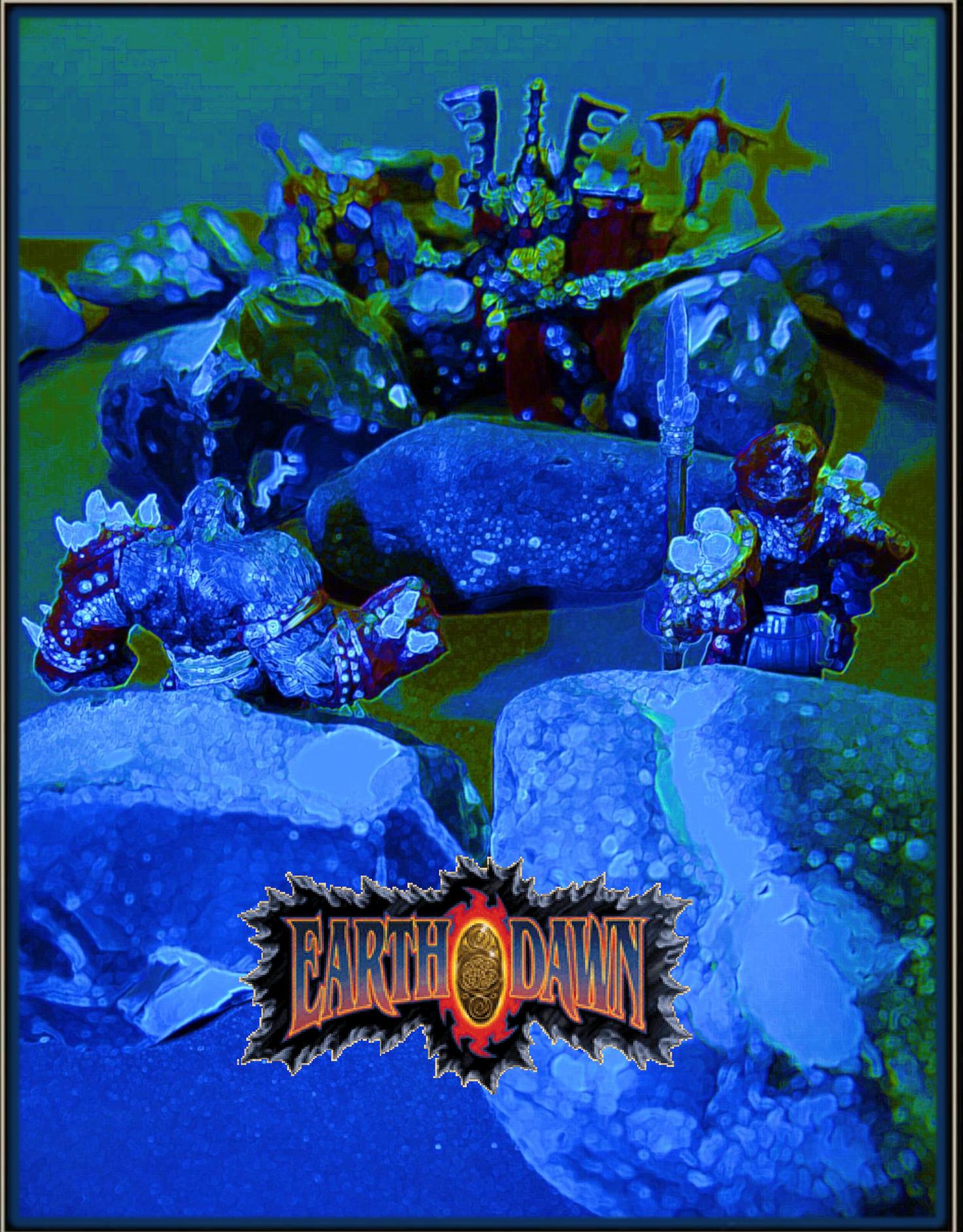


# EARTH DAWN

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MYSTIC BONDS

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PUBLICATION: FEBRUARY 2014

*THE MAIN IDEA FOR THIS BOOKLET CAME UP DURING PLAYING OUR OWN EARTHDAWN ROUND WHICH HAS BEEN UP AND RUNNING SINCE 18 YEARS NOW. AFTER ALL THAT TIME WE GOT TO A POINT WHERE WE FELT THAT THE OLD GROUP PATTERN SYSTEM NEEDED A MAJOR UPDATE. WITHIN A COUPLE OF WEEKS A LOT OF IDEAS CAME UP FROM EACH GROUP MEMBER AND WE STARTED TO SORT OUT WHICH ONES TO USE AND WHICH TO DISMISS. THE CONTENT OF THIS VOLUME REPRESENTS AN ASSEMBLAGE OF IDEAS THAT WERE STILL STANDING AFTER SORTING OUT THE DIFFERENT PROPOSITIONS.*

*THEREFORE, A BIG THANK YOU GOES OUT TO MY FRIENDS AND COMPANIONS:*

*T'SRAKTUNG JIK'NO KEVONDRA – T'SKRANG SWORDMASTER AND TROUBADOUR*

*LEADER OF THE STORMBLADES*

*VADDAR ONEEYE – HUMAN ELEMENTARIST*

*RAL ROCKCRACKER – TROLL WARRIOR OF THE STONECLAW MOOT*

*TARLON IRONVULTURE – TROLL SKYRAIDER OF THE IRONMONGER MOOT*

*ROGER FREHOFF – GAME MASTER AND BUILDER OF LEGENDS*



OBSIDIAN PORTAL - STURMKLINGEN (GERMAN FOR "STORMBLADES"):

[HTTP://WWW.OBSIDIANPORTAL.COM/CAMPAIGNS/STURMKLINGEN](http://www.obsidianportal.com/campaigns/sturmklingen)

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## **GROUP PATTERN**



### **OFFICIAL FASA CONCEPT**

*(From FASA11001 Players Guide Revised Edition)*

#### **OFFICIAL CONCEPT AT A GLANCE:**

<i>Maximum Number of Threads:</i>	<i>5</i>
<i>Maximum Thread Rank:</i>	<i>5</i>
<i>Individual profit:</i>	<i>High</i>
<i>Increased Dynamics as Group:</i>	<i>Low</i>
<i>Priorities:</i>	<i>Talent and Defense Boosting</i>
<i>Blood magic costs:</i>	<i>2</i>
<i>Legend point costs:</i>	<i>9<sup>th</sup> Circle Talent</i>
<i>Often used by:</i>	<i>Adventure Groups</i>

### **WEAVING THREADS TO GROUP'S TRUE PATTERN**

Members of a group that have created a Group True Pattern can weave threads from their individual True Patterns to the Group True Pattern. These threads enhance a character's talents or characteristics while the character is interacting with the group. This is possible because the magical energy of the Group True Pattern empowers those who weave threads to it through their Pattern Items. However, when the character is acting on his own, such as for personal gain and unrelated to any intentions of the rest of the group, the character gains no benefit from threads he/she has woven to the Group True Pattern.

The process of weaving threads to the Group True Pattern is the same as for weaving threads to any other True Pattern, except that a character already has the necessary Key Knowledge. This leaves only two steps for weaving threads: *Spending Legend Points* and *Weaving the Thread*.

### SPENDING LEGEND POINTS

When a character wants to weave a thread from his True Pattern to a Group True Pattern, he must first prepare the thread by spending Legend Points.

The Legend Point costs for Thread Ranks woven to Group True Patterns are the same as for a Warden

talent, as shown in the Group True Pattern Table. Once a character spends the required Legend Points, he can attempt to weave a thread to the Group True Pattern.

Official Group True Pattern Costs	
Thread Rank	Legend Points
1	300
2	500
3	800
4	1300
5	2100

### WEAVING THE THREAD

Weaving threads to Group True Patterns is done in exactly the same way as weaving threads to other True Patterns. The Difficulty Number is determined by the Thread Rank being woven. If the Thread Weaving Test succeeds, the thread is attached; if the test fails, the character must wait for a day (or use a Recovery Test) before he can try again. Because the Pattern Items for a Group Pattern are Minor Pattern Items, a good result is needed on the Thread Weaving Test to successfully weave the thread, just like for Minor Pattern Items of other people and places.

### GROUP TRUE PATTERN THREAD LIMITS

Though thread magic usually has a limit of one thread per Pattern Item, this limit does not apply when weaving threads to a Group True Pattern. Because a character is integral to the pattern of his group, he can have a maximum of five threads woven to his own Group True Pattern. Someone acquiring a Pattern Item of a group he is not a member of is still restricted to a single thread.

The weaving character can use that link to boost one or more of his own abilities when interacting with or for the group. To do this, he attaches each thread to one of the following abilities:

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

## **ALTERNATIVE BASE CONCEPT**



### **ALTERNATIVE BASE CONCEPT AT A GLANCE:**

<i>Maximum Number of Threads:</i>	1
<i>Maximum Thread Rank:</i>	-
<i>Individual profit:</i>	Medium
<i>Increased Dynamics as Group:</i>	Medium
<i>Priorities:</i>	Increasing Group Specialities
<i>Blood magic costs:</i>	2
<i>Legend point costs:</i>	5 <sup>th</sup> Circle Talent
<i>Often used by:</i>	Small Adept Groups (4-6 Persons)

### **WEAVING THREADS TO A GROUP'S TRUE PATTERN**

Members of a group that have created a Group True Pattern can weave threads from their individual True Patterns to the Group True Pattern. These threads can enhance certain characteristics, while the character is interacting with the group.

The process of weaving threads to the Group True Pattern are the same as for weaving threads to other True Patterns, except that a character already has the necessary Key Knowledge. This leaves only two steps for weaving threads: *Spending Legend Points* and *Weaving the Thread*.

### **SPENDING LEGEND POINTS**

When a character wants to weave a thread from his True Pattern to a Group True Pattern, he must first prepare the thread by spending Legend Points.

The Legend Point cost for Thread Ranks woven to Group True Patterns are the same as for a 5<sup>th</sup> Circle talent, as shown in the table below:

Alternativ Group Pattern Legendpoint Costs	
Thread Rank	Legend Points
1	200
2	300
3	500
4	800
5	1300
6	2100
7	3400
8	5500
9	8900
10	14400
11	23300
12	37700

Once a character spends the required Legend Points, he can attempt to weave a thread to the Group True Pattern.

#### **WEAVING THE THREAD**

Weaving threads to Group True Patterns is done in exactly the same way as weaving

threads to other True Patterns. The Difficulty Number is determined by the Thread Rank being woven. If the Thread Weaving Test is successful, the thread is attached; if the test fails, the character must raise his Thread Weaving talent before he can try again. Contrary to the official rules, the character only needs an average success in the Thread Weaving Test.

#### **GROUP TRUE PATTERN THREAD LIMITS**

The character weaves only a single Thread to the Group True Pattern. The weaving character can use that link to boost one of the abilities listed below with each new rank. The group determines together which benefits are gained at the certain thread ranks. Once the rank benefits are set, they cannot be changed. The maximum group pattern rank each character can use, is the members rank in his own thread weaving talent.

<b>Group Pattern Benefits</b>		
Physical Defense +1 for each member in line of sight & combat movement range		
Spell Defense +1 for each member in line of sight & combat movement range		
Social Defense +1 for each member in line of sight & combat movement range		
Mystical Armor +1 for each member in line of sight & combat movement range		
Melee Attack Tests +1 step for each member in line of sight & combat movement range		
Melee Damage Tests +1 step for each member in line of sight & combat movement range		
Range Attack Tests +1 step for each member in line of sight & full movement range		
Range Damage Tests +1 step for each member in line of sight & full movement range		
Spellcasting Tests +1 step for each member in line of sight & combat movement range		
Spelleffect Tests +1 step for each member in line of sight & combat movement range		
All Combat Avoidance Tests +1 step for each member in line of sight & combat movement range		
Initiative +1 step for each member in line of sight & combat movement range		
Full movement rate increases by thread rank x 10 yards, combat movement rate by thread rank x 5 yards.		
Damage Tests of any kind (Spellcasting, Range and Melee Combat) +2 against a special kind of foe, for example: Therans, Blood Elves, Trolls or Horrors & Constructs		
Resistance Tests against fear or control conditions +2 steps		
Tactic and Awareness Tests +2 steps		
A chosen Talent +1 step or gaining the Talent at rank 1		
Wound Threshold +1		
All kind of Knockdown Tests +2 steps		
A chosen Attribute +1 step (only eligible at rank 6, 9 and 12) the following changes also apply:		
Toughness +1 step	-	Wound Treshold +1
Dexterity +1 step	-	Physical Defense +1
Perception +1 step	-	Spell Defense +1
Charisma +1 step	-	Social Defense +1
Willpower +1 step	-	Mystical Armor +1
Karmastep +1 (only eligible at rank 9, 12 and 15)		
Chosen allies gain the group benefits as long as they stay in line of sight & combat movement range. Maximum number of allies is the group pattern thread rank.		

*Note: Each benefit above can be chosen more than once on different ranks of the group pattern.*

### **ADDITIONAL GROUP ABILITIES**

The following talents are granted automatically once a group member reaches the corresponding rank of the group pattern thread. The characters can raise them for the Legend Point Costs of a 1<sup>st</sup> Circle Talent. These talents

work only while interacting within the group and not on people outside the pattern.

### **Blood Share**

Step: Rank+TOU  
Karma: Yes

Action: Standard  
Strain: 0

The adept transfers damage between him-/herself and a loyal character or creature. He/She first cuts him-/herself and the target, then touches the incisions together and makes a Blood Share Test. The result is the maximum number of Damage Points that can be transferred between both parties. For example, an adept might transfer only 7 Damage Points from a test result of 10, or he/she might transfer the whole amount of 10. Transferring only 7 points to him-/herself reduces the target's current damage by 7 points, however, not the full 10 points. Transferred damage never causes a Wound, but if the number of Damage Points transferred causes the adept's or the target's current damage total to equal or exceed his Unconsciousness or Death Rating, the adept or target passes out or dies respectively. Members of the Cavalryman Discipline coined the term "blood betrayer" for anyone who uses Blood Share to transfer so much damage to another character, mount, or animal that he dies. Cavalrymen shun blood betrayers.

### **Empathic Sense**

Step: Rank+CHA  
Karma: No

Action: Standard  
Strain: 1

The adept gains information about the emotional state of a character within 10 yards by making an Empathic Sense Test against the target's Social Defense. If successful, he/she senses the target's emotions and gains information appropriate to the Result Level achieved. An Average Result gives the adept an idea of the target's general emotional state; a Good Result allows him/her to read the target's surface emotions; on an Excellent Result he/she knows exactly what the target is feeling. The adept gains a +1 bonus per Result Level achieved to any Interaction Tests he/she makes where knowledge of the target's emotional state would be helpful. Each use of this talent lasts for a number of minutes equal to the adept's Empathic Sense Rank. An adept with Empathic Sense may choose to extend the talent's duration to a year and a day by "attuning" the talent to a voluntary target. This requires a half hour of quiet meditation with the target and causes the adept 1 Blood Magic Damage. The talent's range increases to a number of miles equal to the adept's Empathic Sense Rank and provides the adept with a vague sense of the attuned character's location, within a 60-degree arc. Un-attuning the target before the talent's duration expires requires another half-hour-long ritual with that character. An adept may not be attuned to more characters at a time than he/she has ranks in Empathic Sense.

**Talent Transfer**

Step: Rank+PER  
Karma: No

Action: Standard  
Strain: 1

Allows an adept to switch one of his own talents with a talent of another group member. This effect lasts the characters thread rank in minutes and can't be canceled by will. The time needs to wear off before the talents change back to normal.

**Thought Link**

Step: Rank+PER  
Karma: No

Action: Standard  
Strain: 1

The adept establishes a telepathic link with a character or familiar within line of sight by making a Thought Link Test against the target's Spell Defense. If successful, he/she may talk telepathically with the target, as long as he/she is within Thought Link Rank × 100 yards, for a number of minutes equal to the Test Result. Telepathic communication is silent and requires no more effort than forming the words in one's mind. Thoughts come across as words, accompanied by a buzzing, ticklish pressure, the recipient of the thought hears and feels the words. Though not painful, the effect is known to cause peculiar expressions on the faces of those not expecting it.

<b>Additional Group Pattern Abilities</b>	
<b>Ability</b>	<b>Thread Rank</b>
Thought Link	1
Blood Share	4
Empathic Sense	6
Talent Transfer	9

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**EXAMPLE 1 – ADVENTURERS PATTERN**

**ADVENTURERS PATTERN AT A GLANCE:**

<i>Individual profit:</i>	<i>Medium</i>
<i>Increased Dynamics as Group:</i>	<i>Medium</i>
<i>Priorities:</i>	<i>Balancing adept and group composition</i>
<i>Often used by:</i>	<i>Adventure Groups (4-8 adepts)</i>

**Example set-up with 6 adepts:** *Warrior, Swordmaster, Thief, Elementarist, Nethermancer and Archer*  
**Group pattern rank 9**

**Thread Rank: Chosen Benefit:**

1	Initiative +1 step for each member in line of sight & combat movement range
2	Physical Defense +1 for each member in line of sight & combat movement range
3	“Riposte” Talent +1 step or gaining “Riposte” at rank 1
4	All kind of Knockdown Tests +2 steps
5	Chosen allies gain the group benefits as long as they stay in line of sight & combat movement range. Maximum number of allies is the group pattern thread rank.
6	Dexterity +1 step
7	Spell Defense +1 for each member in line of sight & combat movement range
8	Damage Tests of any kind (spellcasting, range and melee combat) +2 against Horrors & Constructs
9	Karmastep +1

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**EXAMPLE 2 – SQUAD PATTERN**

**SQUAD PATTERN AT A GLANCE:**

<i>Individual profit:</i>	<i>Low</i>
<i>Increased Dynamics as Group:</i>	<i>High</i>
<i>Priorities:</i>	<i>Increasing Group Specialities</i>
<i>Often used by:</i>	<i>Military Organisations (group of 8-12)</i>

<b><i>Example set-up with 10 Adepts hunting horrors:</i></b>	<i>2 x Warrior, Sky Raider, 2 Sword-</i>
<b><i>Group pattern rank 9</i></b>	<i>master, 2x Archer, Thief, Wizard</i>
	<i>and Nethermancer</i>
	<i>12 melee guards, 3 range guards</i>

**Thread Rank: Chosen Benefit:**

1	Physical Defense +1 for each member in line of sight & combat movement range
2	Spell Defense +1 for each member in line of sight & combat movement range

- |   |   |
|---|---|
| 3 | Social Defense +1 for each member in line of sight & combat movement range                      |
| 4 | Resistance Tests against fear or control conditions +2 steps                                    |
| 5 | Damage Tests of any kind (Spellcasting, range and melee combat) +2 against Horrors & Constructs |
| 6 | Toughness +1 step   |
| 7 | Tactic and Awareness Tests +2 steps   |
| 8 | Damage Tests of any kind (spellcasting, range and melee combat) +2 against Undead & Ghosts      |
| 9 | Karmastep +1  |
- 

### EXAMPLE 3 – COMPANY PATTERN

#### COMPANY PATTERN AT A GLANCE:

<i>Individual profit:</i>	<i>Mostly defensive</i>
<i>Increased Dynamics as Group:</i>	<i>Company related</i>
<i>Priorities:</i>	<i>Increasing Group Specialities</i>
<i>Often used by:</i>	<i>Trading houses &amp; messengers</i>
<b><i>Example of a courier company</i></b>	<i>Messenger, Scholars and Scouts</i>
<b><i>Group pattern rank 9</i></b>	<i>(mostly traveling alone)</i>

#### Thread Rank: Chosen Benefit:

- |   |   |
|---|---|
| 1 | Full movement rate increases by thread rank x 10 yards, combat movement rate by thread rank x 5 yards.  |
| 2 | All Combat Avoidance Tests +1 step for each member in line of sight & combat movement range   |
| 3 | Tactic and Awareness Tests +2 steps   |
| 4 | “Cat’s Paw” Talent +1 step or gaining “Cat’s Paw” at rank 1   |
| 5 | Chosen allies gain the group benefits as long as they stay in line of sight & combat movement range. Maximum number of allies is the group pattern thread rank. |
| 6 | Dexterity +1 step   |
| 7 | Resistance Tests against fear or control conditions +2 steps  |

- 8 All kind of Knockdown Tests +2 steps
- 9 Karmastep +1

## **FAMILIAR PATTERN**



### **ALTERNATIVE FAMILIAR CONCEPT**

Background: In our campaign familiars are no self-acting characters whose abilities rise on their own, instead they are handled more like a special magic item bound to the character. To bind a familiar to a character, the adept takes a bloodoath as protector of his new companion. This causes the character 4 points of permanent blood magic damage and allows him to bind a thread to the familiar.

### **THE FAMILIAR THREAD**

Weaving a thread to a familiar is done in exactly the same way as weaving threads to other magic items. The Difficulty Number is determined by the Thread Rank being woven. If the Thread Weaving Test is successful, the thread is attached; if the test fails, the character must raise his Thread Weaving talent before he can try again.

Familiar Thread Costs	
Thread Rank	Legend Points
1	200
2	300
3	500
4	800
5	1300
6	2100
7	3400
8	5500
9	8900
10	14400
11	23300
12	37700

### SPENDING LEGEND POINTS

When a character wants to weave a thread to his familiar, he/she must first prepare the thread by spending Legend Points.

The Legend Point cost for Thread Ranks woven to a familiar is the same as for a 5<sup>th</sup> Circle talent.

Once a character spends the required Legend Points, he/she can attempt to weave a thread to his new companion.



## FAMILIAR THREAD LIMITS

The weaving character can use the thread to the familiar to boost one of its abilities with each new rank as listed below. Once the rank benefit is set, it cannot be changed. The maximum familiar thread rank is determined by the rank of the characters own thread weaving talent.

<b>Familiar Thread Benefits</b>		
Physical Defense +2		
Spell Defense +2		
Social Defense +2		
Melee Attack Tests +2 steps		
Melee Damage Tests +2 steps		
Spellcasting Tests +2 steps		
Spelleffect Tests +2 steps		
All Combat Avoidance Tests +3 steps		
Initiative +3 steps		
One Racial Power +3 steps		
Full movement rate increases by thread rank x 10 yards, combat movement rate by thread rank x 5 yards.		
Karma +1 step - familiars without karma step gain step 3 when first chosen and a pool of 5 karmapoints		
Karmapool +10 points maximum		
Wound Threshold +1		
All kind of Knockdown Tests +2 steps		
A chosen Attribute +1 step (only eligible at rank 3, 6, 9, 12 and 15) the following changes also apply:		
Toughness +1 step	-	Wound Treshold +1
Dexterity +1 step	-	Physical Defense +1
Perception +1 step	-	Spell Defense +1
Charisma +1 step	-	Social Defense +1
Willpower +1 step	-	Mystical Armor +1
One additional melee attack per round (only eligible at rank 6, 12 and 15)		
One additional spellcasting test per round (only eligible at rank 3, 9 and 15)		
One additional racial power per round (only eligible at rank 6, 9 and 15)		

*Note: Familiars regenerate karma when their adept companion makes his/her karma ritual. The adept divides his/her own regained karma points and chooses how many he/she uses to refill the pool of his/her familiar and how many he/she stores for him-/herself.*

Each woven thread rank also counts as durability step for the familiar. The raise of the Unconscious and Death rating depends on the racial specifics of the familiar.

<b>Companion Durability</b>		
<b>Racial Origin</b>	<b>Unconscious Rating</b>	<b>Death Rating</b>
Ape	5	6
Bat & Raven	3	4
Bear	7	9
Brithan	7	9
Eagle & Hawk	3	4
Elemental - Air	4	5
Elemental - Earth	5	6
Elemental - Fire	4	5
Elemental - Water	5	6
Elemental - Wood	5	6
Espagra	6	7
Griffon	5	6
Horses	6	7
Ice Flyer	5	6
Lion & Cat	5	6
Lizard	4	5
Rock Lion	6	7
Snake	4	5
Thundra Beast	7	9
Wolf & Dog	5	6
Wyvern	6	7

#### **ADDITIONAL COMPANION ABILITIES**

The following talents are granted automatically once a character reaches the corresponding rank of his familiar pattern thread. The characters can raise the talents for the Legend Point Costs of a 1<sup>st</sup> Circle Talent. These talents work only while interacting with the familiar.

### **Blood Share**

Step: Rank+TOU  
Karma: Yes

Action: Standard  
Strain: 0

The adept transfers damage between him-/herself and a loyal character or creature. He/She first cuts him-/herself and the target, then touches the incisions together and makes a Blood Share Test. The result is the maximum number of Damage Points that can be transferred between both parties. For example, an adept might transfer only 7 Damage Points from a test result of 10, or he/she might transfer the whole amount of 10. Transferring only 7 points to him-/herself reduces the target's current damage by 7 points, however, not the full 10 points. Transferred damage never causes a Wound, but if the number of Damage Points transferred causes the adept's or the target's current damage total to equal or exceed his Unconsciousness or Death Rating, the adept or target passes out or dies respectively. Members of the Cavalryman Discipline coined the term "blood betrayer" for anyone who uses Blood Share to transfer so much damage to another character, mount, or animal that he dies. Cavalrymen shun blood betrayers.

### **Borrow Sense**

Step: Rank+WIL  
Karma: No

Action: Standard  
Strain: 0

The adept temporarily borrows one of an animal's five senses—touch, taste, hearing, smell, or sight - to use as his/her own. However, the adept does not literally "see through the animal's eyes". Instead, the adept's own sense becomes like that of the animal. The adept touches the animal and makes a Borrow Sense Test against the animal's Spell Defense. If successful, he/she gains all the benefits (and limitations) of the borrowed sense for a number of minutes equal to his Borrow Sense Rank, during which time the animal temporarily loses use of the sense. Because the loss of a sense is a distressing and disorienting experience, only animals loyal towards the adept - or those under the effect of a controlling spell or talent, such as Dominate Beast - will willingly submit to this talent. If the adept attempts to take a sense from an unwilling animal, he must achieve a Good Result when making the Borrow Sense Test. The Game Master has the final word concerning the specific effects of borrowing a given animal's sense. Generally, some senses give the adept new sensory abilities - a bat's sonar, a snake's ability to smell by "tasting" the air, and a cat's night vision are a few such examples.

In other situations, borrowed senses improve the adept's existing senses - the sharp vision of an eagle, and the keen hearing or smell of a dog are a examples for such animal senses. At the GM's discretion the adept may gain a +1 to +3 bonus to any Perception Tests he makes with the improved sense.

### **Familiar Possession**

Step: Rank+WIL  
Karma: No

Action: Standard  
Strain: 2

The adept places his/her spirit into the body of his/her familiar by touching it and making a Familiar Possession Test against its Spell Defense. If successful, the adept's spirit takes possession of the familiar's body and the familiar's spirit enters the adept's body. The adept now controls the familiar's body and vice versa for a number of hours equal to the character's rank in Familiar Possession or until familiar and adept touch again. The adept retains his own intellect while in the familiar's body, but cannot perform any actions that the familiar is normally incapable of, such as speaking. If the familiar body is killed during this time, the possession ends immediately. Any damage inflicted on the familiar's body during the possession is also applied to the adept (no armor provides protection). When the talent ends both spirits return to their proper bodies.

### **Familiar Spell Matrix**

Step: Rank  
Karma: No

Action: NA  
Strain: 0

The Familiar Spell Matrix talent provides the adept with an improved type of spell matrix designed to make better use of spells requiring threads. It counts as Enhanced Matrix and holds the pattern of a single spell and a pre-woven spell thread. The adept weaves this thread when he attunes the spell to the matrix, allowing him/her to cast the spell faster. The matrix's Mystic Armor absorbs damage from attacks directed against it, e.g. from the Matrix Strike talent, and is equal to the magician's base Mystic Armor.

### **Thought Link**

Step: Rank+PER  
Karma: No

Action: Standard  
Strain: 1

The adept establishes a telepathic link with a character or familiar within line of sight by making a Thought Link Test against the target's Spell Defense. If successful, he/she may talk telepathically with the target, as long as he/she is within Thought Link Rank × 100 yards, for a number of minutes equal to the Test Result. Telepathic communication is silent and requires no more effort than forming the words in one's mind. Thoughts come across as words, accompanied by a buzzing, ticklish pressure, the recipient of the thought hears and feels the words. Though not painful, the effect is known to cause peculiar expressions on the faces of those not expecting it.

<b>Familiar Abilities</b>	
<b>Ability</b>	<b>Thread Rank</b>
Thought Link	1
Blood Share	4
Borrow Sense	7
Familiar Spell Matrix	10
Familiar Possession	13

## **LOCATION PATTERN**



### **LOCATION PATTERN CONCEPT**

Every adventurer knows that attacking an enemy in its own environment is a tough challenge. Often one reason for that is the magic bond woven from a namegiver, elemental or horror to its favourite dwelling. To weave a thread to a specific location, the character must either be the owner or have a special history with the place of his/her choosing. He/She also suffers 2 points of permanent blood magic damage.

### **THE LOCATION THREAD**

Weaving a thread to a location is done in exactly the same way as weaving threads to other magic items. The Difficulty Number is determined by the Thread Rank being woven. If the Thread Weaving Test is successful, the thread is attached; if the test fails, the character must raise his Thread Weaving talent before he can try again.

### SPENDING LEGEND POINTS

When a character wants to weave a thread to his chosen location, he/she must first prepare the thread by spending Legend Points.

The Legend Point cost for Thread Ranks woven to a location is the same as for a 5<sup>th</sup> Circle talent, as shown in the table below:

Once a character spends the required Legend Points, he/she can attempt to weave a thread to his/her dwelling.

Location Thread Costs	
Thread Rank	Legend Points
1	200
2	300
3	500
4	800
5	1300
6	2100
7	3400
8	5500
9	8900
10	14400
11	23300
12	37700



## LOCATION THREAD LIMITS

The weaving character can use the thread to the location to improve one of its features listed below with each new rank. Once the rank improvement is set, it cannot be changed. The maximum location thread rank is determined by the rank of the character's own thread weaving talent.

Location Thread Improvements
Character Physical Defense +2 within the borders of the location
Character Spell Defense +2 within the borders of the location
Character Social Defense +2 within the borders of the location
Character Mystical Armor +3 within the borders of the location
Character Combat Avoidance Tests +2 steps within the borders of the location
Character Initiative +2 steps within the borders of the location
Character Tactic and Awareness Tests +3 steps within the borders of the location
Character Knockdown Tests +3 steps within the borders of the location
Chosen allies gain the location benefits as long as they stay in within the borders of the location. The maximum number of allies is the location thread rank.
Location Physical Defense +3
Location Spell Defense +3
Location Physical Armor +5
Location Mystical Armor +5
Location Barriers +10 Hit Points each
Location Barriers gain a thorny shield doing thread rank damage on every attack with average or lower success level.
Location Improved Thorny Shield +3 steps damage
Location Resistance Vs. Fire & Lava +12 (counts as armor)
Location Resistance Vs. Water & Ice +12 (counts as armor)
Location Resistance Vs. Earth & Stone +12 (counts as armor)
Location Resistance Vs. Air & Storm +12 (counts as armor)
Location Shady Surroundings - Enemies within the borders gain 2 steps penalty on all actions if they are not capable of night vision or heat sight.
Location Uneven Ground - Enemies within the borders get slowed down to a third of their normal movement.
Location Tripping Hazard - Enemies entering the location borders need to make a successful dexterity or trap initiative test against the difficulty number of the thread rank or suffer a knockdown.
Location Improved Tripping Hazard - Difficulty Number increased by 3

## **LIGHTBEARER PATTERN**



### **ALTERNATE LIGHTBEARER CONCEPT**

#### **THE LIGHTBEARER THREAD**

Weaving a thread to the Lightbearer Pattern is done in exactly the same way as weaving threads to other group patterns. The Difficulty Number is determined by the Thread Rank being woven. If the Thread Weaving Test is successful, the thread is attached; if the test fails, the character must raise his Thread Weaving talent before he can try again.

#### **SPENDING LEGEND POINTS**

When a character wants to weave a thread to the Lightbearer pattern, he must first prepare the thread by spending Legend Points.

The Legend Point cost for Thread Ranks woven to this pattern is the same as for a 9<sup>th</sup> Circle talent, as shown in the table below:

Once a character spends the required Legend Points, he/she can attempt to weave the Lightbearer thread.

<b>Lightbearer Pattern Legendpoint Costs</b>	
<b>Thread Rank</b>	<b>Legend Points</b>
1	300
2	500
3	800
4	1300
5	2100
6	3400
7	5500
8	8900
9	14400
10	23300
11	37700
12	61000

## LIGHTBEARER THREAD LIMITS

The weaving character can use the thread to the Lightbearer pattern to gain special abilities granted by this secret society with each new rank. Once the rank benefit is chosen, it cannot be changed. The maximum Lightbearer thread rank is determined by the rank of the character's own thread weaving talent.

Lightbearer Thread Abilities
Physical Defense +2 Vs. Undead, Horrors & Constructs
Spell Defense +2 Vs. Undead, Horrors & Constructs
Social Defense +2 Vs. Undead, Horrors & Constructs
Mystical Armor +2 Vs. Undead, Horrors & Constructs
Melee Attack Tests +2 steps Vs. Undead, Horrors & Constructs
Melee Damage Tests +2 steps Vs. Undead, Horrors & Constructs
Range Attack Tests +2 steps Vs. Undead, Horrors & Constructs
Range Damage Tests +2 steps Vs. Undead, Horrors & Constructs
Spellcasting Tests +2 steps Vs. Undead, Horrors & Constructs
Spelleffect Tests +2 steps Vs. Undead, Horrors & Constructs
Combat Avoidance Tests +2 steps Vs. Undead, Horrors & Constructs.
Improved Combat Avoidance - The Lightbearer gains +1 step for every additional enemy of the same kind in combat range.
Initiative +3 steps Vs. Undead, Horrors & Constructs
Resistance Tests against fear or control conditions +3 steps
Karmastep +1 Vs. Undead, Horrors & Constructs (eligible at rank 3, 6, 9, 12, 15)
Tactic and Awareness Tests Vs. Undead, Horrors & Constructs +3 steps
All kind of Knockdown Tests +3 steps Vs. Undead, Horrors & Constructs
Lowers the Physical Defense of Undead, Horrors & Constructs by 1
Lowers the Spell Defense of Undead, Horrors & Constructs by 1
Lowers the Social Defense of Undead, Horrors & Constructs by 1
Lowers the Physical Armor of Undead, Horrors & Constructs by 3
Lowers the Mystic Armor of Undead, Horrors & Constructs by 3
Reduces the Melee Attack step of Undead, Horrors & Constructs by 2
Reduces the Spellcasting step of Undead, Horrors & Constructs by 2
Reduces the Karmastep of Undead, Horrors & Constructs by 1 (eligible at rank 6, 9, 15)

### ADDITIONAL LIGHTBEARER ABILITIES:

The following talents are granted automatically once a Lightbearer reaches the corresponding thread rank. The characters can raise them for the Legend Point Costs of a 5<sup>th</sup> Circle Talent.

### **Astral Shift**

Step: Rank  
Duration: Rank minutes

Action: Standard  
Strain: 3+

The Astral Shift talent allows Lightbearers to transfer their entire being from the physical plane to the astral plane, and vice versa. To effect the transfer, the character must first make a successful Astral Shift Test vs. the Spell Defense of the astral region the character is in: 6 for Safe, 8 for Open, 12 for Tainted and 18 for Corrupted. Entering or leaving astral space causes 3 points of Strain. Lightbearers may take any other Lightbearer or Oathtaker who is touching them with them into or out of astral space. Each additional character taken into or out of astral space in this manner causes the Lightbearer an additional 3 points of Strain. Taking (too) many companions into or out of astral space may cause wounds to the Lightbearer due to the Strain damage.

While in astral space, the maximum distance a Lightbearer can travel is equal to 10 miles times the character's rank in Astral Shift. While in astral space the maximum travelling speed of the Lightbearer (and companions, if present) is 10 miles an hour. If attacked while in astral space, the Lightbearer and all companions may use all the talents and abilities they possess in the physical world. However, all companions must be touching the Lightbearer at all times to remain in the astral plane; if they do not, they are immediately transferred back to the physical plane and suffer step 20 damage. The body of any Lightbearer or companion who is killed while traveling in astral space is immediately transferred back into the physical plane.

### **Avoid Horror Magic**

Step: Rank+WIL  
Karma: No

Action: No  
Strain: 0

A Lightbearer uses the Avoid Horror Magic ability to avoid the effects of a Horror's magical attack against his/her Spell Defense. The Lightbearer makes an Avoid Horror Magic Test. If the result exceeds the Horror's Spellcasting Test result, the Lightbearer dissipates the Horror's magical attack.

### **Ease Wounds**

Step: Rank  
Duration: 24h

Action: Standard

The Ease Wounds talent allows the Lightbearer to block the effects of Wounds, including any taken by the character. Eased wounds no longer affect Recovery Tests or other actions for the duration of the talent, but are not permanently healed. The Lightbearer makes an Ease Wounds Test

against the number of Wounds the target has suffered. If successful, the effects of all the target's wounds are blocked. A Lightbearer may not attempt to Ease Wounds on a target more than once in any 24 hour period.

### **Light Sprite**

Step: Rank+PER

Action: Standard

Duration: One round

With this talent a character conjures a small, intelligent spirit that can carry a message to any Lightbearer or Oathtaker whose name the character knows. The Light Sprite takes 1 round to arrive at its destination, and when it arrives, it appears as a small glowing ball and relays its message. The maximum length of the message in words is equal to the result of the Light Sprite Test.

### **Light Symbol**

Step: Rank

Action: Standard

Duration: Rank minutes

This talent allows the Lightbearer to make the Lightbearer symbol on the character's emblem glow as brightly as the light from a bright torch.

### **Radiant Circle**

Step: Rank+PER

Action: No

Duration: 1hour per strain

Strain: 1+

The Radiant Circle allows the Lightbearer to create a static, white glowing circle 10 feet in diameter on the ground, centered on the character. The Circle acts as a protective barrier against Horrors, Horror constructs and Horror-marked characters. Any prohibited figure attempting to physically penetrate the Circle must make a Willpower Test vs. a Difficulty Number equal to the Lightbearer's Spell Defense plus his talent rank. Once created the Circle cannot be moved and will disappear when the talent expires, or when the Lightbearer leaves the Circle.

### **Shimmer**

Step: Rank+Charisma

Action: Standard

Duration: Rank hours

This talent allows the Lightbearer to weave a disguise from light. Shimmer allows characters to mask their features, even to create the impression of a different gender. However, a Shimmer disguise cannot conceal the character's race. The Difficulty Number for any opponent attempting to perceive the truth of the disguise is equal to the result of the character's Shimmer Test.

<b>Lightbearer Abilities</b>	
<b>Ability</b>	<b>Thread Rank</b>
Light Symbol	1
Shimmer	1
Light Sprite	3
Radiant Circle	4
Ease Wounds	7
Avoid Horror Magic	9
Astral Shift	12



## Mystic Bonds...

...is an unofficial supplementary volume for Earthdawn.

This booklet contains an assemblage of alternative rules for parts of the Thread Pattern System in Earthdawn, including new ideas for the:

*Group True Pattern*

*Familiar Thread Pattern*

*Location Thread Pattern*

*Lightbringer Thread Pattern*

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