to make them function to their fullest potential.

THREAD MAGIC Pg 275

Thread Magic General involves **Pattern Items.** Like **Pattern Items** this section of the book will give the player an over view of how they work and what is expected to make them function to their fullest potential.

FINAL WORDS

Some random thoughts as I finish out this issue.

This Issue I have reduced the fiction content in favor of what I perceive to be a useful tool. I hope that these Character Creation Reference Sheets prove to be helpful to you. All the pages referenced are in the "*Earthdawn Third Edition Players Guide*" because when building a character for the first time that is the only book required. If you find a flaw in the Reference Sheets please let me know at Tableau.infractus@yahoo.com and I will get them corrected.

Many thanks to Patrick Keith for allowing the use of the "Evening Perch" painting for the front cover. Some of you may no know it but this was to be the original artwork for the cover of the Second Edition Dragons book. I have always liked it and was terribly disappointed to see it was not used when the book was finally released.

Iopos specific content will make a return next issue. The current plan is to get my notes on the Tower of the Malachite Throne, The Denairastas Family's testing facility and The Arcane Experimental Chambers, together and see if I can pare them down to fit into a single issue. We shall see.

Last don't forget the contest from the beginning of the issue for the Earthdawn Journal #9.

Not including Uhl Denairastas, write an E-mail telling me which "Character" has been referenced the most in the first eight issues of Tableau Infractus. The Character's Name, issue numbers and page numbers will need to be included in the e-mail.

Send your entry to Tableau.infractus@yahoo.com. I look forward to hearing from everyone that reads the fanzine.