

EARTH O DAWN



TABLEAU INFRACTUS 12

TABLEAU INFRACTUS

"Things that you can not see still exist."

• **Kyrethe, exiled Theran Beastmaster** •

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Some Miniature images culled from

www.groettum.ne, that archive is now off line, and

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The Skinoire article was inspired by a discussion on the original RedBrick forums <http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7746.0>.

The original concept was presented by Flash on March 01, 2011, and the forum continued until September. The original post concerned Tattooing spells on to a name-giver's body.

Contributors to the forum line were as follows in order of appearance

Flash, Freid, Citizen Joe, Electron Dream, Drucifer, ManDrake, ED Chronicler, Telarus, Khelar, Etherial, The Gun Nut, Rasmusnicolaj, Calvin, Arma, Sirserafin.

This is a work by a fan for fans.

In short please don't litigate against me.

Volume #1 Issue #12 Earthdawn Tableau Infractus

AUTHOR'S CORNER

Q & A

From time to time I get questions from readers. Some I answer in an e-mail, others I answer on the [Tableau Infractus Facebook page](#). Here are a few of the more recent questions paraphrased for brevity.

Q) Do you have an article index for the fanzine?

A) I do not have one that I find to be aesthetically pleasing... yet. When I figure it out I will.

Q) Do you have a copy of the old Earthdawn forums?

A) I do not, what I have is web archives I saved using the cache option for google.com.

Q) The only piece of advice that you could find to help the *Book of Tomorrow* is that their page numbers were off? (This is reference to a forum post on [Earthdawn Compendium](#))

A) No, that is not the only constructive criticism from me. That was posted on the site by the *Book of Tomorrow's* Chief Editor. I sent him a fairly detailed review and had not intended for it to be made public. Otherwise I would have posted the whole thing on the website for the population to read. His choice to post that one comment led to more questions directed at me than I would have thought.

Q) Can you to make a web shard or web archive of my idea?

A) I can, the best way for me to make web shard of your idea is for you to flesh-out the idea to a point that it is usable by someone else without having to redesign their game around it.

For a Web Archive, the source material should be provided in a .doc or .odt format. Or the website needs to be reasonably accessible, lots of frames in the Geocities websites can be a real pain to navigate.

Together we can work through some of the details and create maps or handouts that you would like to see in the web shard or web archive. I can then assemble the whole thing and make a cover for it.

Q) Can you make a chart for the combat system like you did with casting spells?

A) The combat chart and timing system are in the works. I do not have an estimated time of completion on that.

Q) Where I can acquire the miniatures you have photos of in your fanzine?

A) I do not know exactly where to get any of them any longer. Most of the Earthdawn miniatures have been out of print for 10 or more years and they were never really big sellers to begin with. I suggest that you first try the [RedBrick](#) Forums, second try the [Earthdawn Compendium](#) Forums, and if those fail you, check the following locations:

[E-bay](#), the world's largest yard sale.

[The Miniatures Page .com](#), possibly the best resource for any miniatures query.

[Noble Knight Games](#), a used parts and out of print games store.

Personally I hope that with the miniatures capability for Demonworld, RedBrick will once again make miniatures for Earthdawn. I have my fingers crossed for that.

Q) How is it that you get people to do your interviews?

A) I ask politely. Many of them are very willing to speak on the subject. The difficult part is attempting to contact many of them. For example, I really want to interview Chris Kubasic, but I have yet to actually find any contact information that actually works. No complaints here though, I get to play internet sleuth to find contact information until I am successful.

SKINOIRE

THE ART OF MAGIC ON FLESH

Images hold power. Patterns are the image of magic perceived through the veils of reality, time and astral space. Patterns anchored to reality as images display that power for all to see. The Skinoire is just that, magic emblazoned on the skin of a name-giver, visible power.

Zah'quary Nethermancer / Illusionist of Iopos.

Excerpt From the journals of Marr'Rek Denairastas, Wizard / Nethermancer of Iopos

I was among the first Iopans to breach the Cathan Jungle several decades ago. Imagine my surprise when my party and I were surrounded by mostly nude tribesmen wielding spears and speaking in a language I did not know. When it was determined that I was the leader of my group, I assume because of my robes, the leader of the party of tribesmen approached me. I noticed as he that the pattern tattooed on him was a simple spell used to light an area. I spoke the spell aloud and made the correct hand jesters, weaving a thread to the pattern that existed in astral space. Raw magic ripped through the unsuspecting tribesman, splitting his skin and bubbling his bodily fluids. The resulting bloody mess was more than enough to convince the remaining tribesmen that we were to be left alone. It was quite some time later I learned why the man that approached had been tattooed.

Cathan shamen have practiced the art of magic for centuries. Because the tribal life of the Servos Jungle is harsh and stark, the tribe

needs to remain strong and united. It is the duty of the tribe's shaman to provide this unity and strength. Unwieldy members are often brought into the fold of the tribe by the use of a magic pattern that is tattooed to their bodies. Marking them in this way allows the Shaman to make certain that the unruly are controlled, and disciplined when necessary. Individuals that are marked in such a manner recognize that they have lost their freedoms and must submit to the will of the tribe or face the consequences.

In my travels of the Servos Jungle I learned that it was during the scourge that the "invisible punishment", *Shu-nent* became a prominent method of control for unwieldy members of the Cathan tribes. Before the Scourge, when an

individual would perform actions that were against the good of the tribe they were marked as undesirable and sent out into the jungle to fend for themselves. During the Scourge though, a tribe could not afford to lose members to hot blooded challenges and foolish actions. It was the responsibility of the Shaman to keep all of the tribe safe from external dangers as well as dangers from within. The tattooing of the *Shu-nent* was that solution.



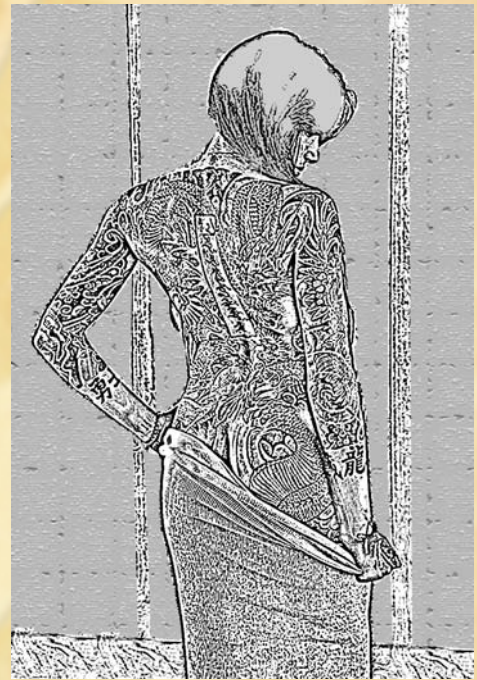
*Typical spell design of a Cathan Shu-nent
This design is consistent with the spell "Pain".*

By having a spell pattern tattooed onto the unruly individual the Shaman had control over punishment when needed and death when necessary. Many Cathan tails recount the punishments of unruly and antisocial individuals. In these tails the marked would suffer greatly from maladies ranging from simple pain to burns that left scars, and sometimes even death. Every member of the tribe was taught the words of punishment in an effort to help the individual come to consensus with the needs of the tribe. Use of the words by anyone other than the Shaman could be grounds to receive a *Shu-nent* unless the needs were justified. In this way the Shaman maintained peace, safety, and organization in the tribe all on the tip of a needle, balancing the hot headedness of the unruly, with the wisdom of the many and the strength of authority.

Upon my return to Iopos I suggested to the family that we might conduct some research into this concept. My intent was to provide a method of controlling some of the more dangerous elements of Iopos. It is my understanding however, that the research has begun to bear fruit and the newest members of the copper branch now have honor badges to assist them in their tasks.

On a more personal note I instructed my most faithful servants to submit to a tattoo of their own design. Then as a show of support I added a pattern to the design, dependant on their position in my house. In this way I have created the first living *Skinoire*. Each member of my household has at least one spell decorating their skin, many have more than one. Because the Astral space in my home is clear of taint my sevent suffer very little if I should need to cast a spell directly through them.

Eventually when the servant is released to death's realm, their passing will power the pattern tattooed into their skin, creating a single "Skin Page" that may be transferred to another servant of my choosing. In this way I maintain extremely loyal servants, a household that is supremely defensible, and a method for continuing my research long after my demise.



Third generation house servant and personal body guard for Marr'Rek Denairastas. The depth of the design denotes the responsibilities and privileges of this individual to other members of the house as well as to other members of the Denairastas clan.

Of course this practice has its detractors. All of my former servants unwilling to submit were released to inferior houses of the family. The fact that many of them elected to go to my more ardent opponents only reinforces tha I have made the correct decision.

Some extended family members claim that I am building my own army to challenge Uhl, a ridiculous notion. Uhl has a plan for all of our family; those without a use are ancillary and are most likely to be culled if that need should arise.

Still others still decry that I have, in essence, made slaves of my servants by requiring them to give up their freedom as name-givers. The fallacy of this statement is self evident. None of my servants have entered into my employment against their will. That would be the equivalent of placing a viper at my throat and then enticing it to bite me.

The *Skinoire* is a tool, and like any tool it must be crafted and wielded correctly to gain the benefits from its use.

Skinoire (skin'wär) creation incorporates many different aspects of the Earthdawn rules set. Most notably are the rules for Blood Magic (**Player's Guide pg 123-127**), Learning / Transcribing a Spell (**Player's Guide pg 130-131**), Grimoire (**Player's Guide pg 131**), and the talent Enduring Art (**Player's Companion pg 130-131**). A skinoire works just the same as any other type of grimoire for the storing and use of spells. It is the flexibility of the skinoire that makes it unique both in its application and function. Players that wish to create a skinoire must have either the Tattooing artisan skill, (**Player's Guide pg 93**) or the Enduring Art talent, (**Player's Companion pg 106**).

Sections regarding the Skinoire are as follows

Types of Skinoire: Descriptions and Rules for the three most common types of skinoire.

Designing a Skinoire: Rules for the creation and implementation of a skinoire.

Casting a Spell using a Skinoire: Rules for how, when and what happens when casting from a skinoire.

Healing A skinoire: Rules for healing or regenerating your skinoire.

Types of Skinoire

There are three basic types of skinoire, Living, Remnant, and Undead. All three function as a grimoire for the storage of spells. All three may be used to cast spells without requiring the magician to tune a spell matrix. Each type has particular details to consider.

Living Skinoire: This type of skinoire requires living beings, most often name-givers, to be the "pages" of the spell archive. Each person is tattooed either with enchanted inks or with the spell's pattern. When using this type of skinoire the "page" with the spell must be within 2 yards of the magician.

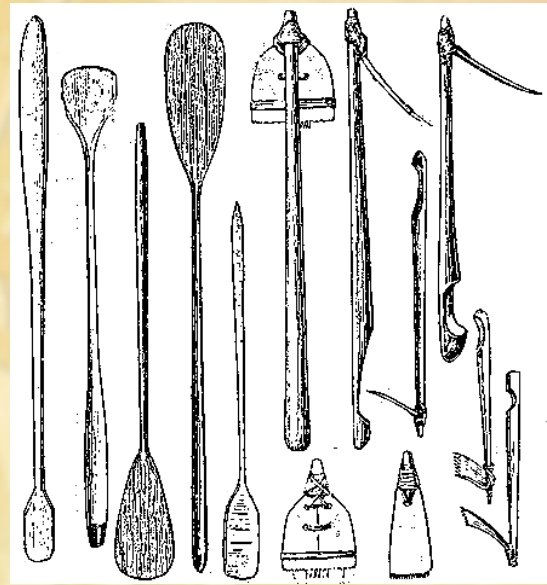
Remnant Skinoire: The name-giver used to create the original "page" is no longer living, but the spell pattern and skin have been kept alive through magical means. This type of skinoire is generally large and relatively unwieldy to attempt to move around on a daily basis.

Undead Skinoire: Reanimated corpses such as cadavermen, ghouls, or zombies are the "pages" of this type of skinoire. Horrors and some unscrupulous Nethermancers have been known to create this type of skinoire.

Designing a Skinoire

Adepts of any magician discipline wishing to create a skinoire must follow these steps for its creation.

1. Determine the desired Type of skinoire.
2. Determine Resources
3. Inscribe Spells



A selection of skin inscription barbs, blades, and paddles.

Determine Type

The type of skinoire to be created must be determined by the magician. Living skinoire are the easiest for non-Nethermancer adepts to create. The remnant skinoire cannot be created initially. Undead skinoire are generally the purview of Nethermancers and Horrors.

Determine Resources

When looking for name givers to act as the pages of a living skinoire it is in the best interest of the magician to seek willing volunteers. Slaves will do, but the slave's internal conflict of interest could end up with unfortunate results for the magician.

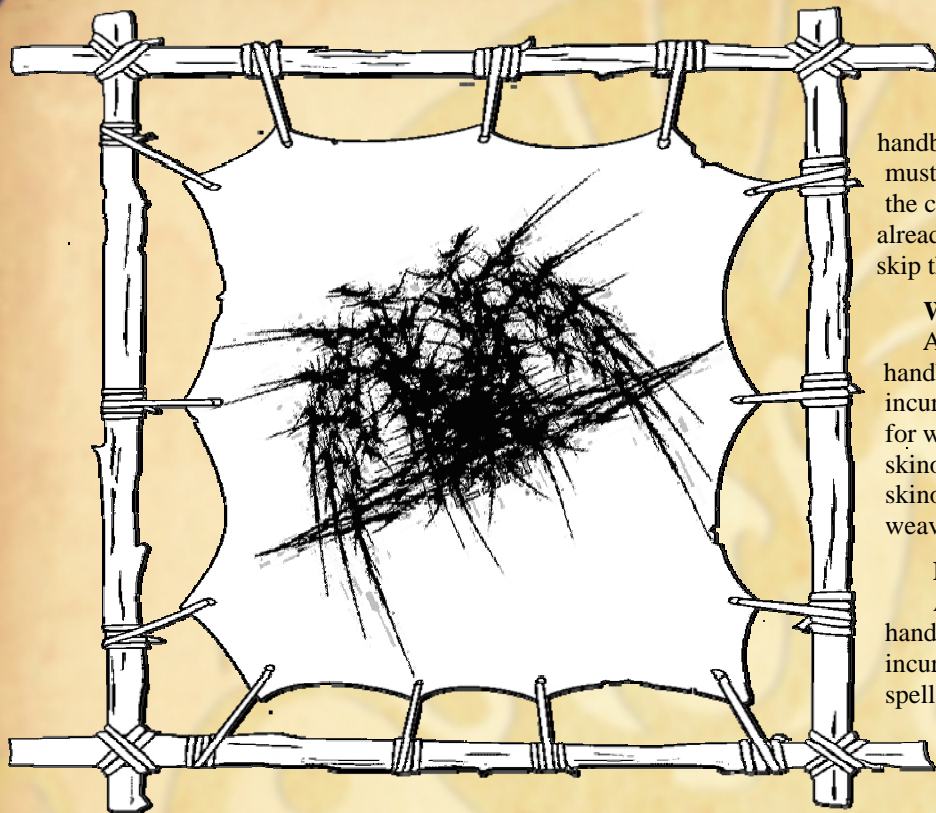
Remnant skinoire require freshly deceased pages, no more than 24 hours, pages that were already part of a living skinoire. For the more callous caster slaves will perform this function well. Simply creating a living skinoire page from a slave, and then sacrificing the slave to create the freshly deceased page.

Undead constructs must be created by the magician and are the only way to create an undead skinoire. Use of the Animate Dead spell (**Player's Companion pg 136**) or a named version of Animate Dead spell (**Player's Companion pg 132**), either is sufficient to provide the magician with enough resources to create a page in the undead skinoire. The spell's limitations must be considered when the dead are animated.

Inscribe Spells

Spells are inscribed in to a skinoire in the same manner that they are inscribed in a normal grimoire with the following exceptions.

In a living skinoire, the name-giver serving as a "page" may receive up to 3 separate spell patterns, except for windlings who may have only 1 and trolls who may have up to 4. Difficulty for the spell inscription is either the spell's learning difficulty, (**Player's Companion pg 130**) or the name-giver's spell defense which ever is greater. For each spell inscribed in this way the magician will take a single point of blood damage, that may be healed when the "page" dies, or the magician removes the spell pattern.



Attunement

As per the grimoire section of the player's handbook, (**Player's Guide pg 137**) the caster must attune to the spell that they wish to cast. If the caster is the creator of the skinoire they are already considered attuned to the spell and they skip this step.

Weave Required Spell Threads

As per the grimoire section of the player's handbook, (**Player's Guide pg 137**) the caster incurs a -2 penalty to their Thread Weaving Tests for weaving spell threads to a spell cast from a skinoire. Unless the caster is the creator of the skinoire, they receive no penalty to thread weaving in their own skinoire.

Perform a Spellcasting Test

As per the grimoire section of the player's handbook, (**Player's Guide pg 137**) the caster incurs a -2 penalty to their Spellcasting Tests to a spell cast from a skinoire. Unless the caster is the creator of the skinoire, they receive no penalty to Spellcasting through their own skinoire.

For a remnant skinoire, the recently deceased "page's" skin must be removed and placed in a binding of some sort. This binding may be as simple as a name-giver sized book, a drying rack, or a display frame. The magician then makes a Spellcasting test versus the spell's learning difficulty. A minimum of an excellent success is needed for the new page to be absorbed into the remnant skinoire. The total of all the spell learning difficulties in this type of skinoire becomes the Death rating of the skinoire. Each "page" now has a Death rating equal to its particular spells learning difficulty number.

The undead skinoire works similarly to the living in that the spell pattern limits are the same per the name-giver types, and the spell learning difficulty number is the difficulty for the inscription. However the magician takes no blood damage from the spell inscription process.

Casting a Spell using a Skinoire

As with any grimoire the spells in a skinoire may be cast with out the requirement of a matrix. The steps for casting from a skinoire are as follows.

- 1 Attune to the Spell
- 2 Weave Required Spell Threads
- 3 Perform a Spellcasting Test
- 4 Determine the spell's Effect and Duration
- 5 Resolve Raw Magic Effects on the Skinoire.

Determine the Spell's Effect and Duration

The spell is treated normally, just as though it were cast using a spell matrix.

Resolve Raw Magic Effects on the Skinoire

Raw magic will damage a skinoire just like a regular grimoire, (**Player's Guide pg 137- 138**). Each of the three type of skinoire receives damage differently than a normal grimoire.

In a living skinoire the name-giver receives all damage. Physical Armor and Mystic Armor have no effect.

In a remnant skinoire the individual "page" will receive all the damage. If the amount of damage is greater than the "page's" Death rating it will be destroyed and unrecoverable.

In an undead skinoire the construct receives no damage from raw casting. Undead by their nature pollute astral space and therefore do not suffer from being used as an astral filter.

Healing a Skinoire

A skinoire is different than regular a grimoire in that if it becomes damaged and is not destroyed it may be healed. Healing a skinoire is a simple procedure depending on the type.

A living skinoire may be healed using any method that may be applied to a name-giver.

A remnant skinoire page that was not completely destroyed requires a healing salve or potion to be smeared across both of its surfaces.

The undead skinoire may be healed in the same manner that any undead construct may be healed by its creator.

A LIFETIME CALLING

In 1993 Earthdawn hit the streets and many fan created sites appeared on the internet. James D. Flowers of Dialog Publishing produced his [Herbs and Plants of Barsaive](#), [Earthdawn Goods and Services Tables](#), [Earthdawn Creature Summery A-M & N-Z](#), as well as the [Earthdawn Downtime System](#), making them available for the general population. A quick search on any of these first edition titles will provide downloads for the files from countries across the world.

Today James Sutton is the owner of the [RedBrick](#) game company, and he is the current Earthdawn Line Developer. He has held the title before and helped to produce the Earthdawn Classic line. Even with all of the current reorganizing that RedBrick is experiencing, James has agreed to take some time from his busy schedule to be interviewed.

TI) James thanks for taking the time to do this interview.

James) Thank you for the opportunity to answer some of the questions you have about Earthdawn. Please bear in mind that things are in the early stages of change at the moment, so it is possible that I could end up contradicting myself (in a future history kind of way).

TI) Starting out as you did, being a fan producing fan material for your favorite games, is it what you thought it might be now that you are doing it professionally?

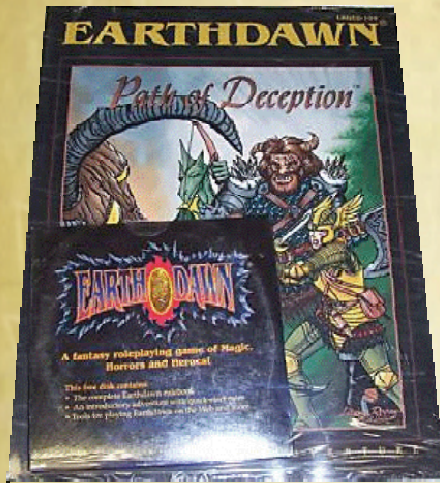
*James) *chuckle* It's certainly been a rollercoaster ride, for many different reasons. I think it's fair to say that what I intended things to be hasn't worked out as planned, for many reasons (some of them life-altering). There was a period of time where I wasn't personally involved with anything much to do with the business, which was certainly a weird thing. However, it is nice to finally be in a place where I can pursue what I originally wanted to do back in 2002-2003. So, I guess I can answer this question by saying yes, I think it's what I thought it would be. But ask me this again in a few years time. *smile*.*

Herbs and Plants of Barsaive	
<small>"Being a compilation, its part, never intended to be complete, detailing those varieties of nature that will see its defining survival against the ravages of disease and decay and especially efficacious against the Hiverns. May I please protect all who see the author's continued herein." -Asteria Chien, Herbalist to the Court of Theros</small>	
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TI) A major concern amongst gamers is that fan material is becoming illegal / unwanted by the game companies, and that by producing it they (the fans) are opening themselves up for litigation. Did you have this fear when you were producing game materials for the first edition? Has RedBrick made an official stance on the subject?

James) Personally, I didn't have that concern when I first made fan materials for Earthdawn. And my first web site went live in early 1994. I did overstep a boundary with FASA once, and received a polite email from Lou Prospero asking me to revise some content (I still have that email). I'm not sure I would call it a major concern, however. Most businesses are accepting of fan-produced content being available on the Internet. If there's a problem, it's when fans don't understand the limits between making new content "derived or based on" official material, and outright making copyrighted material available. For example, there are a lot of copies of the old Earthdawn First Edition HTML Rulebook

All James' first edition releases concentrated on content



Path of Deception and various magazines carried the promotional CD of which James is speaking.

content floating around on the Internet. People “assume” that this is free to make available because the CD came “free” with a magazine or book purchase. However, that is not the case. It is “free” for your personal use; not for distribution to others. This kind of thing happens all the time, and in such cases you shouldn’t be surprised to receive a “please remove this content” notice. As for an official stance, we don’t have one, primarily because we are beholden to our licensors in terms of what they want. Because we are custodians of other people’s intellectual property, and not owners of that IP, you can understand that there is a layer of complexity here that we ourselves need to navigate.

Having said that, I’m hoping that we can spare some time and energy establishing a “fan policy” for our game lines that will hopefully allay any concerns around this space. Another item for the To Do list...

TI) With the loss of support sites like Strands and EDPT, have you considered producing a "fan-site" kit to make it easier for fans to promote Earthdawn?

James) *Carrying on from the previous question, it has been considered, but not given a high priority. Having a small development team means precedence is put towards products. But it’s a good idea, and worthy of following up.*

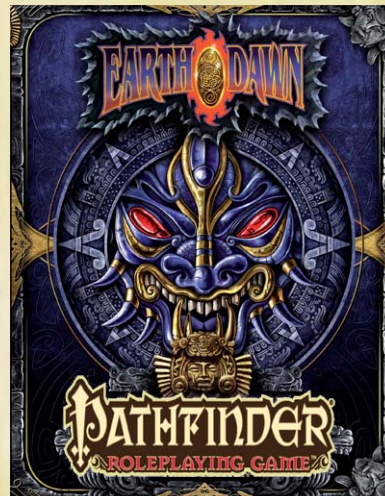
TI) Other than Earthdawn what would be your biggest influences, game wise, either in setting or rules structure?

James) *Oh gosh, this is a difficult one to answer! You have to bear in mind that I’m what you might call a grogard; I’ve been a gamer for over 35 years now, so I’ve run a LOT of different games. Other than Earthdawn (naturally), probably my biggest influences are games like RuneQuest (Chaosium), DragonQuest (SPI), and Traveller (GDW).*

TI) Many rumors currently float about on the net concerning various other systems getting their own version of Earthdawn, (Savage Worlds and Pathfinder being two that come to mind) is there any actual validity to this?, If so what game systems and will Redbrick be the company producing the books or will it be somebody else?

Coming Soon!

James) *It’s no secret that we at RedBrick are developing editions of Earthdawn for both Savage Worlds and Pathfinder. Both of these game lines are headed up by Hank Woon (Cathay, Lost Dynasty, among other things), along with a separate team of developers to the Earthdawn Third Edition game line.*



Finally a reason for me to get into these two games

TI) Do you attempt to keep Earthdawn tied to Shadowrun even though the two games are being supported by different companies?

James) Previous connections to Shadowrun were based on relationships with the Shadowrun Line Developer at the time. No such relationship exists with the current Shadowrun Line Developer, so it's fair to say that there's no ongoing connections between the two game lines. That is unlikely to change in the future.

TI) In the Interview with Lou he said FASA was planning on destroying Vivane. LRG did, though they made it an “accident” more than an actual effort by the Great Dragons, according to the interview with Marco. So now I ask you, will Vivane survive or is it doomed to be destroyed?

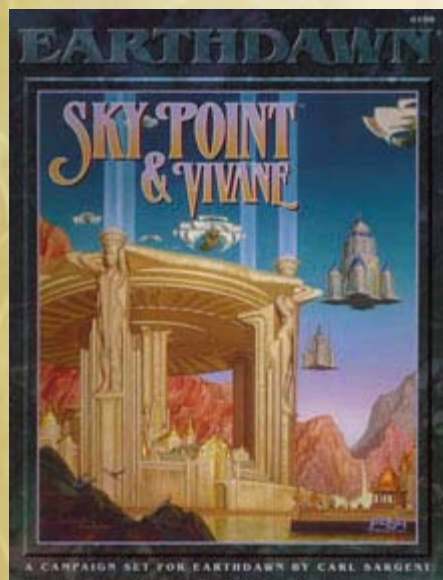


James) Personally, Sky Point & Vivane is one of my all-time favorite game supplements. That said, we're not far enough with plans for advancing the metaplot to confirm whether Vivane will survive or fall.

TI) There is an overwhelming feeling in the Earthdawn community that the meta-plot of the game has been stalled for years, will Redbrick begin moving the meta-plot forward in the book *Lost Dynasty*?

James) Not so much in Lost Dynasty, no. Moving the metaplot forward will occur separately to the products currently in the works (they are, if you like, “moment-in-time” products).

TI) In the interview with Carsten Damm there was mention of an over reaching effort referred to as The Chronicles of War, with him gone and you now piloting the game is this still the direction of Earthdawn?



Perhaps the fans might make them selves heard and keep Vivane from becoming the necropolis it was once destined to be.

James) That was Carsten's plan for advancing the metaplot. But that is no longer the direction. There hasn't been a lot of concrete work on metaplot advancement to date – some discussion – so there isn't any lost momentum as a result.

TI) With the Print on Demand technology that is being used by [DrivethruRPG](#), and the prevalence of PDFs in the marketplace, will Earthdawn once again become unavailable on game-store shelves, or will it continue to be distributed by Mongoose?

James) Earthdawn (as with all of our game lines) will be available in some form of distribution, whether via [Mongoose](#), direct to retail, from [OneBookShelf](#)'s print initiative, or from our own online shop. However, contraction in the RPG market, along with a reduction in the number of brick-and-mortar shops selling RPG products, means an overall drop in sales numbers, which means we continue to pursue whatever sales mechanisms provide the greater return. The bottom line: if the game line isn't profitable, then there will be no new products for that game line.

Having said all that, RedBrick has a fairly big year coming up. We have the release of both the [Fading Suns](#) and [Blue Planet Third Edition](#) game lines, the aforementioned Earthdawn Savage Worlds and Pathfinder game lines, the newly announced [DramaScape](#) product line, and our [Demonworld](#) fantasy miniatures game line. So there is no shortage of new stuff. Earthdawn, while important, is part of the overall game portfolio, and success across the whole range means more resources to make even more new stuff.

And as paraphrased from Lou Proseri, “Earthdawn everywhere, baby!”

Many thank to James for this interview.

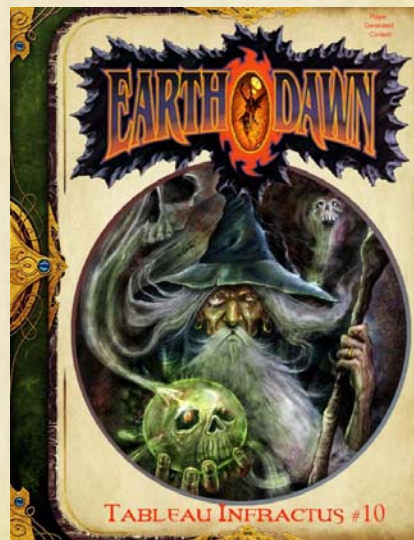
This concludes the final installment in the Earthdawn Line Developer series of interviews. I feel that it is a nice cap to the end of the second year of the fanzine. One thing that is certain is that Earthdawn is a passion for all of these people, and for some it has been a life time pursuit.

All four interviews when read together provide a very in depth look at the personalities, trials and achievements of a group of people that are as much fans of the game system and background as any of the players and gamemasters. Not many roleplaying games can make that claim.

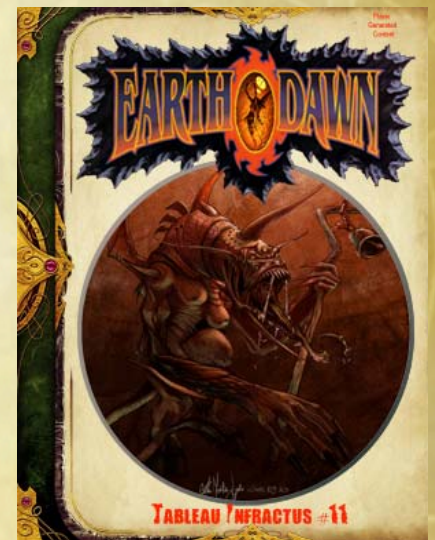
Several of the previous interviews are referenced in this article. I have included a link below to each of the relevant Tableau Infractus issues.



[Marco Soto's Interview](#)



[Lou Proseri's Interview](#)



[Carsten Damm's Interview](#)

[Mongoose Publishing](#) is having a sale on their remaining stock of Earthdawn books. Swing by and make certain that you get your hard copies today, as the ad says, it's while stocks last.



CREATURE MINIATURES GALLERY

Every fantasy setting has creatures that are unique to that setting, Earthdawn is no exception. Almost any fantasy miniature company's creatures can fill in the holes that are missing from the creatures section for the Earthdawn line. Still there are some very unique Earthdawn creatures and some of those have been graced with a miniature. All but one of these miniatures is listed in the rulebooks some place. I have never figured out what the pillar beast was supposed to be.



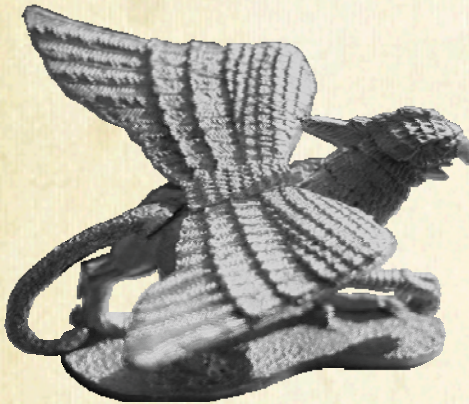
Ice Flier (2 parts; wings, body)
Heartbreaker ED 313



Gargoyle
(2 parts; wings & body)
Heartbreaker ED 315



Esparga
(3 parts; 2 wings & body)
Heartbreaker ED 321



Gryphon
(3 parts: wings, body, cat tail)
RedBrick RBM-1J



Gryphon
(3 parts: wings, body, feathered tail)
Heartbreaker ED 314



Shadowmant
(3 parts; rock base, body, tail)
Heartbreaker ED 322



Beast on Pillar
(unknown beast type)
Heartbreaker ED 322

TALENT & SKILL CARDS

The Earthdawn community is a very creative and generous group of folks. Back in January of this year, on the RedBrick forum, Arotter inquired about Talent cards ([link](#)). There was much debate. Fellow forum poster Kosmit, aka Michał Kosmala, took that discussion and created a template using the graphics from Misguided Ambitions, an idea he attributes to Marcin “Ajfel” Zawiślak.

I downloaded Kosmit’s original template, some 26 megs in size, did some editing and sent him a much smaller version of 3 megs. He rebounded with a file, smaller still, and yet usable. In this issue we present a set of instructions for filling out the cards and what each text location is intended to contain. Four different card colors are provided to allow you to use them for Talents, Skills, Powers and other. The other being whatever you elect to use them for.

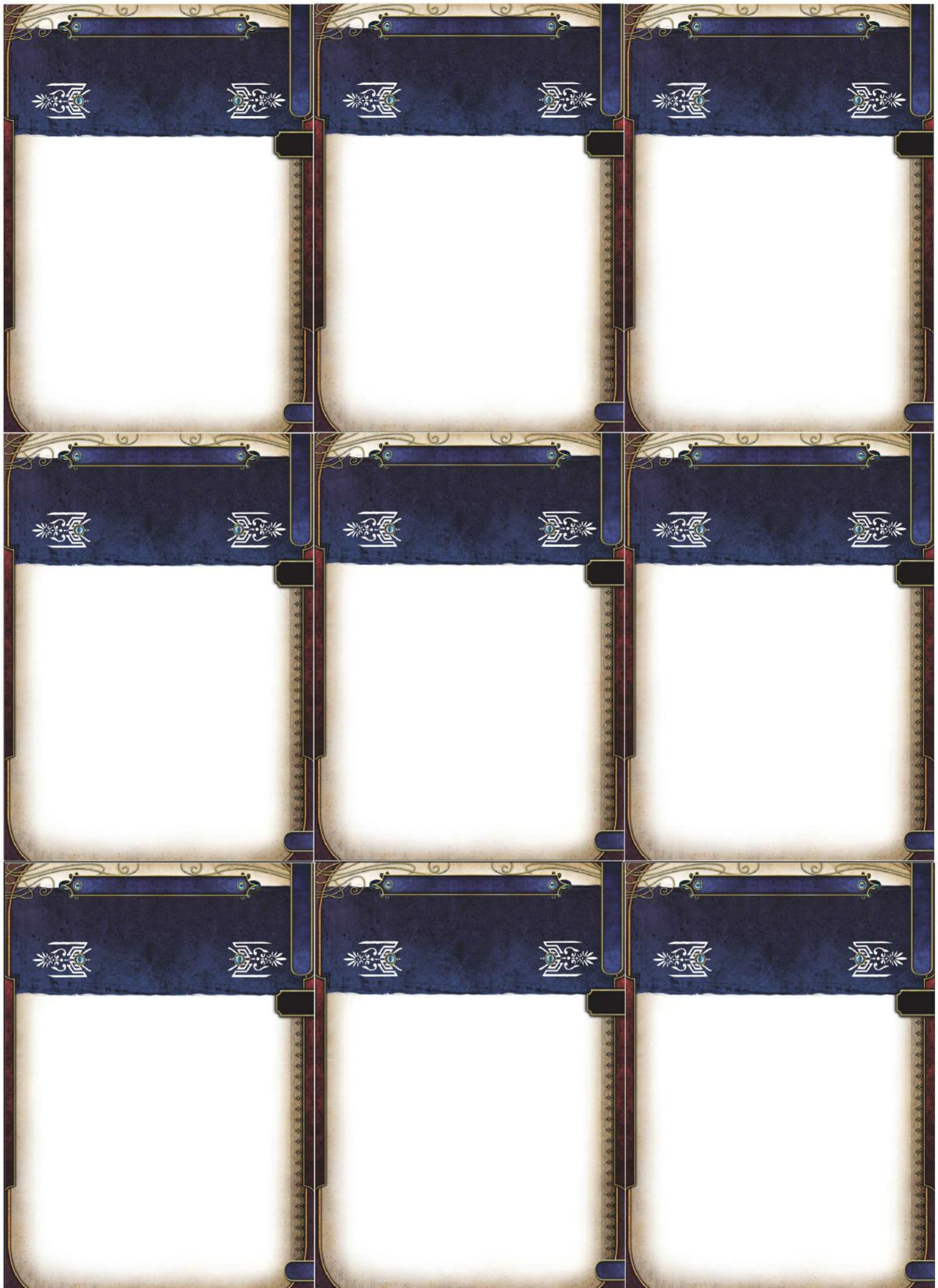
Each location is marked with a numerical digit for ease of identification.

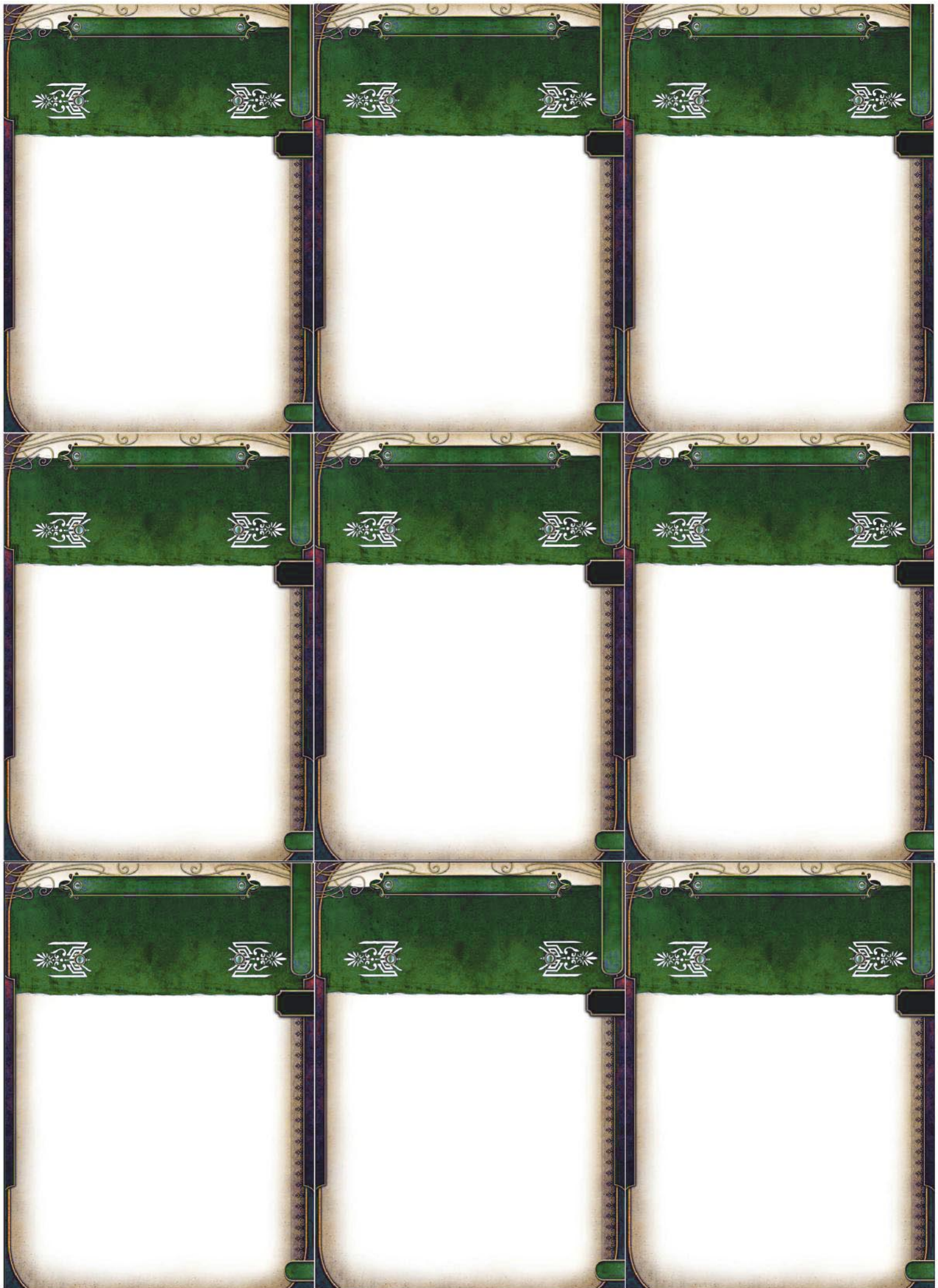


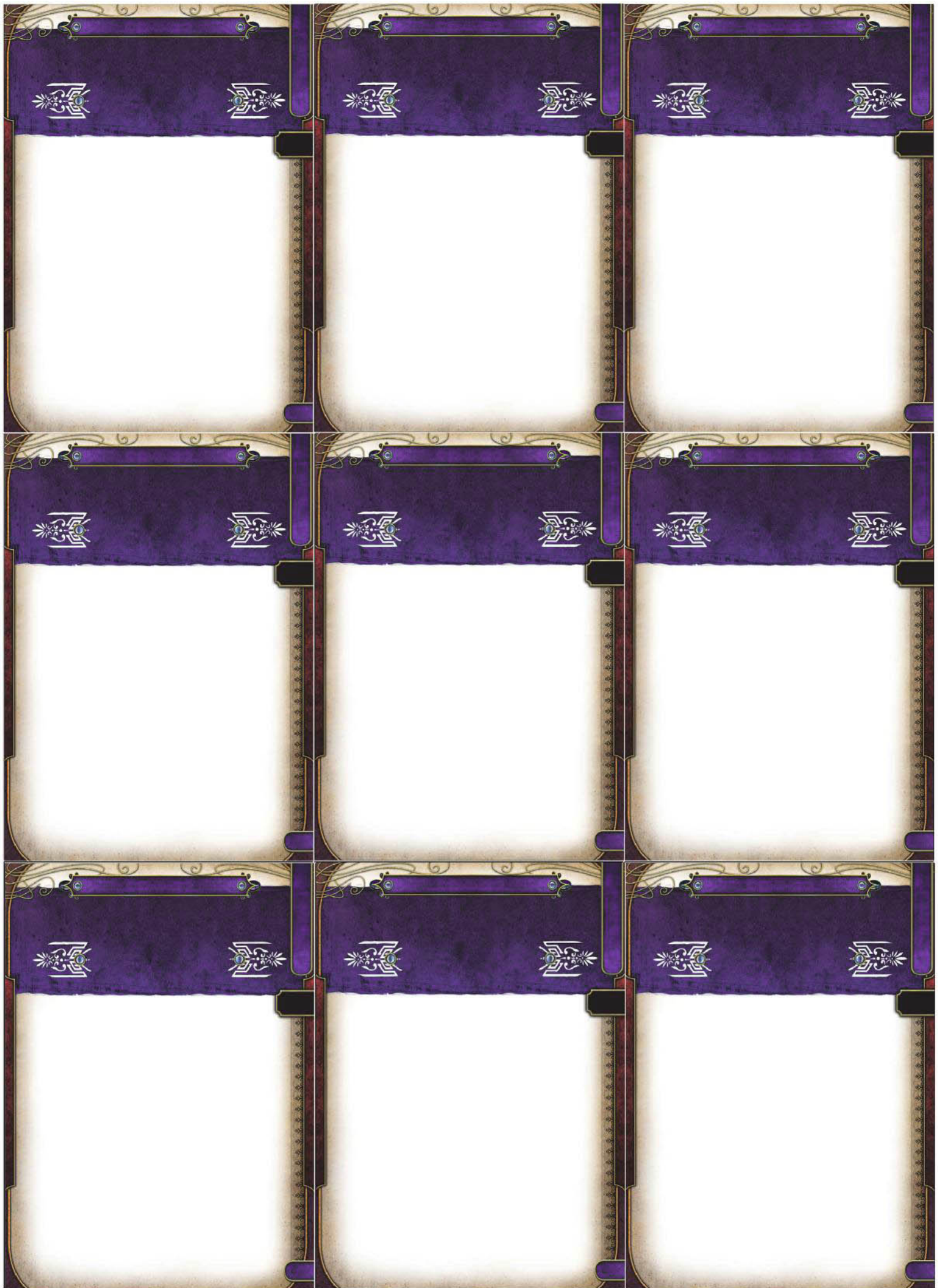
The Cards are intended to be multi-use across various languages, feel free to put your own translations into these fields if you do not have an official Earthdawn release in your country. Location (1) is the original name of ability in English, or just name the type of described ability (Talent, Skill, other). Location (2) is for the translated name of the ability, again for those who wish to stick with original language can fill it with original name. Location (3) is for ability Step Number calculation (PER + Rank etc.). Location (4) is for a detailed ability description or game mechanic that requires specification. Location (5) is for a type of Action being used by ability (Standard, Simple, Free, Sustained). Location (6) is for the number of required Strain. Finally location (7) is optional for Karma (Yes/No) or if a skill can be used “By Default” (Yes/No).

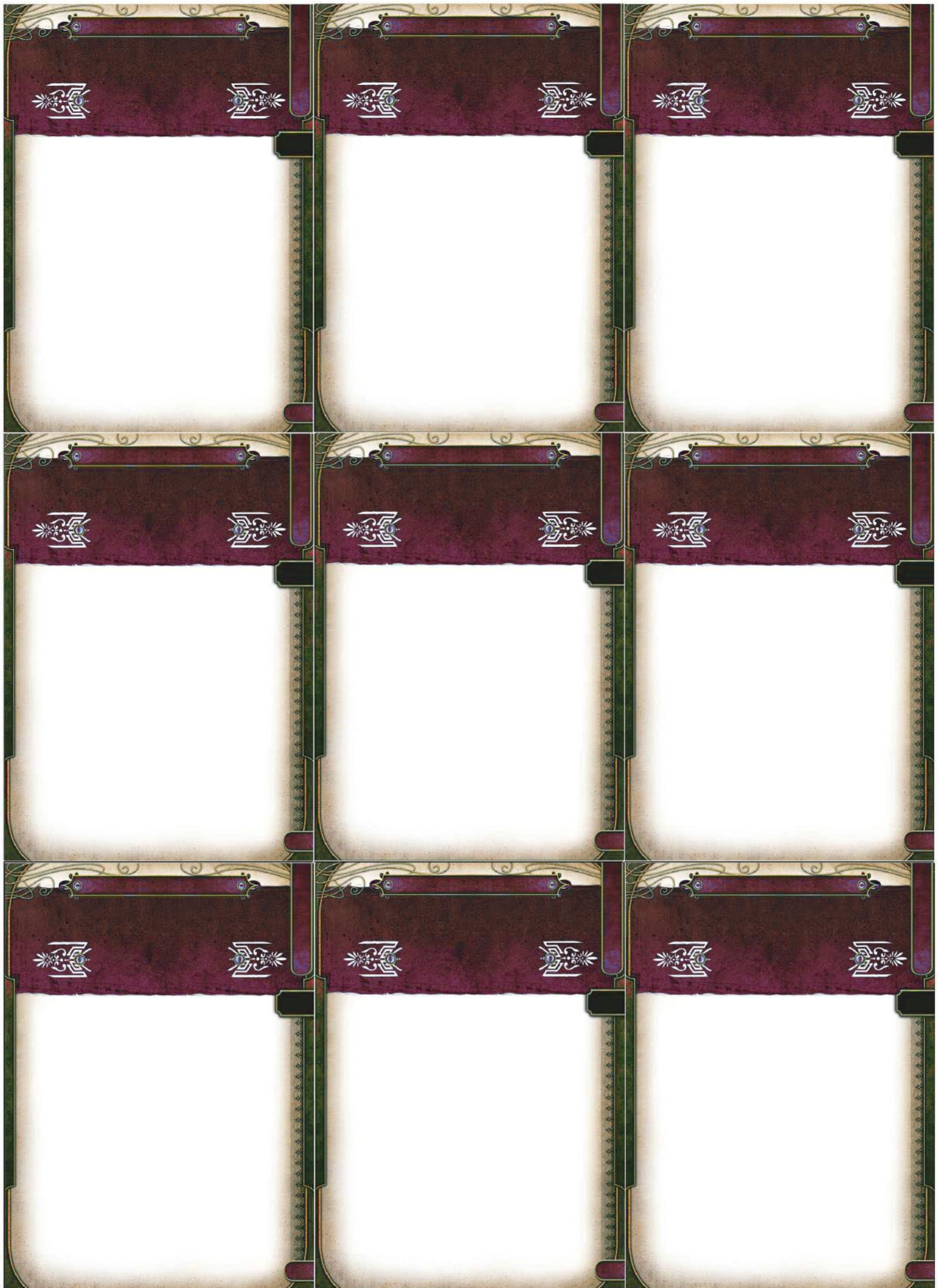
Fonts intended for locations (1) and (2) can be downloaded [here](#) and the templates in .pdf format are [here](#) or on the [Tableau Infractus Archive](#) site. Once the cards are filled out either print them directly from the template or export them as images. The newest version of adobe reader and pdf-xchange viewer allows filled information to be saved so it is unnecessary retype all that information again.

Kosmit’s website <http://www.kosmitpaczy.pl/> is in polish so for English speakers like myself, use an online translator. You will miss out on some of the nifty pictures though.









Get Yourself Published

In the beginning of this issue a question was asked about the process of turning ideas into Web Shards. I have received quite a few requests along these lines since the release of *Ship of Tears*, and for some reason they rarely pan out into something that can be used. I thought that since I wrote a *Submission Guidelines and Style Guide* for *The Book of Tomorrow* I might as well write one for my own publication, to help folks that would like to have stuff published as an Archive, Web Shard or as an article in Tableau Infractus.

Submission Guidelines & Style Guide

Thank you for taking the time to download this Submission Guidelines & Style Guide. I am proud that many Earthdawn Fans read the fanzine. Some fans have asked how they can contribute their content and be published in the fanzine. To that end I present you with the Tableau Infractus Submission Guidelines & Style Guide.

This Guide is intended for use by anyone preparing submissions for Tableau Infractus and is based on the Submission Guidelines and Style Guide used by Redbrick to produce their books.

Proposal Query

Please contact me with an email query at tableau.infractus@yahoo.com before you send any documentation. It is important that you and I discuss your submission ideas, so that together we can determine which of your proposed submissions will be in the fanzine, prior to my receiving any completed documents.

In your query, please include:

- ◆ A brief written outline describing each idea and the game content you'll include in the article. For example if you want to write an article containing new spells, tell me about each spell, what makes it different than the current cannon and what role it plays in game.
- ◆ A general estimate of the article's length. It's not necessary to have the whole submission but you should be able to provide me with an idea
- ◆ Important Note: Please make sure that your return email address is correct.

What You'll Get Back

About 24 hours after receive your query you will receive an email back from me. This is an acknowledgement of receipt. Once I have had time to review your query I'll contact you by email with a more detailed response, commenting briefly on each idea, and noting which ones, if any, I am interested in publishing in the fanzine.

Submission

Once you have received a response from me indicating that I am interested in proceeding with one or more of your ideas, it is now time for you to send me your completed submission. Prior to sending your submission there are a number of considerations you must include. These must be completed for the submission to be accepted:

- You will need to send each submission as an individual electronically formatted document. Most common word processor formats are acceptable, but I prefer either RTF (Rich Text Format) or Microsoft® Word DOC (Document) format, in a single column.
- To help me read your submission, please keep your layout simple. Please use only a single font (Times New Roman is preferable) and of a size no smaller than 10-point.
- As mentioned earlier, please make sure that you include your full name and contact email address on the first page of both your query and your submission.

Style Guide

What Is A Style Guide?

A Style Guide is a manual describing conventions used in various publications including the use of case in text, and examples of components. It is important from the perspective of ensuring that contribution are as prepared as possible to make the editing process as smooth as possible. It also ensures a consistent product when using many different contributors.

How to Use This Style Guide

When you prepare a submission for publication make sure that you review the conventions described in this Style Guide and modify your own document as best as possible to follow these “Style Conventions”. Doing so will ensure a smoother editing process and provide you with a more professional appearing product.

Standard Earthdawn Style Conventions

IMPORTANT: Each convention is numbered for reference. “E.g.” denotes some examples of use of the convention. “Not” denotes what shouldn’t appear in documents.

1. Attribute step (e.g. Dexterity step, Perception step) Note: the “step” is lower case
2. Attribute value (e.g. Toughness value, Willpower value) Note: the “value” is lower case
3. Talent step (e.g. Melee Weapons step, Spellcasting step) Note: the “step” is lower case
4. Damage Rating (not: Damage rating) Note: this is a characteristic and therefore capitalized
5. Unconsciousness Rating (not: Unconsciousness rating) Note: this is a characteristic and therefore capitalized
6. True Pattern (not: True pattern or true pattern) Note: This is a tenant concept of the game.
7. Physical Armor (not: Physical Armor Rating) Note: Physical Armor has no Rating
8. Mystic Armor (not: Mystic Armor Rating) Note: Mystic Armor has no Rating
9. First Circle (not: Circle 1); Circles are described by their quantity and that quantity is always spelled out.
10. thread rank (not: Thread rank or Thread Rank) Note: thread rank is not an attribute nor is it a characteristic.
11. Damage Point (not: Damage point) Note: Both words always capitalized.
12. Strain Point (not: Strain point or strain point) Note: Both words always capitalized.
13. Rank 2 (not: rank 2 or Second Rank)
14. Physical Defense (not: Physical Defense Rating) Note: Physical Defense has no Rating
15. Spell Defense (not: Spell Defense Rating) Note: Spell Defense has no Rating
16. Social Defense (not: Social Defense Rating) Note: Social Defense has no Rating
17. Deed (not: deed)
18. Name; Named (e.g. the Name of the item is Usil; the character Named Sinjin)
19. [Talent Name] talent (e.g. Melee Weapons talent)
20. [Skill Name] skill (e.g. Melee Weapons skill)
21. round; combat round (not: Round; Combat Round)
22. True element (e.g. True fire, True wood)
23. orichalcum (not: Orichalcum)
24. step number (not: Step Number)
25. [Talent Name] rank (e.g. Melee Weapons rank)
26. [Skill Name] rank (e.g. Haggle rank)
27. Effect Test (not: Effect test)
28. add # rank (e.g. add 1 rank)
29. add # step (e.g. add 2 steps)
30. Step #/D# damage (e.g. Step 4/D6 damage; not: Step 4 Damage—qualify with Action dice only where the Damage step is properly qualified, i.e. not otherwise modified)
31. Attack step (not: Attack Step)
32. Action die; Action dice (not: Action Dice)
33. Bonus die; Bonus dice (not: Bonus Die; Bonus Dice)

34. Difficulty Number (not: Difficulty number)
35. Action Test (not: Action test)
36. Rank ## [Talent or Skill Name] (e.g. Rank 2 Spellcasting, Rank 4 Melee Weapons)
37. Effect step (not: Effect Step)
38. Discipline (e.g. Wizard Discipline not: wizard discipline)
39. Karma die; Karma dice (not: Karma Die; Karma Dice)
40. talent rank (not: Talent rank or Talent Rank)
41. skill rank (not: Skill rank or Skill Rank)

- If you are concerned that, although you have great ideas, you don't have the writing skills, please feel free to provide me with a submission on the ideas and/or plot-lines. Together we can work something out or we might find another volunteer writer that may be able to bring your idea to life.

- It is important to understand that your submission needs to be as complete as possible. Artwork need not be included but is always accepted in the final submission. Be certain to follow the style guide when submitting.

When you have completed this, you can email your submissions to me at tableau.infractus@yahoo.com with *Finished Article Title* or *Finished Artwork Title* in the subject line. Important Note: Submissions not passing through the Proposal Query step (see above) will be deleted on receipt. This is to protect you, and I, from issues and misunderstandings.

Acceptance, Revision and Rejection

I will respond to every submission in time. This means that I may need as long as 1-2 weeks to complete my evaluation of your submission.

If you are concerned about the status of your submission, please send me an email and I'll let you know where it is at in my process.

Revisions

Please expect to do some revision to your submission. Detailed instructions for sending revisions will be included with my response. If you are unwilling or unable to revise your work as I request your submission will not be published in the fanzine.

Rejections

It is possible that your submission may be deemed unacceptable, even after one or more revisions. I will endeavor to provide you with a detailed explanation as to why, it is unsettling to be denied and not know why. If you do receive rejection correspondence, please don't take this rejection to heart. It does not mean that I do not want to, or won't, work with you in the future, but that at that time I am unable or unwilling to accept your submission.

Art Submission Guidelines

Art Submissions

I am always interested in artists. To be added to my list of artists, please email me several samples of your work, preferably in JPEG format. Alternatively, if you have a suitable portfolio online, then emailing a link to where I can view your work will be acceptable.

As issues work through the publication process, I will produce an art roster for each one. This will be made available to artists on my register and indications of interest taken.

If you are interested working with me, please send an email with the information noted above to tableau.infractus@yahoo.com with Artist in the Subject line.

All submitted art samples remain the property of the artists who submitted it. Artwork selected for publication also remains the property of the artist with the caveat that it is in the fanzine for as long as that file remains in electronic format, which on the internet is roughlyforever.