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Discussion of the game Earthdawn. Experience, stories and issues related to being a player. Jaracove Posts: 117 Posted by Mon November 28, 2016 7:58am Post by Jaracove On May 14, 2017 11:58am I looked but can't find a 4th edition character sheet Anyone knows if there is one available? By Marzhin Messages: 151 Posted by Mon November 28, 2016 8:20am Location: Paris, France Contact: Post by Marzhin Sun May 14, 2017 4:33pm Here's one included in the player's guide, although I don't find it very convenient. I would love to see a good folio character, as the one Redbrick once did for the Earthdawn Classic. Even as a print-by-print PDF outside the dog, the book is man's best friend. Inside the dog is too dark to read. (Pear Marx) Mogre Posts: 7 Joined: W Jul 18, 2017 6:59pm Post Mobre Sat July 22, 2017 1:56am I just started playing again and I found the best one for me is a character sheet from the 3rd edition called Character Extend Sheet. I'm sure it's located on interwebs somewhere. Marzhin Posts: 151 Posted: Mon November 28, 2016 8:20am Location: Paris, France Contact: Mail Margin, Sat 22 Jul 2017 1:45pm Matadawnx posted: Sat Jul 22, 2017 1:00pm In case someone missed it, there is Earthdawn resources and links page from the main site. It has an official sheet, along with links to several others (one of them is a form-filled PDF). It's amazing, thank you! Outside of the dog, the book is man's best friend. Inside the dog is too dark to read. (Pear Marx) Tattered Rags Posts: 359 Joined: Mon November 28, 2016 12:04am Post Tattered Rags' Sat July 14, 2018 5:00pm Nethering thread, but I could really use a good form-filled PDF character sheet that allows me to keep what I filled out, not ultimately as big size, and has the power to spell correctly. Is there someone there? An English translation of German would be amazing. Or I would have made my own out of an unpolished one if I had some better methods to do it quickly. Tattered Rags Posts: 359 Posted by: 19:35:35am :350 Am Et, 2016 12:04am Post:15 Jul 2018 3:35am Mataxes wrote: 'I don't know the electronic filler form sheet that allows you to save. I was able to save what I type in a pretty UglyGoblin one. It's too big and has a typo. Also, the German one let us save the data; I just don't know German. Now if anyone can provide... that one ... Mataxes wrote: Sat 14, 2018 8:02 pm As for the translation of the German sheet This is an unofficial online character generator for Earthdawn RPG (mostly 2nd edition). He uses alternative discipline mechanics, It was offered by RedBrick for the 3rd edition, but with custom talent options based on the 1st and 2nd edition of the talent. There may also be some house rules included in some of the talents, but the basic rules of character generation (Using an attribute attribute method) correspond to those from the 2nd edition. There is also a review page for all discipline talent options used in this generator. The current program has been tested in Firefox 3.x and needs a modern browser with a decent Javascript engine. It also uses some scripts on the server side to generate basic data, but it could be converted into a strictly client side tool. If you want to use your own data and rules just get a script and build your own on it (it's open source). If I have questions, tell me a line: webmaster behindthemirrors.de don't recharge the page while you're creating a character, or you'll lose all your records. The Tools section hides a save/download feature. And of course, the source is freely accessible and modifiable, so expensive master of the game don't expect the saved characters to always be valid. In order to print a page set all the page fields in your browser's print dialogue to 0, then all of this should fit well into one sheet of paper. Disclaimer of Earthdawn and all relevant copyright materials (c) FASA Corporation, RedBrick Limited, Earthdawn and Earthdawn Second Edition is a registered trademark of FASA Corporation. All rights are reserved. Click to close the recently released official sheet of Earthdawn characters was not well received by many fans. Well, experience shows that many fans prefer to design their own character sheets, as they are more likely to meet their requirements. Whether it's optical or just useful criteria. The criterion for me is, for example, to have an edited PDF to capture attributes, talents, skills, or spells. Others prefer sheets where you can grab all up to a high circle of characters and so on, but what about stylish or well-designed sheets? One fanmade Earthdawn 4 edition of the character sheet has already been submitted on the blog, even before the official release was made. But this design is pretty minimalist and focused on print. Remember the edited scroll-design list that was released on The Earthdawn blog in 2013? Yes, again it's Patryk aka UglyGoblin that has contacted me with a different approach to publishing edited stylish Earthdawn 4th edition of the character sheet. I am very proud to present to you the creation of Patryk. Look: Good news for our Polish readers! Patryk has already created a Polish version of his sheet in addition to the English version. The German translation is in the making. Links: Can someone help me find an official list of characters for 4e. I went to the blogspot page, but when I click on the Dropbox link it always says they have been deleted. I really want to play this game, but I have no interest in writing it all on paper or designing my own sheet of characters. I've kept my Promise: No purchase of the new edition of Earthdawn. Seeing what's boring as hell covering, an unskhoved logo, cheap layout and cheaper production values just reinforced that. And I'll keep the people around me from shopping at any of their games until then, they tarnished the name FASA. They probably wouldn't care, as it's only about a dozen people, but I kept two Earthdawn fans spending their money on it. And I think it's a success. Just took it and it looks great. We built the characters last night and ran into a couple of nibbles. The biggest thing was that the Equipment section is configured so that all the descriptions for everything are in front of the chapter and all the charts with prices and rules of things in the very back. Flipping back and forth between descriptions and diagrams would be slightly annoying if it were in the book, but in the current PDF format it's just very annoying. The initial loading of the equipment is very good though. I wish more games had done that. Another problem is that the symbol sheets TON white space in them, which I find frustrating because the list of talents, skills, spells and equipment will get long over time, and they could've used a lot of that whitespace for extra lines for these things. Oh well, I've always used internet designed character sheets for any other game I've played anyway. The more I read about spelling, though the more I like the new extra thread and the additional success of the mechanics. So far I'm not a fan of having to beat a mystical defense ally for useful spells though. PS is just me or else every game have a bad character sheets. This should be the most thankless work in the RPG, creating these sheets. When it comes to character sheets in general it seems that they are basically after thought, the last thing to do before the game goes to the printers. The symbols of the sheets should, in my opinion, be part of any long-term playtest... There is usually always something missing, like somewhere to record cash. Small I know, but my group complain about it more than anything. We built the characters last night and ran into a couple of nibbles. The biggest thing was that the Equipment section is configured so that all the descriptions for everything are in front of the chapter and all the charts with prices and rules of things in the very back. Flipping back and forth between descriptions and diagrams would be slightly annoying if it were in the book, but in the current PDF format it's just very annoying. The initial loading of the equipment is very good though. I wish more games had done that. Another problem is that the symbol sheets TON white space in them, which I find frustrating because the list of talents, skills, spells and equipment will get long over time, and they could've used a lot of that whitespace for extra lines for these things. 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Are there 8.5 x 11 character sheets on the website? I kept my old promise: no purchase of the new edition of Earthdawn. Seeing what's boring as hell covering, an unskhoved logo, cheap layout and cheaper production values just reinforced that. I wanted something good, but I knew in the depths of the whole country that it wouldn't happen. Have to hope plus wait another 4-10 years to see what we see and I will keep people around me from buying into any of their games as long as they tarnish the fasa name. They probably wouldn't care, as it's only about a dozen people, but I kept two Earthdawn fans spending their money on it. And I think it's a success. I think he did the same thing. Saved my immediate playing group and my extended playing group from buying it. Just showed the PDF to my immediate gaming group, all it took for them to go away. I kept my old promise: no purchase of the new edition of Earthdawn. Seeing what's boring as hell covering, an unskhoved logo, cheap layout and cheaper production values just reinforced that. And I will keep the people around me from shopping at any of their games as long as they tarnish the name FASA. They probably wouldn't care, as it's only about a dozen people, but I kept two Earthdawn fans spending their money on it. And I think it's a success. This is very bad, as the content is excellent. My players all enjoy the new mechanics and now that the PDF is on DriveThru they are all buying their own copies. I think I find it amazing that in a niche hobby like tabletop RPGs you would actually find people literally judging the book by its cover. The book cover says a lot about what the publisher thinks (but not necessarily writers/editors, depending on overlapping roles). Page 2 is very bad because the content is excellent. My players all enjoy the new mechanics and now that the PDF is on DriveThru they are all buying their own copies. I think I find it amazing that in a niche hobby like tabletop RPGs you would actually find people literally judging the book by its cover. The book is not beautiful or whimsical, but the game itself is solid. Is it? Something to think about This: They wrote all these new rules and published them. So there were new rules played against against are they writing a new GM book now? I would assume that most of the rules have been tested, they just haven't all been thrown into the layout in the readable format. It doesn't make sense to draw up all the rules that are going to GM's guide after they put the player's guide out. It just doesn't make any sense. I and the rest of my gaming group have reached a point in our lives where a new edition should have a minimum of 50% new material for myself and my rest of my gaming team to reinvest. Basically, paraphrased editions are just no longer our business. To be fair though we do this with other similar versions of the rpgs as well. The exception is COC 7E. I wish them luck, but the 3E supplemented by 1E books will be the version we will continue to use I guess. The cover is fine. On the other hand, none of the publications did the cover correctly. The third edition was the closest. I still remember the terrible secret art for ED 1E. Then seeing the French translation rpg. Where they took the picture, which had a group of adventurers about to go to Parlainth. The cover of the French edition just had a much more evocative setting. Then some art dies in the misend. I think they should have released both books. Fasa does not want a repeat of what FFG did with Dragonstar. Where it took almost six months or more for GM's guidance to get released. Made worse when instead of apologizing for the delay. FFG tried to make it look like a delay of almost six months or more was a reasonable delay. Of course, maybe if there was a source rather than the missing half of the game. Last edited: May 22, 2015 Book cover says a lot about what the publisher thinks (but not necessarily writers/editors, depending on overlapping roles). No, it's not really true. The saying Can't judge a book by its cover is actually a maxim for books. Just because the publisher puts FANTASTICINCREDIBLEBESTCOVEREVER on his book doesn't mean that the material will be good, nor does a boring cover mean that the inside is crap. I kept my old promise: no purchase of the new edition of Earthdawn. Seeing what's boring as hell covering, an unskhoved logo, cheap layout and cheaper production values just reinforced that. And I will keep the people around me from shopping at any of their games as long as they tarnish the name FASA. They probably wouldn't care, as it's only about a dozen people, but I kept two Earthdawn fans spending their money on it. And I think it's a success. I'm sorry that you feel that you have to dissuade other people from buying what they might like without you actually playing/using the materials, just because you don't like the cover. Did you really play this game? Even read the book? If not, it appears that small step. I would assume that most of the rules have been tested, they just haven't all been thrown into the layout in the readable format. It doesn't make sense to draw up all the rules that are going to GM's guide after they put the player's guide out. It just doesn't make any sense. This is what I would assume as well, but ... The newest blog post makes me question it a bit. A few weeks ago, we did a few preview chapters available to our Kickstarter supporters.... The answer was... cool at best.... So we kind of went back to the drawing board. Creatures have seen quite a bit of recycling over the last few weeks.... Along with these changes, each creature has been redesigned to provide a wider range of problems. In general, this means that the wilds of Barsave have become more dangerous. Game stats have been revised (in some cases from scratch) and better adapted to the new mechanics introduced in the fourth edition. Is this a daily Karma Pool upgrade? You're going to need this, hero. I think it remains for the reader to decide if the recycling is up or beyond? This is what I would assume as well, but ... The newest blog post makes me question it a bit. A few weeks ago, we did a few preview chapters available to our Kickstarter supporters.... The answer was... cool at best.... So we kind of went back to the drawing board. Creatures have seen quite a bit of recycling over the last few weeks.... Along with these changes, each creature has been redesigned to provide a wider range of problems. In general, this means that the wilds of Barsave have become more dangerous. 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This is (minor to them, of course) the consequences of this gamer. Honestly, I see that as feedback and responding to it, not that they don't have it written at all in advance. Not sure if that will be or is bad in the long run, we have to wait and see on that, but I don't see that as proof for them not to do anything at all until the player guide is out. Never said: They didn't do anything until the player's management came out. The new format creature was from a discussion on FasaGames.com about the format of the stat blocks in previous editions. Things like a mock statblock that in order to put a description/behavior/loot information, clarifying if the animal is suitable for attachment or animal companion. General cleaning and adjustment of the rules to the 4th edition. A new feature that we haven't seen in the previous preview is the Free Action section for each creature, which describes things you can spend additional combat successes on specific creatures. 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Free Wing Clip Action (enemy): A striker can spend two extra successes on an attack test to remove espagra's ability to fly until the end of the next round. If the attack causes a wound, espagra cannot fly until the wound heals. If the espagra is in flight, it will cause them to fall, taking damage for half the distance dropped. Power Dive (Espagra): After an attack using Dive, espagra can spend additional success to trigger a Knockdown test against a goal. The difficulty number is the result of an attack test. Last edited: May 22, 2015 I might be outraged by the way they formatted this edition, but I will never try to convince others not to try. No, it's not really true. The saying Can't judge a book by its cover is actually a maxim for books. I read books with AWESOME covers that have crap stuff in them. Just because the publisher puts FANTASTICINCREDIBLEBESTCOVEREVER on his book doesn't mean that the material will be good, nor does a boring cover mean that the inside is crap. 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