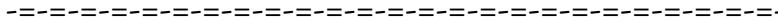




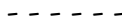
EarthdawnLegends
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J. Anne Mauck - Editor

Welcome, friends and travelers. . .



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Updates and Announcements

-New game sheets are up on saria.tripod.com

-Do you have house rules you would like to see here? Email them to us at:
Legends@scroll.to or saria_antares@hotmail.com

-A new PBEM has opened on <http://www.delphi.com/> called Age of Legends (title's just like my webring!). For more information go to:
<http://www.delphi.com/earthdawn/start/> or
<http://members.aol.com/thermog/earthdawn/earthdawn.html> or email:
Thermog@aol.com

-We are coming up on our one year anniversary here at EarthdawnLegends and to celebrate, we are going to hand out the first STAR OF AURYLE Website award. Get your nominations in early! August isn't really that far away!

House Rule of the Month

This month's rule is this:

Indifference (interaction with NPCs) – if character takes no actions towards an NPC, character gains +3 to social defense against that NPC until character acts or reacts.

Website of the Month

A while back, I talked about Knights of the Dinner Table here. Well, they have a real URL now. <http://www.kenzerco.com/>

I love these guys!

The Spotlight is on: part two of a multi-month look at Multi-Disciplining

Merging the Self or Just Going Crazy
-J. Anne Mauck

As I see it, there are two ways to look at multi-disciplining. First, there is the total merging of the self (and yes, that does sound philosophical and new age). Second, there is the total separation of callings. I prefer the first perspective.

In game terms, this is fairly simple. The character receives only the primary durability. Also allow only one karma bonus that everyone but elementalists and troubadours get at higher circles. The characters do get the other bonuses such as adding karma to attributes, etc. The karma ritual performed depends entirely on the character, I don't like keeping separate karma pools like the book suggests.

I think the "mentality change" is up to the character. If a player wants to play someone with multiple personalities depending on their discipline, that's fine. I think it's better to choose from the beginning a discipline that is compatible with the primary one as well as with the character's ideals and goals.

I will use a character for an example. Saria, a troubador/wizard, resolves her disciplines through her desire for and love of knowledge and to share that knowledge. I think it's better to try to be a whole character. In terms of 'wholeness,' it's like real life. Any person can have several things they know or can do that probably don't seem to relate, but they are still one whole person. It's good to be well-rounded.

If you want to see a quick reference of how compatible the different disciplines are according to The Adept's Way, visit:

<http://saria.tripod.com/earthdawn/discip2.html>

In the end, it's up to the individual, but honestly . . . It's much easier to play it whole.

Adventure Hook

The characters meet a 'soul in distress' in a tavern (or anywhere that is convenient) who has a very bad problem that she/he swears only they can solve. If the characters don't want to help out, the npc can follow them until they agree to help out.

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