

EARTH O DAWN



TABLEAU INFRACTUS #10

TABLEAU INFRACTUS

"I thought you were dead."

• Garlthik •

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Some Miniature images culled from

www.groettum.ne, that archive is now off line and contributions provided by Elidis.

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This is a work by a fan for fans.

In short please don't litigate against me.

Volume #1 Issue #10 Earthdawn Tableau InfRACTUS

AUTHOR'S CORNER

Goodbye EDPT

During the last couple of months the Earthdawn community lost a very special and long maintained and beloved resource, The Earthdawn Publishing Trust (EDPT). Any follower of the site knows there have been down times and long pauses in the site's maintenance but it had been available for years. Much like when the Strands page was lost, a vast selection of files and information was also removed from the net. I located a mirror website for it and posted a link to it on Facebook, but unfortunately that site has been removed.

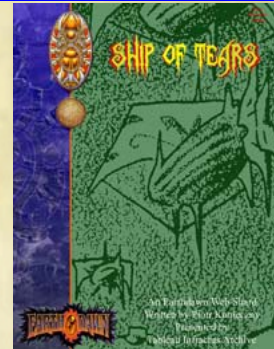
The EDPT content is to be combined with the [Earthdawn Compendium](#) website at some point in the future. My understanding is that the content will be migrated to the new format if the original author of the content is available and agrees to allow it, two particulars that can prevent content from reappearing. The Tableau Infractus Archive will not be making a web archive of the EDPT website because of these plans and I have no desire to step on anybody's toes.

Hello new *The Book of Tomorrow*

The Book of Tomorrow has been transferred from EDPT to the [Earthdawn Compendium](#) as well, though the original fanzines are not currently available there as downloads. As of this time the plans are for Quorlox to head the fanzine and change its publishing schedule from once every year or so to once a quarter. The user content from the [Earthdawn Compendium](#) site is to be combined with the unpublished backlog of EDPT articles and this is to be published as *The Book of Tomorrow*. I provided Vinsane and Quorlox with some submission and style guidelines, so if you want to contribute to the new *The Book of Tomorrow* contact them at the [Earthdawn Compendium](#).

Also after providing several default article layout designs and a dozen or so suggestions of how to improve or get the fanzine back up and running I took my leave from *The Book of Tomorrow* development to focus more on *Tableau Infractus*. I hope the best for Vinsane and Quorlox and look forward to the eventual return of *The Book of Tomorrow*. They have quite a bit of work ahead of them and can use as many volunteers as they can get for editing or to provide artwork.

[Ship of Tears web Shard](#)



A new web shard was released this month. Written by Piotr Konieczny, it provides the basics of a scenario involving slavery, The Keys of Death, and an air ship. Because it is a shard and not a full adventure it can be dropped into any current campaign.

Banner Exchange Program

If you have a fansite and would like to trade space, I am offering space for an half page ad with a link to your fansite in exchange for a banner link for this fanzine on your fansite. All ads would have to be agreed on by both parties. **Businesses** are not allowed. This is not an attempt to drum up financial gain, merely an attempt to spread the fanzine and fan pages to as many people as possible. The more players there are, the more manufacturer support there will be.

On to the issue, and thanks for reading.

BREW EYES CONCLUDED

(concluding from last issue)

Deep in the sunken sockets of my traveling companion I could see his eyes beginning to swell and bulge while a red hue began to seep from his irises. His face on the other hand, had begun to soften in that slack jaw look being worn by the rest of the intoxicated patrons.

With a mug in each hand he motioned an offer for me to drink. He opened his mouth to speak and his right hand reflexively rose in the arc of drinking. Opening his mouth to guzzle he managed to growl out through sloshing liquor, "There is something wrong here."

The voice was not the gruff and grumble of Felix. It had sinuous quality, like a snake sliding over silk. The sound was completely incongruous coming from my traveling companions frame and face. "There is another here, but where?" The voice continued speaking.

By this point I was ready to skewer Felix where he stood. After all he was obviously horror marked and there was nothing else I could do to release him from its clutches. It really was the best choice of action.

I unsheathed my living crystal sword. Sunlight streaming in from the front doorway caught the blade at just the right angle so that prismatic colors danced around the main floor of the inn. Some of the party goers took this light show as a sign to begin dancing madly through the main room.

Felix stood in front of me, face slack and a little red. The voice growled passed the next draught. "If you kill him you will not be able to escape. I can control his body somewhat but it will take all of my effort to do so. If you slay him I will not die. But you will, in this place and at the tender mercies of the other that is here."



I make it a standard policy to not bargain with horrors. And I was not about to start. My sword flashed as I drew it back, ready for a mighty swing that would take off Felix's head. The voice from his mouth said "While you slept you mentioned a female, Severina. If you kill him I will use the information I have learned to track her down, the music of her tortures will echo through your home peaks troll."

Now this got my attention. I had not mentioned Severina to Felix so that means I had spoken of her in my sleep. This alone was troubling. What other secrets had crept out while I slumbered I began to wonder.

By this point I thought that the bar would be clearing out. Seeing as there was a huge troll wielding a living crystal sword preparing to lop the head off a dwarf...

But few of the other patrons seemed to notice. Those that did were either dancing madly across the floor or laughing uncontrollably. The smell of blood wafted past my nostrils.

The horror spoke through Felix. "Time is getting short. Make your choice".

I said make it a policy to never bargain with horrors. Well policies are flexible and I bent the hell out of this one.

“Fine”, I lowered my sword.

“Smell the blood?” I could hear the yearning in the voice. “It’s being wasted.”

Looking around the floor I could see that some of the dancers had broken bones protruding from their skin. Yet they still danced. Turning around I could see that the name-givers that had been laughing were holding their sides and laughing in agony.

“Find the other and kill it. I shall keep this one alive and safe from influence.”

I began winding my way through the crowd of people. I slipped on a few that had fallen and been mostly trampled by the other dancers. They writhed in pain and yet continued to try and dance and laugh and make merry.

I wandered through the inn, checking each room, every closet, the pantry and the kitchen. In the kitchen I found a door leading to a root cellar. It was unguarded and unlocked so I walked right in sword drawn.

There, in the center of the well lit cellar, I saw something. It’s difficult for me to understand so I shall be as simple as possible.

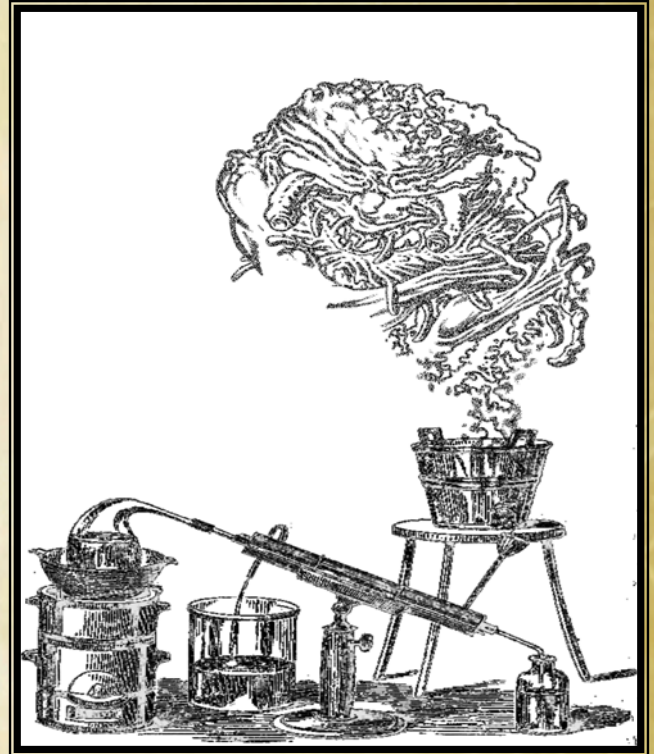
Several kegs, much like the kegs upstairs filled with the red beer were stacked against one wall. A collection of brass and glass containers ranging from smaller than a mug to larger than I, were positioned around the cellar.

In the middle of this ... mess was a bone thin haggard dwarf. He appeared to be lucid and taking directions from a wiggly steaming cloud of vaporized blood. Neither of the entities bothered to acknowledge my entrance. It looked as though the cloud were turning into liquid and mixing with what ever was in the vat that the dwarf was churning.

A thought shot through my mind. “There is

no way I am going to be able to kill that thing with my sword.”

I backed out of the cellar and into the kitchen. After closing the door I hauled the chopping block in front of it to prevent it from being opened.



A plan was forming as I went. Reason had not escaped me. I know that a group of name-givers will panic when given the appropriate opportunity. I was going to give them that opportunity.

Thundering in to the main room I found Felix fully enjoying another mug of red beer. I leaped over the counter and gathered up several highly alcoholic liquors. These I promptly smashed the tops off of to the cheers of the nearby crowd.

I back rolled over the counter, booze and beer spilling everywhere. Seconds after landing on my feet I proceeded to rapidly kick Felix out the front door. It took several kicks and I was not gentle about it. Once I had him fully outside and the beer out of his hands he appeared to be returning to himself.

While rubbing his backside and groaning a bit he asked what was going on. I explained the

situation as best I could. When I was finished I said, "and I have a plan."

There is a funny thing about plans, sometimes they almost work.

I told Felix. "Take these bottles and splash them on back wall of the inn and wait for my signal."

"Then what?" he said confused.

"We set it on fire and the smoke will drive the people out of the inn" He was gone before I could finish my statement. I had a nagging feeling about his reaction but I couldn't see a flaw in my plan.

Before long I could smell fire but I hadn't given the signal. I ran around to the back of the inn just in time to see Felix disappear around the far side.

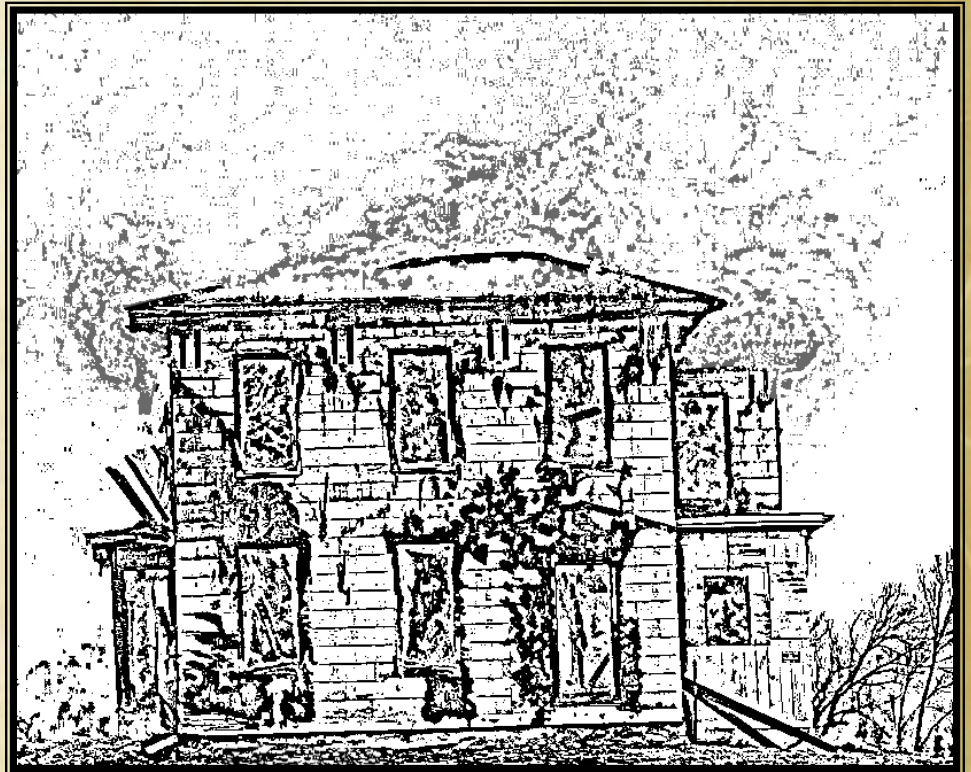
The rear wall was a flame. But not like I had planed. Instead of a small fire that makes mostly smoke, intended to drive the people out of the building, thereby saving them from the thing in the basement and its vile blood-beer. No this was a massive wall of fire that rapidly reached the second story roof as I watched.

I dashed after Felix and rounded the corner to the side of the inn once again in time to see his form disappear around the corner of the building, this time leading to the front.

I noticed that there was another, smaller fire that had not fully taken hold, on this side of the building and I attempted to extinguish it. Lacking any water or large quantities of dirt I took off my cloak and attempted to snuff out the flames. The attempts to blow out the flame with gusts of wind from my cloak only succeeded in helping the flames catch and blaze even hotter.

Once I realized that the side was a lost cause I rushed around to the front to help the people as they staggered out of the building.

For thirty minutes the inn burned. Not a single name-giver escaped. I waited at the entrance for as long as I could stand the heat. Then I retreated a few yards back to observe the destruction wrought by good intentions.



The smell of cooking flesh, sounds of cracking timber, and sooty black smoke filled the air.

At some point after the inn was finished burning Felix approached me. His eyes were rummy with alcohol. "For a short time the voice in my mind seamed as though it were a multitude. Now I have silence again." With that he raised one of the bottles that I had taken from behind the counter, tilted his head and took a long draw.

I felt that I should kill him for burning all of the patrons of the inn. Then I thought I should have known they would not, or could not leave.

When he was finished with the bottle he looked me in the eye and said. "You know it lies, right?"

LIVING LEGEND

Back in the early 1990's when I pursued the American dream I opened my own game and comic shop. One afternoon while I was painting miniatures at the front counter I was handed a flyer, it had been included with that week's shipment. The flyer introduced me to the game that has been my favorite ever since.

Lou Proseri, variously known as FASALou, and LouP on internet forums, has been the mover and shaker for the Earthdawn title for the entire existence of the game. He was the line developer for the first edition of Earthdawn and a contributing author to many of the game books. At least one of the original novels contains a short story written by him. In addition to Earthdawn he has been involved with [Shadowrun](#), West End Games' version of [Star Wars RPG](#), [Torg](#), [Chill](#), and [Advanced Dungeons & Dragons](#) second edition. He has contributed articles to various gaming magazines across three continents; [Valkrye](#), [White Wolf](#), [Shadis](#) and [Australian Realms](#).

Mr. Proseri has agreed to sit in the hot seat and be asked the hard questions... or at least sit in the comfy chair and converse a little.

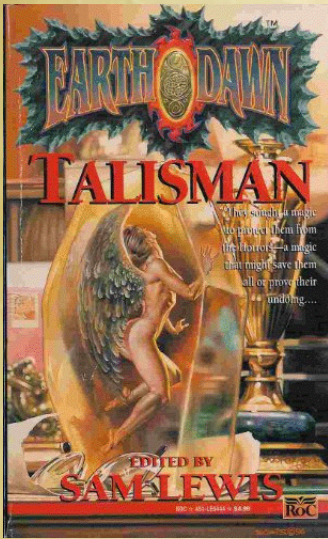
TI) What was the impetus that brought you to Roleplaying games?

Lou) I first got involved with roleplaying games in 1986 with DC Heroes by Mayfair Games. I had read comics for years, primarily DC comics, and when I discovered that there was a game based on the DC universe, and that the New Teen Titans (my favorite comic at the time) were a prominent part of the game, I decided to check it out. My first big challenge (beyond learning the rules and how RPGs worked) was to find players interested in trying the game. Fortunately, I discovered that some of my friends in college were members of the university game club (the



Masters Gaming Konnection, or MaGiK), and they ended up as my first game group. Many of the folks in my first group are among the best friends I've ever had.

My professional involvement with RPGs also has its roots with Mayfair's DC Heroes. My first job in the game industry was working for Mayfair in their warehouse (after helping them demo DC Heroes at a couple of conventions and local stores). That job put me in a position to get to know several RPG writers and designers, includnig Greg Gorden, Ray Winninger, and others. The connections I made with Ray and Greg (and others) helped me get my first freelance writing/design work for West End Games' TORG. My work on TORG and other projects in turn gave me the experience that helped me get the job working on Earthdawn at FASA.



TI) You are often referred to as the FASA developer for Earthdawn but over the years it feels as though you are more the father of the game than just the developer. Would you please take a minute to explain how you are tied to Earthdawn?

Lou) *My connection to Earthdawn began as a playtester. Earthdawn was originally conceived by Jordan Weisman, along with Ross Babcock, Sam Lewis, Tom Dowd, and others at FASA. FASA hired Greg Gorden and Christopher Kubasik to design and create the game, with Greg primarily focused on the game system and mechanics, and Christopher focused on developing the game's world and setting. My connections with Greg led to me leading a playtest group for one of the earlier versions of the game (which was referred to using the code name "Dogs in Space", or DIS) during the late spring and summer of 1992. That fall, Tom Dowd contacted me and asked if I would be interested in a job as the line developer for Earthdawn (like there was any real question what my answer would be!), and I started at FASA in December 1992, just eight short months before the game was scheduled to be released.*

From December 1992 through June 1998, I served as the Earthdawn Product Line Developer, a job whose duties included developing product ideas, recruiting freelancer writers/designers, assigning projects, editing, setting and rules development, and working with other departments within FASA (including editorial, art, and marketing) in the production and sales of the Earthdawn product line.

TI) I see responses from you, (The Living Legend), on the [forums](#) for [Redbrick](#) from time to time, do you still play? If so what discipline is your preference?

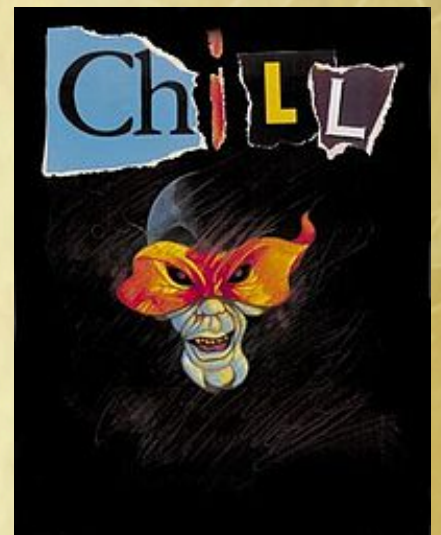
Lou) *Unfortunately, I haven't played in an RPG for many years, though my son has begun to express interest in trying out RPGs, so that may change soon. Most of the time that I played Earthdawn I served as the gamemaster, but among some of my favorite characters were a windling thief (named Seethian, who is quoted in the ED1 rulebook), and an obsidimen Elementalist.*

TI) Earthdawn has a very interesting past, with multiple variations, First Edition, Second Edition, Classic, and now Third Edition. In all that time, have you always had a hand in the development of the game?

Lou) *No, I was only really involved in the development of the first edition of Earthdawn published by FASA. My only involvement in later editions was some reviewing early drafts of some materials, and answering occasional questions.*

TI) After reading a short summary of your career on [The Oracle](#), I was surprised to see that you had a hand in the Chill RPG by Mayfair games. That being an horror based game did it have any influence on the development of Earthdawn during your time at FASA??

Lou) *Not in any direct way, no. While Earthdawn clearly has horror elements to it, the horror in Chill was a different flavor than that in Earthdawn. That being said, my work on Chill did provide some of the experience that eventually led to my getting my job at FASA, so it certainly played a part.*



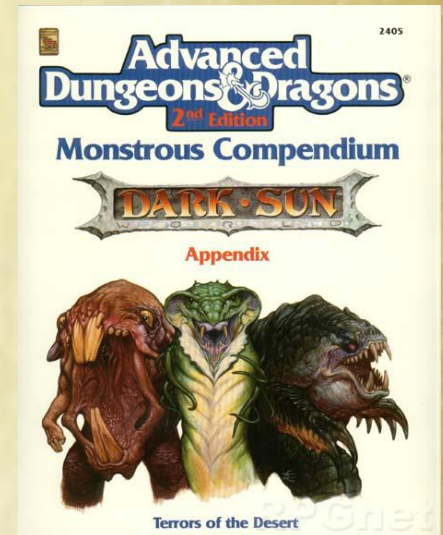
TI) Are you surprised to find that the game still has a loyal following after 18 years?

Lou) *Yes, I'm a bit surprised, but more than that, I'm flattered and humbled. It's very gratifying to know that something you had a hand in could inspire such a loyal following and such dedication. Many members of the ED online community started out on the ED mailing list back in 1993, and are still passionate about the game, and it's a great feeling to know that my role in the game's history is in part responsible for that passion. Even more gratifying and flattering is the fact that ED inspired others (including the guys at Living Room Games, and Redbrick) to want to work in the game industry, and to keep the game alive for these past 18 years.*

TI) This has to happen from time to time. What is your response when folks, unfamiliar with Earthdawn refer to it as a Dungeons & Dragons clone with more difficult rules?

Lou) *I actually haven't heard it described like that very often. More often, I've seen it described as "D&D done right" in that it takes many of the tropes and conventions of D&D (dungeons, treasure, levels, etc.) but provides a good in-game rationale for those things (which incidentally was one of the original design goals of the game... to create a world where the "classic bits" of fantasy RPGs made sense).*

That being said, I don't think I agree with the "more difficult rules" part at all. I admit that some parts of the ED rules aren't the easiest to grasp (like some of the magic rules), but overall I think the system is pretty easy to learn (and I taught plenty of people how to play during my time at FASA).



TI) It has always puzzled me that the "death" of Viviane in was originally planned for first edition, why would anyone want to do that to such a detailed campaign location? Was there to be a new source book for the city after its destruction?

Lou) *It might seem an odd choice, but while many fans enjoyed the Vivane setting (described in the "Sky Point and Vivane" boxed set), the fact is that sales on that set weren't all that strong, so destroying the city and turning it into a "city of the dead" seemed like a fun way to spark interest in the game and hopefully generate more sales.*

When we committed to the "war" in Barsaive (forecast in "Prelude to War") we wanted that war to feature at least a couple of earth-shattering events (with the ultimate goal of boosting sales for the game) that would change the face of Barsaive forever. Since the goal of the war was to drive the Therans out of Barsaive (but leave them intact enough to eventually return), it stood to reason that the final showdown should be near Sky Point and Vivane, the Therans' stronghold in the province. Any showdown between the combined forces of Barsaive (including Great Dragons) and the Theran Empire has to feature a lot of collateral damage, so it was pretty clear from the outset that Vivane would be largely destroyed during this battle. The specific idea of the Great Dragons summoning the Horror Cloud came about primarily as a way to demonstrate the lengths the Great Dragons would go to drive out the Therans, but also as a means to turn Vivane into something new: our "City of the Dead."

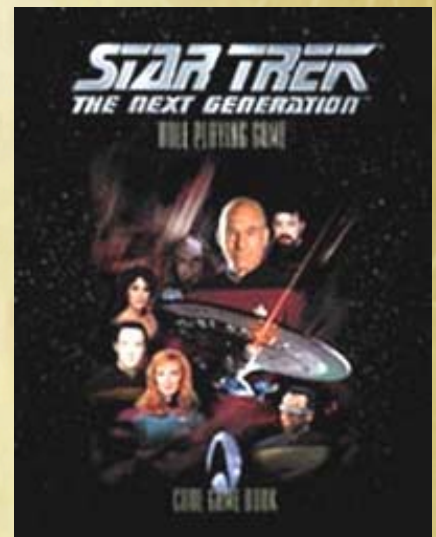
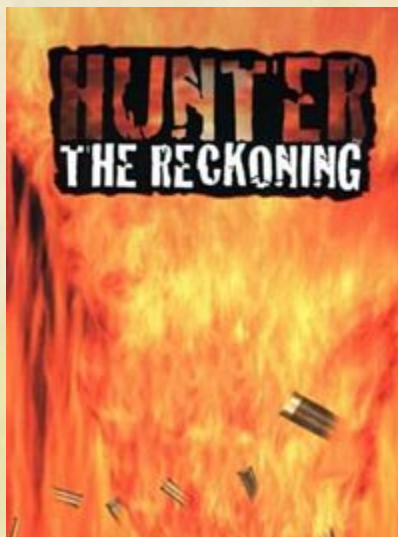
As to your last question, yes, one of the books we planned to produce in 1999 was tentatively titled "Vivane: City of the Dead" and would describe the "new" Vivane, born as a result of the Horror Cloud and the war. This was also the book where we planned to address the subject of undead in Earthdawn in a more focused way, expanding on the bits and pieces related to undead that had appeared in various supplements up to that point.

TI) When FASA closed its doors Shadowrun and Earthdawn were separated by publishers. Do you maintain contact with the developers of the Shadowrun game to keep the two titles connected?

Lou) I don't maintain any sort of official contact with the Shadowrun development team (though I do pop in to the Dumpshock forums from time to time). Keep in mind that my involvement with Earthdawn ended (for the most part at least) when FASA stopped production of the game line in June 1998 (they didn't announce it until later that year, but by June all work on the game has stopped). FASA didn't close it's door until 2-3 years later. I believe that Redbrick has tried to maintain with the Shadowrun team over the years, but at this point, the connection between the two games has grown fairly tenuous.

TI) Other than Earthdawn are you still involved in the gaming industry, if so what games are you currently working on?

Lou) After leaving FASA, I worked on a handful of freelance projects, including two projects for Last Unicorn Games' Star Trek: The Next Generation RPG, a piece for White Wolf's Hunter: The Reckoning, and a couple of projects for Alderac Entertainment Group's Stargate SG:1 RPG. I worked on the last of these projects (for AEG's Stargate SG:1 RPG) in 2003, and haven't worked anything professionally since. The only other bit of game design I've done since then is a simple Star Wars starship combat game I designed for my son's birthday party about 5-6 years ago.



In closing, I'd like to say "Thank You" for your part in keeping Earthdawn alive. It's because of people like you and others who have created Earthdawn fanzines, websites, and other projects that companies like Living Room Games and Redbrick continue to have an audience for the game. Together you all help make my motto more than mere words: "**Earthdawn Forever, Baby!**"

Thank you Mr. Prosperi, for taking the time for this interview. For the folks interested in something completely different I would suggest trying out the previously mentioned Chill and TORG games. I played them both back in the day and had great fun with them.

HUMAN MINIATURES GALLERY

Earthdawn's human miniatures have a relatively unique appearance. Many of the spell caster type are wearing armor, something not often seen in other miniature lines. Plus the humans are the only race to have a non-adept, not player character sculpt; the street musician.

It is convenient though that humans are the most common fantasy race available. So substituting them is very easy.



Human Wizard



Human Nethermancer



Human Illusionist

Heartbreaker ED-320



Human Weaponsmiths (3)

Heartbreaker ED 324



Human Thief



Human Nethermancer

Heartbreaker ED 330



Human Swordmasters (2 of 3)
Heartbreaker ED 337



Human Swordmaster (1 of 3)
Heartbreaker ED 337



Human Air Sailor



Human Journeyman
Heartbreaker ED 352



Human Magic User
Heartbreaker ED-309



Human Death's-head Nethermancer
Heartbreaker ED-345



Street Musician
Heartbreaker ED-332

Several of the Humans were released in packs with other races and in odd combinations. These are the variations I know.

Human Magic User Heartbreaker ED-309 (packaged with a t'skrang magic user)

Human Death's-head Nethermancer Heartbreaker ED-345 (packaged with an ork Death's-head Nethermancer)

Human Thief and Human Nethermancer Heartbreaker ED 330 (3 pack, packaged with a dwarf)

Human Illusionist Heartbreaker ED-320 (packaged with an elf troubadour)

FAMILIARS FOR PLAYERS

We're just friends; honestly he means nothing to me.
• Overheard conversation between Zahnja of Sos-Ree and her familiar •

As detailed in the **Players Guide pg 127-128**, familiars are non-sapient creatures or spirits. Another definition might be, a Creature, Construct, or Spirit; whose base **Perception** and **Willpower** are below the Name-Giver base step of 9. This is the definition that will be used in this article.

This section provides guidelines using the Familiar rules, (**Players Guide pg 127-128**), the Creature Creation rules, (**Gamemaster's Companion pg 105-111**) and the Spirit Rules (**Gamemaster's Guide pg 210-225**), as a basis to help Gamemasters create Familiars for their players. The blood oath bonding process for Characters and Familiars is covered in the **Players Guide on pg 127**

To design a Familiar, follow these steps:

1. Determine Familiar Type
2. Verify the criteria
3. Determine Attributes
4. Determine Characteristics
5. Determine Powers
6. Determine Talents
7. Determine Spells
8. Determine Traits
9. Weave Threads

Determine Familiar Type

Familiars may be of three types; Creature, Construct or Spirit. Creatures are located in the **Gamemaster's Guide pg 145-209**. Constructs are created using the Create Life spell in the **Player's Companion pg 139**, or the spell Create Named (Falseman Type); the secret of which is still hidden in the city of Parlainth. Spirits are located in the **Gamemaster's Guide pg 210-225**.

Verify Criteria

Certain Creatures, Constructs, and Spirits cannot be Familiars to Player Characters. If the entity to be a Familiar meets any of the following criteria it cannot become a Player Character's Familiar.

The eliminating criteria are as follows:

1. The entity has less than a **Loyal** disposition toward the Player Character.
2. Member or Spirit of a Name-giver race
3. Elemental Spirit of Spirit Strength Rating 5 or more.
4. Ally Spirit of Spirit Strength Rating 8 or more.
5. Invae Spirit of Spirit Strength Rating 8 or more.
6. Base **Perception** Step grater than 9.
7. Base **Willpower** Step grater than 9.

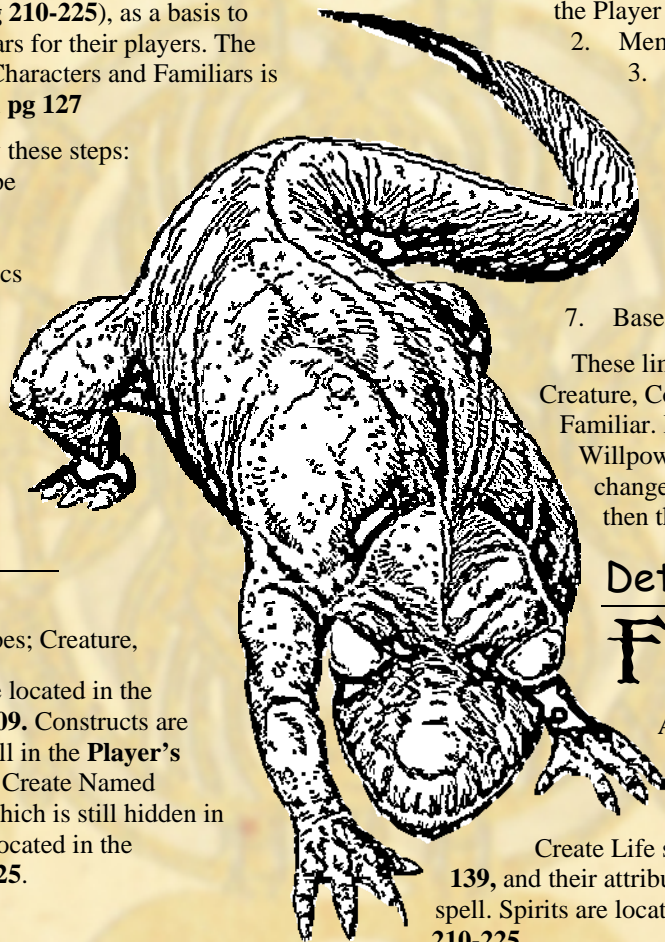
These limits are for determining if the Creature, Construct or Spirit may become a Familiar. If their Base Perception, Base Willpower or Spirit Strength Rating should change after they are already a Familiar then these criteria do not apply.

Determine Attributes

Familiars begin with the base Attributes of their type and sub-type. Creatures are located in the **Gamemaster's Guide pg 145-209**. Constructs are created using the Create Life spell in the **Player's Companion pg 139**, and their attributes are determined by the user of the spell. Spirits are located in the **Gamemaster's Guide pg 210-225**.

Example: Using a Basilisk called Stony as a Familiar.

DEX: 6 STR: 5 TOU: 5
PER: 4 WIL: 5 CHA: 4



Determine Characteristics

As with their Attributes, Familiars begin with the base Characteristics of their type and sub-type.

Example: Using a Basilisk called Stony as a Familiar.

Initiative: 6	Physical Defense: 7
Actions: 1	Spell Defense: 6
Attack (5): 11	Social Defense: 5
Damage:	Physical Armor: 2
Bite (3): 8	Mystic Armor: 1
Death: 73	Recovery Tests: 2
Unconsciousness: 57	Knockdown: NA
Wound Threshold: 8	Movement: 6

Determine Powers

If the Familiar has any sort of special power it should be noted in as much detail as possible. These special powers are available for the Character to use if they can command the familiar to use them.

If the Character is not able to issue a command then a Perception Test, by the Familiar, with an "Excellent" result can provide the familiar with impetus to use its powers in the interest of the Character. This result is reduced by one result level for every thread rank woven to the familiar. This represents the Familiar's growing bond to the character.

Example: Using a Basilisk called Stony as a Familiar.

Powers

Durability (7), **Gamemaster's Guide pg 151**

Spellcasting (13) **Gamemaster's Guide pg 154**

Target Number for the Perception test to use any power in the interest of the Character without being instructed.

With a PER:4 (d6)

An excellent result would be a 5-6

Determine Talents

Five talents become available to the Character when they have taken a Familiar. Two of these talents are gained at rank 1 automatically, Familiar Life Share and Familiar Thought Link. The character has the option to purchase the Familiar Spell Matrix, Familiar Durability and Familiar Possession talents separately. Each of these Talents, their effects, and their costs are detailed later in the section titled Familiar Related Talents.

Familiar Talent List

- Familiar Durability
- Familiar Life Share
- Familiar Possession
- Familiar Spell Matrix
- Familiar Thought Link

Determine Spells

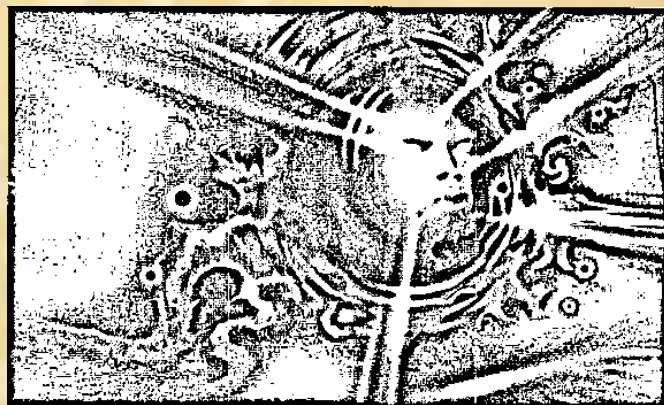
Some Creatures, Constructs and Spirits use spells. These Spells should be noted in as much detail as possible.

Example: Using a Basilisk called Stony as a Familiar.

Killing Glare (9): 24 *, **Gamemaster's Guide pg156**

Killing Glare: A basilisk's Killing Glare power is far more potent than that of other creatures. To reflect this, the basilisk has a unique +10 bonus when using this power. Like its hapless victims, the basilisk cannot withstand its own sight. If a basilisk's eyelight is reflected back at it, the creature will be affected in the same way as its victims.

The Basilisk uses its Spellcasting Power to determine the success level of its Killing Glare. The amount of damage received by the target is determined by the Killing Glare result less armor.



Determine Traits

Familiars are more than pets and less than Name-givers.

They should be given at least one or two traits to reflect this. Select appropriate traits from the list located in the **Player's Guide** on pg 32.

Example: Using a Basilisk called Stony as a Familiar.

Trait: Obsessive

Stony has a particular taste for griffin flesh. So much so that it will attempt to eat as many as it can as often as it can. It is irrelevant to Stony if the griffin is the animal companion of a Beastmaster, or the mount of a Windling Cavalryman.

Weave Threads

When a Familiar accepts a Character the Character may

weave threads to the pattern of the Familiar. The Familiar then becomes a Minor Pattern Item to the Character and vice versa. The Character can weave a single thread to the Familiar up to rank five. As with weaving a thread to a Group True Pattern, the character may elect to attach the thread to only one of the following:

- Any one Talent
- Physical Defense
- Spell Defense
- Social Defense
- Wound Threshold
- Mystic Armor

Also as with Group True Patterns, the resulting bonuses are only applied when the Character is interacting with the Familiar or using the Familiar to achieve a goal beneficial to both the Character and the Familiar.

Blood Magic and a Familiar

Be aware that the bond between the Character and the

Familiar is a Blood Oath. If the Character is part of a Group True Pattern or takes part in a Blood Ritual the familiar is also tied to that pattern or ritual through the Character.

A Familiar, being minor Pattern Item for its partner Character, can be used against a Group True Pattern just the same as any other Pattern Item of the Character.

Characters may break their Blood Oath to their Familiar and will suffer 3 Blood Wounds for doing so, (**Players Guide pg 123 & 128**).

The bond of a Character and their Familiar may last for many years. To represent this, the Character and the Familiar may perform the following Blood Ritual, after a certain amount of time has passed, if they have maintained their Blood Oath and neither has mistreated the other.

Familiar Blood Sworn Oath

After a period of 5 years, wherein the Character and the Familiar have performed at least three acts of selfless courage related to one another, the Character and Familiar may enter into a Familiar Blood Sworn Oath. A character may only have a single Familiar Blood Sworn Oath at a time.

The Familiar Blood Sworn Oath lasts for the life time of either the Character or the Familiar. Both must serve, protect and remain loyal to each other. As with all blood oaths, the Gamemaster determines if the oath is broken.

A Character and Familiar that enter into a Familiar Blood Sworn Oath gain several advantages for the duration of their oath. First, each adds +1 to two different Attribute values. These do not count toward the limits for Attribute improvement.

Should a Character break their Familiar Blood Sworn Oath that familiar will never return to serve as a familiar in addition to the other penalties. A character who violates this oath receives five Blood Wounds that last for five years and five days from the date the oath is broken. After this time the wounds can be healed normally. The Character can never again make a Familiar Blood Sworn Oath.

The Familiar Life Share talent of the Character is now more powerful. It enables the Character to raise the Familiar from the dead providing the Familiar has not been dead more days than the Characters rank in the Share talent. To raise the Familiar from the dead the character makes a single Life Share test. The result must reduce the amount of damage to

the familiar to less than its Death characteristic. A successful raising will reduce the Death characteristic of the Familiar by -1 permanently. A failed attempt means that the Familiar is beyond being raised from the dead.

Last a Character and Familiar that have sworn the Familiar Blood Sworn Oath gain +2 Ranks in their Thought Link Talent.

Death of a Familiar

Every thing dies. When a Familiar dies, be it of old age, disease or being slain, the Character enters a time of mourning for a friend lost. The Characters suffers the following penalties after a year and a day from the death of the Familiar.

- All Familiar Related Talents are lost.
- All Attribute Bonuses tied to the Familiar are lost.



When a Character loses their Familiar to death it is a traumatic experience, but as with all things the pain passes and the Character must live on. The following are benefits that a Character gains after a year and a day from the passing of their friend and companion.

- The Bones of the Familiar may be made into a Spell Matrix Item of the same rank as when the Familiar was alive. This costs nothing and requires no legend points to be spent.
- The Character may find a new entity to become their Familiar.
- All Blood Wounds incurred from having a Familiar, not caused by breaking an oath, may be healed as normal.
- If the Character did not betray a Familiar Blood Sworn Oath, after five years with another companion the Character may again enter into a Familiar Blood Sworn Oath with their new Familiar.

Familiar Related Talents

Each type of Familiar, Creature, Construct, Spirit provides the Character with an opportunity for five optional Talents. These Talents are for use with the Familiar exclusively. Though the game mechanics of each Talent are consistent across the various types of Familiar, in the game world effects may appear differently this would be up to the gamemaster to determine and describe.

All of these talents are recorded on the Familiar's Record sheet. None of them count toward the circle advancement of the Character.

Optional Journeyman Familiar Talent List

Familiar Durability
Familiar Life Share
Familiar Spell Matrix
Familiar Thought Link

Each of these talents becomes available as an optional talent when an adept accepts a Familiar Blood Oath. The talents Familiar Life Share and Familiar Thought Link are gained free of Legend Point cost for the first rank.

Each of these talents may have their rank increased at the normal Legend Point cost of a Journeyman Circle talent.

Optional Master Familiar Talent

Familiar Possession

This talent becomes available as an optional talent when an adept has become a Master in their chosen Discipline and they maintain a Familiar. This talent may have its rank increased at the normal Legend Point cost of a Master Circle Talent.



Familiar Durability

Step: Rank Action: NA
Karma: No Strain: 0

Familiar Durability is unique for each Discipline. The Adept is able, through the Familiar Blood Oath, to strengthen the Familiar's ability to take damage by increasing the Familiar Durability talent specific to the Adept's Discipline.

Each Rank in Familiar Durability will permanently increase the Familiar's Death and Unconsciousness characteristics by the values presented in the Familiar Durability Table. For Disciplines not in this table a simple rule of is this: If Familiar Durability is $\frac{1}{2}$ the adepts [*/*] Durability, if the Discipline in question is a martial Discipline, round up if it is not, round down.

Familiar Durability Table		
	Death	Unconsciousness
Air Sailor	3	2
Archer	3	2
Beastmaster	4	3
Boatman	3	2
Cavalryman	4	3
Elementalist	2	1
Horror Stalker	4	3
Illusionist	2	1
Journeyman	3	3
Liberator	4	3
Messenger	3	3
Nethermancer	2	1
Outcast Warrior	4	4
Purifier	4	3
Scout	3	3
Shaman	2	2
Sky Raider	4	3
Songsmith	3	2
Swordmaster	3	2
Taildancer	3	3
Traveled Scholar	3	2
Thief	3	2
Troubadour	3	2
Warrior	9	7
Weaponsmith	3	3
Winddancer	3	3
Windmaster	4	3
Windscout	3	2
Wizard	2	1
Woodsman	4	3

Familiar Life Share

Step: (see text) Action: Standard
Karma: No Strain: 0

This Talent is automatically gained at Rank 1 when the Familiar Blood Oath is completed. The Adept may transfer damage between their Familiar and themselves. The amount of damage is equivalent to 1 wound threshold per rank in the talent.

This Talent will not cause Wounds to the Adept nor will it share wounds that the Familiar has received; only Damage Points are shared. . The process can be used in reverse thought the Familiar's Wound Threshold would be the determining factor for the Damage Points Shared.

Transferred damage never causes a Wound, though if the amount of Damage Points transferred causes the Adept's or Familiar's Current Damage total to equal or exceed their Unconsciousness or Death characteristic, the Adept or Familiar will pass out or die. An Adept that exceeds the Death characteristic of their Familiar is considered to have broken their Blood Oath and will suffer all the penalties of doing so as well as all the penalties of losing a Familiar to death.

Example: Using a Basilisk called Stony as a Familiar.

Stony receives 16 Damage Points during a fight. Stony's Air Sailor Adept partner spends his action during the fight to absorb the damage through the magic of their Blood Oath. The amount of damage that can be absorbed is based on the Adepts Wound Threshold of 10. The Adept's rank in Familiar Life Share is 2. The Adept may absorb a maximum of 20 Damage Points from Stony in a single action.

If Stony were to absorb damage from the adept it would be dependent on Stony's Wound Threshold of 8. Thus Stony could absorb 16 Damage Points from the Air Sailor in one action. If the Air Sailor received more Damage points than that, the excess damage remains on the Air Sailor.

Familiar Possession

Step: Rank + WIL Action: Standard
Karma: No Strain: 2
Range: Rank x 10 Yards Duration: Rank in Min.

The adept places their spirit into the form of their Familiar by making a Familiar Possession test versus the Familiar's Spell Defense. If successful the Adept enters the Familiar's form and the Familiar in turn, is placed in the Adept's body.

The Adept now controls the Familiar's form. The Adept retains all information and intellect. Actions taken in the form of the Familiar are only the actions the Familiar's form can actually execute.

Damage received by the Familiar's form while under the possession is directly applied to the body of the Adept through the power of the Blood Oath. If the Familiar's form is destroyed or killed the Familiar Possession ends, the Character is considered to have broken their Blood Oath and will suffer all the penalties of doing so as well as all the penalties of losing a Familiar to death.

During the possession the Familiar's spirit is placed in the form of the Adept. The adepts form is in a prone comatose state and the familiar is safely locked inside with no external control. Damage to the form of the Adept is directly applied to the Adept Physical Armor is applicable only if the damage is physical.

Familiar Thought Link

Step: Rank + PER Action: Standard
Karma: No Strain: 1
Range: Rank x 100 Yards Duration: Rank x 10 Min.

This Talent is automatically gained at Rank 1 when the Familiar Blood Oath is completed. The Adept has established a telepathic link with their Familiar. Because the two are of completely different species actual communication is not possible and the thoughts transferred between the Adept and the Familiar are representational images. Over time the Adept and Familiar will grow accustomed to each other and as the Ranks in Familiar Thought Link increase, communication becomes easier.

Familiar Thought Link is a two way method of communication. The Familiar may initiate contact with the Character causing a 1Strain to the Familiar.

Familiar Spell Matrix

Step: Rank Action: NA
Karma: No Strain: 0
Range: Rank x 2 Yards Duration: NA

Normally a spell matrix is an astral construct that allows a magician to cast spells without fear of the polluting affects of astral space. A Familiar Spell Matrix fulfills the same purpose though it is a very different style of matrix. The Familiar Spell Matrix Talent uses the true pattern of the Familiar to house a spell matrix. This matrix is both an astral construct and a physical spell matrix object, with the object being the Familiar.

As with regular spell matrices the Familiar Spell Matrix may be attacked in astral space. In this case it is treated as a normal spell matrix. If the form of the Familiar is destroyed or the Familiar is slain, then the matrix becomes inert. It will become available again under the following circumstances.

Returning the familiar to life in any manner is the first method.

The Second requires the Character and Familiar had sworn a Familiar Blood Sworn Oath. After a year and a day the bones of that Familiar may be combined to reform the Familiar Spell Matrix as a Spell Matrix Object of the rank equal to the rank of the Familiar Spell Matrix. This action costs nothing and requires no legend points to be spent. The new Spell Matrix Object will require a name and must remain with the adept if they wish to use it.



Familiar Character Sheet

Stony a Basilisk Familiar

Familiar Type: Creature Construct Spirit

DEX: 6 STR: 5 TOU: 5

PER: 4 WIL: 5 CHA: 4

Initiative: 6

Actions: 1

Attack:(5):11

Damage:

Bite (3):8

Death: 73**

Unconsciousness: 57**

Wound Threshold: 8

Karma Point: 0

Physical Defense: 7

Spell Defense: 6

Social Defense: 5

Physical Armor: 2

Mystic Armor: 1

Recovery Tests: 2

Knockdown: NA

Movement: 6

Karma Step: 0

Traits: Obsessive

Threads

Thread Rank:

1

Woven to:
Physical Defense



Powers & Spells:

Durability (7)** included in the presented characteristics.

Killing Glare (9): 24 Pg 156 of Gamemaster's Guide

Spellcasting (13): 17

Talents

Talent Name	Action	Strain	Attribute	Rank	Step	Action Dice
Familiar Durability	_____	_____	_____ + _____ = _____			
Familiar Life Share	_____	_____	_____ 10 + _____ 2 = _____ *			20 DP
Familiar Possession	_____	_____	_____ + _____ = _____			
Familiar Spell Matrix	_____	_____	_____ + _____ = _____			
Familiar Thought Link	_____	_____	_____ 6 + _____ 1 = _____ 7			D12
_____	_____	_____	_____ + _____ = _____			
_____	_____	_____	_____ + _____ = _____			
_____	_____	_____	_____ + _____ = _____			
_____	_____	_____	_____ + _____ = _____			
_____	_____	_____	_____ + _____ = _____			

Description

Hair: None
 Eyes: Golden White
 Gender: neutral
 Age: 30
 Height: 1 Foot x4 feet
 Weight: 160
 Skin Tone /Texture: Mottled Gray
 Distinguishing Marks: Scar on left shoulder

Weapons

Weapon Name	Size	Short	Long	Damage Step	Damage Dice
Claws	-	-	-	8	2d6
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Notable History

Stony is the Familiar of a Fifth Circle Human Air Sailor. The Statistics for this Air Sailor are in the Gamemasters's Companion pg 90.

Blood Oaths

Stony has entered into a Familiar Blood Oath with a fifth circle Air Sailor.

Familiar Character Sheet

Familiar Type: Creature Construct Spirit

DEX: **STR:** **TOU:**
PER: **WIL:** **CHA:**
Initiative: **Physical Defense:**
Actions: **Spell Defense:**
Attack: **Social Defense:**
Damage: **Physical Armor:**

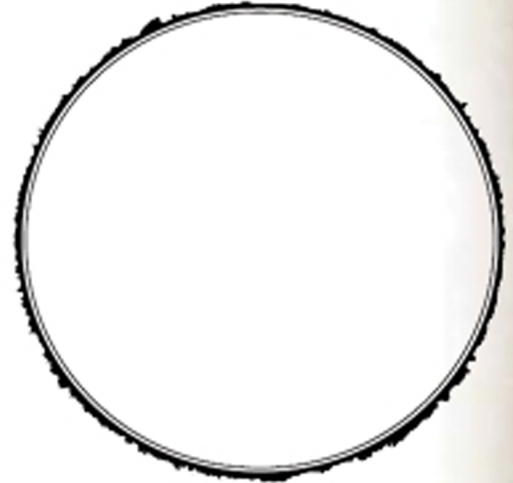
Death: **Mystic Armor:**
Unconsciousness: **Recovery Tests:**
Wound Threshold: **Knockdown:**
Karma Point: **Movement:**
 Karma Step:

Traits:

Threads

Thread Rank: _____

Woven to: _____



Powers & Spells:

Talents

Description

Talent Name	Action	Strain	Attribute	Rank	Step	Action Dice
Familiar Durability _____	_____	_____	_____ + _____ =	_____ =	_____	_____
Familiar Life Share _____	_____	_____	_____ + _____ =	_____ =	_____	_____
Familiar Possession _____	_____	_____	_____ + _____ =	_____ =	_____	_____
Familiar Spell Matrix _____	_____	_____	_____ + _____ =	_____ =	_____	_____
Familiar Thought Link _____	_____	_____	_____ + _____ =	_____ =	_____	_____
_____	_____	_____	_____ + _____ =	_____ =	_____	_____
_____	_____	_____	_____ + _____ =	_____ =	_____	_____
_____	_____	_____	_____ + _____ =	_____ =	_____	_____
_____	_____	_____	_____ + _____ =	_____ =	_____	_____

Hair: _____
 Eyes: _____
 Gender: _____
 Age: _____
 Height: _____
 Weight: _____
 Skin Tone /Texture: _____
 Distinguishing Marks: _____

Weapons

Notable History

Weapon Name	Size	Short	Long	Damage Step	Damage Dice
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Blood Oaths