## Thanks for downloading the instructions for the "Shauns\_card\_psd\_template.psd" file!

This file was made in Adobe Photoshop CS4, so be aware that your Photoshop may not be compatible if it's older. That said, I've tried to make it as "reverse friendly" as possible so you shouldn't have any problems.

When you open the file, you should see something along the lines of this:



This is the basic layout I use for any cards I create in the "Magic Set Editor" (MSE) which you can download for free at: <a href="http://magicseteditor.sourceforge.net/">http://magicseteditor.sourceforge.net/</a>. I also use the optional add on template from Tintagel at <a href="http://4e.educatedgamer.net/powercards">http://4e.educatedgamer.net/powercards</a> (note: this template costs \$9.99 but is totally worth the coin). If you just want to make location cards similar to the above example though, the Tintagel is not necessary. See below for more examples

The MSE is a pretty intuitive program where you can select the card type and text to use. The above cards are Location Cards, which I give to my players when they reach a new Location and

need to get the quick 411 without me telling them time and time again. For these I generate two cards, a location "front" and "back". Both of these cards use template designs that come with the MSE for free under the "Magic The Gathering" setting. The Front of the Cards which showcase an image of the location use the "Futureshift Textless" card template. The Back of the Cards use the "Extended Art" card template.

Please note, that these templates cannot be used at the same time in the MSE so you have to make two files containing each: front and back. Once I've designed the cards I export them from the MSE and open the individual jpeg files in Photoshop. Once the files are in Photoshop, I quickly take a black brush tool to the corner of each card to make a nice square so I don't have to cut any corners off. You'll notice I export at a resolution of 150dpi as it creates a cleaner image. I suggest you create a similar setting when exporting.

Once the files are in Photoshop – I simply drag them into my template. You'll notice that inside the templates "layers" area are two folders: MSE Images and Back of Card Text. For these cards I find Photoshop creates cleaner text for the background data than MSE. I make sure all of my card images are in the MSE Images folder and begin to arrange them using the guidelines laid out on the template. You'll notice that the guidelines have a gap on adjoining sides. I do this so I can cleanly score the paper once I've printed it:

Notice the white Line, right down the middle, that's on purpose.



In order to print the same size, all you need to do is when printing, make sure the preferences are set to "do not scale" and you'll get perfectly sized cards. I typically print on 110 lb card stock paper which can be found in any home office supply store because it has a nice weight and will hold up to frequent wear and tear. Anything less and the paper is too thin and flimsy for the next process.

The final step of the process is taking an exacto knife and "scoring" the white line I talked about previously. Scoring is where you drag the blade across a line (use a ruler, don't do this without it) in order to very lightly cut the paper but not completely cut through it. When this is finished, I cut out the Art and fold the cards across the "score line". Because it's pre-scored, the card lines up clean and looks fantastic. I use some basic scrap booking glue to glue the two sides together and voila – a sweet custom card with all the image/data and clean lines you could want. It takes a little bit of time at first but the end result is completely worth the time and effort.

I also use this technique to create loot cards for my D&D 4<sup>th</sup> Edition game using the Tintagel template. These are much faster to make as I can put the entire card together in the MSE and then simply print, color the corners in black, align and print instead of typing any more info. I do this because location cards don't have a format but the Tintagel formatting is so great I love using it. Check out Below for some more examples!



















Satisfied: (Concordance 12-15)

'Fear me, spawn of Chaos — and fear the Rod I weild!'

With at least 5 segments assmebled, the Rod of Seven

Parts manifests potent powers in pursuit of it's goals. It's

owner knows the Rod seeks to destroy primordials and
punishes lawless behalvor.

## If Concordance drops below 12, the Rod's powers no longer work. Concordance

Starting Score: 5

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Owner gains a level: +1d10

Each Segment of the rod joined to the first: +2

Owner defeats an elemental (max1 day): +1

Owner or ally attacks an immortal (max1/encounter) -1

Owner or ally attacks an immortal (max1/encounter) -1

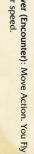
Owner Flouts laws or codes of conduct -2

your speed. Power (Encounter): Move Action. You Fly

Power (Daily): Standard Action. You create a gust of wind.

Int or Wis vs. Fortitude





Close Blast 5: Targets all creatures in blast

damage and pushes the target 3 squares On a hit, the attack deals 2d10 + 5



- Rod of Seven Parts (5 parts) ® Rivera 09

- Rod of Seven Parts (5 parts) © Rivera 09













