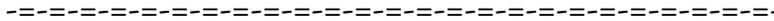




EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .



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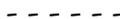
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Updates and Announcements

*The January update to my site is: A more comprehensive Who's Who. If you would like your character to be added to the Who's Who, send me an email including Name, Race, Gender, Discipline, Circle, and a short description, and a webpage if you would like that included as well.

*Saria in Earthdawn is DOWN for some reason, due to tripod no doubt. If the status does not change within 24 hours, I will send out an email when it does come back online. And it will come back, with a vengeance.



House Rule of the Month

This month's rule is this:

Instead of lowering the step of melee weapons (et al) for a called shot, raise the target's physical defense by three.

Website of the Month

Raven13, go check her out...

<http://www.halofax.com/raven13/raven13.html>

The Spotlight is on: Creature Conversion

If your campaign's characters are becoming complacent from killing the same creatures repeatedly, then it is time to give them new problems to deal with. Creating new creatures is an involved process, and for Game Masters who do not have the time, there are two other options: creature modification and creature conversion. Alteration by swapping powers and changing attributes is fairly self-explanatory, so this discussion will focus on converting creatures between systems. The first problem is translating attributes. While some systems may be fairly straightforward for the purpose of adaptation (Body to Toughness), others may be somewhat more difficult (Learning and Intuition to Perception and Willpower). Systems with a greater or fewer number of attributes can also prove bothersome, but can sometimes produce interesting results (Dexterity and Quickness to Dexterity and Initiative). The next step is to find the relationship for the numbers themselves. The most efficient means to establish a baseline is to compare character stats between the different games, usually using humans (an unfortunate, though unavoidable constant in the world of role playing). Note the racial maximums (6, 18, 100) and use that to make a rough multiplier. For abilities specified by dice, as opposed to attribute modifiers, common ratings can be found between the two games, from damaged caused by a human wielding a broadsword, to damage caused by dragon breath.

Adventure Hook

Reports of mysterious, unknown creatures are coming from some town or other, and have the group of adventurers go to investigate

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