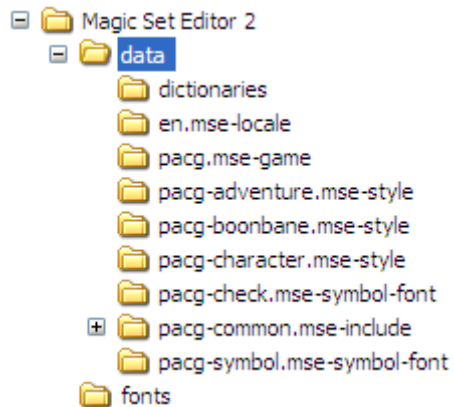# PACG for Magic Set Editor - Card Design Manual

V.02 – Updated for Skull and Shackles

Install

Magic set Editor can be downloaded from http://magicseteditor.sourceforge.net/

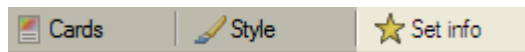The pacg download files should be copied into the magic set editor\data folder

The Signika font is included with the Package in the Fonts folder

The Dax Bold and Dax Regular fonts can be downloaded from the links below and should be installed for MSE to use them.

Dax: http://www.ufonts.com/fonts/dax-bold.html
Dax Light: http://www.ufonts.com/fonts/dax-regular.html

Set Info

Under Set Info you can update information that affects the whole Set of cards

Field	Description
Set Name	The name of the set and Default name for the Adventure Path
Name Position	Place the Card Name on the **Top** of the card or on the card **Banner**
Banner Position	Place the Banner on the **Left** or **Right** of the card (Banes and Boons only)
Card Font	Font to use on the cards (list can be edited in the file xxx)
Card Font Size	Adjust size compared to default settings for cards
Sample	Sample Text – Editable but not saved
Community Use Policy	The Paizo Community Use Policy
Use Custom Logo	Yes\No to use a custom Adventure Path logo
Custom Logo	Custom Logo to use on cards instead of the default Rise of the Runelords (195px * 26px)
Use Custom Icon	Yes\No to use a custom Adventure Path Icon (No Icon is displayed if set to No)
Custom Icon	Custom Icon to use on cards – (27px * 27px)
Card Back	Upload a file to use for Bane and Boon Card Backs (375px * 525px)
Set Copyright	The text shown in the Copyright box of each card

Style

In the Style screen you can change the card Style (Adventure, Bane & Boon, Character) and options specific to the style. (Described under the Style section)
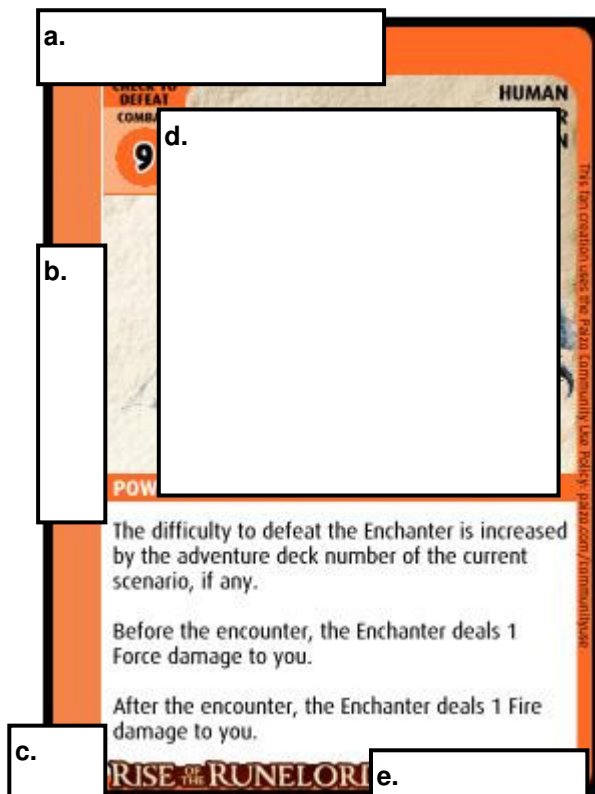
Cards
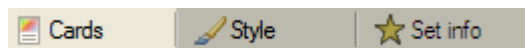
This is the section where you edit the cards themselves.

Styling

All Cards

These fields are common to All cards, regardless of Style

a.	Card Name:	The name of the card (unique).
b.	Card Type	Type of card i.e. Location, Character, Weapon, Monster
c.	Card Set:	Adventure Set this card relates to - if this is a number it will be added to the difficulty of some checks.
d	Card Art:	The artwork for this card
e	Artist:	Artist Name

Adventure Cards

All adventure cards are 2-sided, styling option to show front or back should be used for all Adventure cards

Styling Options

Card Side	Show card **Front** or **Back**.
Landscape Cards	*Card Types* to render in Landscape

Adventure Path

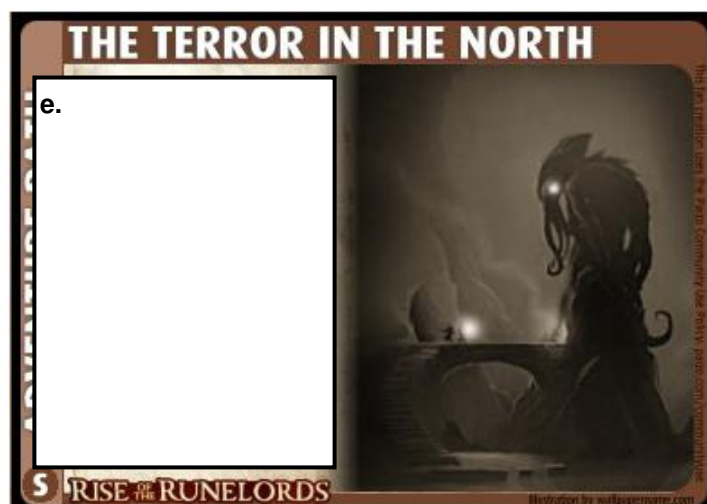| Front		
a.	Name	If left blank this defaults to the *Set Name*
b.	Adventures	Up to 6 adventures on this Adventure Path
c:	During:	Special rules to apply During this Adventure Path
d:	Reward	The Reward for completing this Adventure Path

Back		
e.	Flavour	Flavour Text for this Adventure Path

Add Card Script:
Cards>Add Multiple Cards...>Create Adventure Cards
Creates a new Adventure card for each Adventure listed on the Adventure Path (b)

a.

b.

c.

d.

a.

b.

c.

d.

THE TERROR IN THE NORTH

ADVENTURE PATH

e.

RISE OF THE RUNELORDS

THE TERROR IN THE NORTH

e.

RISE OF THE RUNELORDS

Adventure

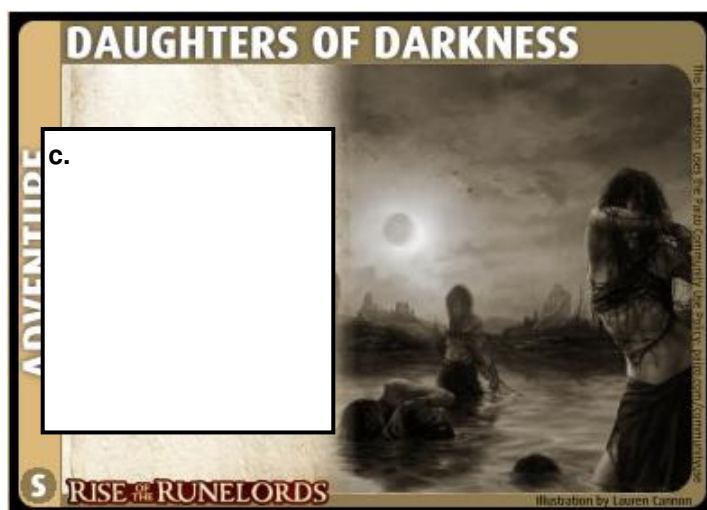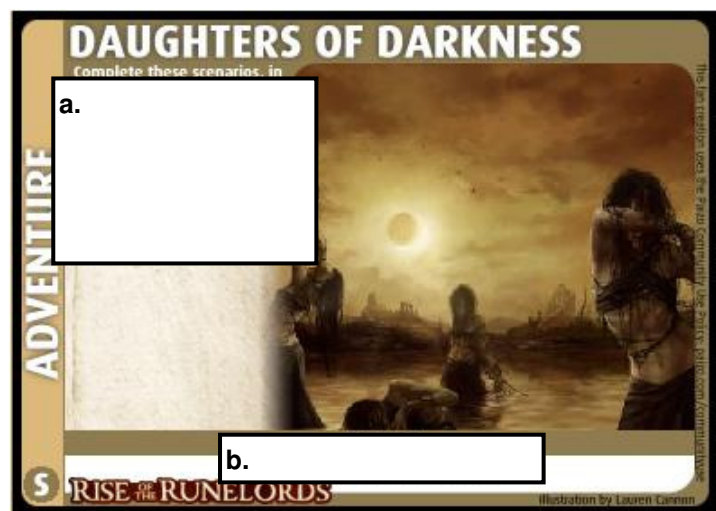| Front		
a.	Scenarios:	List of scenarios in the Adventure. Maximum 5; Each scenario box will become available as the previous one is entered.
b.	Reward:	The Reward for completing this Adventure

Back		
c.	Flavour:	Flavour text for this Adventure

Add Card Script:
Cards>Add Multiple Cards...>Create Scenario Cards
Creates a new Scenario card for each Scenario listed on the Adventure card (a).

Scenario

Add Card Script
Cards>Add Multiple Cards...>Create Location Cards
Creates a new Location card for each location listed on the Scenario

Skull and Shackles – Anchored

g.	Anchored:	Indicates that the characters Ship is Anchored at location 1

SCENARIO

PLAYERS: LOCATIONS

1: DOCKS ⚓	3: FESTHALL
1: HOUSE OF STOLEN KISSES	4: TOWER
1: SAFE HOUSE	5: SEASIDE WAREHOUSE
2: ALEHOUSE	6: MERCHANT MARINA

g.

Location

Front		
a.	Deck List:	Number of each type of card to include in this Location (should total 10)
b.	At this Location:	Special rules to apply when this Location is open
c.	When Closing:	Requirements to Close this Location
d.	When Permanently Closed:	Special rules to apply when this Location is closed

Back		
e.	Flavour:	Flavour text for this Location
f.	Rules:	Select the rules to show when this Location is permanently closed, this selection is actually on the Path Logo. Choose from (None) AT THIS LOCATION WHEN PERMANANTLY CLOSED. The rules shown are the same as the front of the card and can be edited here also.

FERRYTOWN GRAVES

LOCATION

a.

b.

c.

d.

RISE OF THE RUNELORDS

Illustration by dustycrosley

FERRYTOWN GRAVES

AT THIS LOCATION:

b.

WHEN CLOSING:

c.

d.

a.

LOCATION

RISE OF THE RUNELORDS

FERRYTOWN GRAVES

LOCATION

e.

WHEN PERMANENTLY CLOSED:

At the end of your turn you may bury an Ally to draw a card.

f.

Illustration by dustycrosley

FERRYTOWN GRAVES

LOCATION

e.

WHEN PERMANENTLY CLOSED:

At the end of your turn you may bury an Ally to draw a card.

f.

Illustration by dustycrosley

Boon and Bane Cards
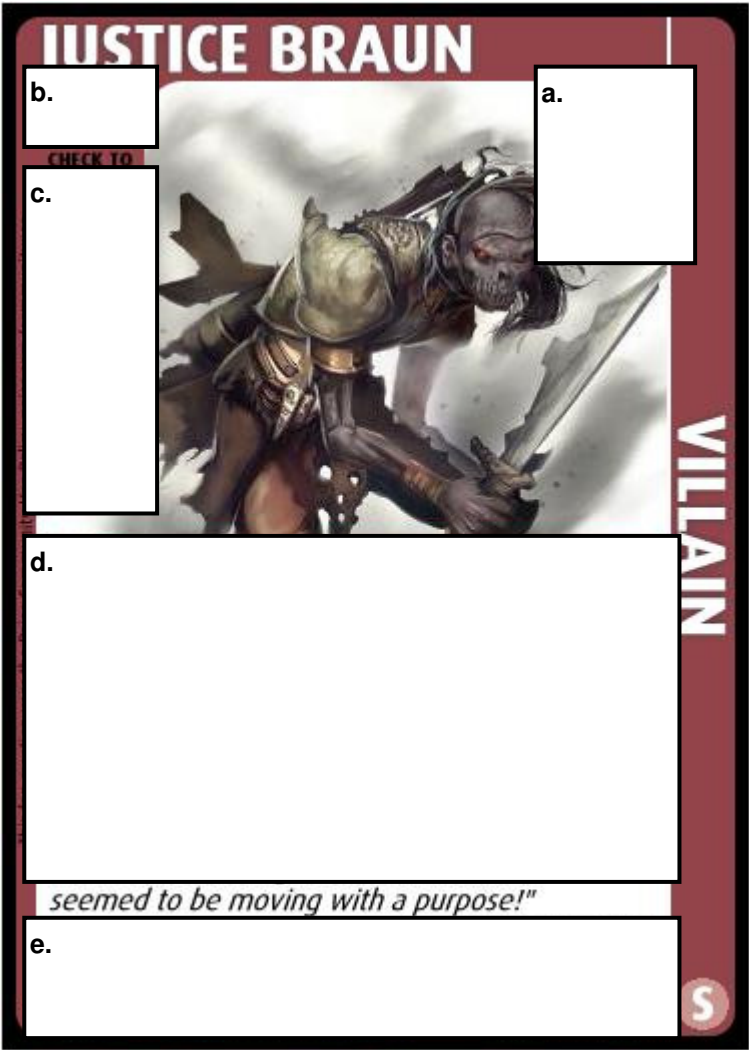
Styling Options

Traits Style	Change the Card Traits font colour \ border to enhance visibility against the card art
Card Side	Display the Front or Back of the card – for printing card backs or setting Ship backs.
Use Recharge	Yes – Displays the Recharge box for Items, Spells and Some Loot (as per Rise of the Runelords) No – No Recharge box shown, as per Skull and Shackles

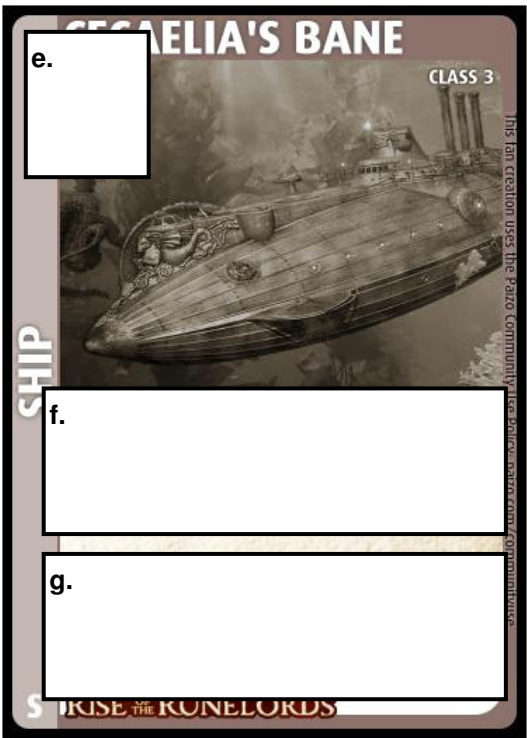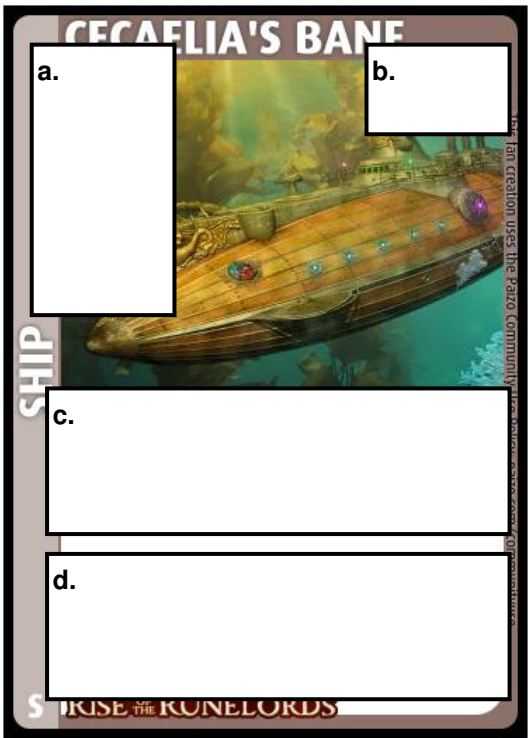| **Front**		
a.	Traits:	Keyword traits for this card
b.	Type:	For Banes, either MONSTER or BARRIER; For boons this is only used to specify the Card Type for LOOT cards
c.	Check:	Skill(s) and target number to defeat \ acquire OR\THEN Check 2 OR\THEN Check 3. OR\THEN boxes become visible as previous check is set.
d.	Powers:	Rules for this Boon or Bane
e.	Recharge:	Recharge conditions for SPELL, ITEM, BLESSING and some LOOT (ITEMS)

Ships and Other Support Cards

Ships

Ships have the same styling options as other Boons and Banes, but are double-sided.

| Front	
a. Check	Check to defeat the ship
b. Class	Ship Class
c. When Encountering	Rules for when you encounter this ship
d. When Commanding	Rules for when you are commanding this ship

Back	
e. Check	Check to repair the ship
f. Flavour	Flavour text for the ship
g. When Commanding	Rules for when you are in command of this ship and it's wrecked.

Support Cards

Support cards are the same as other boons but have customisable Field Headers

Front	
a. Custom Header	
b. Custom Header	
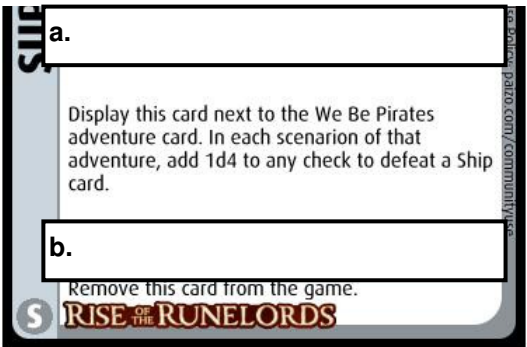
Character Cards

Symbol Font

Where available the following text shortcuts can be used

Text	Renders as
BOX	An empty checkbox
CHECKBOX	A ticked checkbox
TAB	A long space (NOT an aligned tab stop)

Styling Options

Char Card	Select Card view; **Character**, **Token** or **Role**.
Char Side	Select Card **Front** or **Back**

Character (Front)

Front		
a.	Traits:	Character Traits
b.	Skills:	Check the skills which will have additional sub-skills, this will open the relevant skill fields
c.	Skills Dice:	Skill dice for each Skill
d.	Skill Advancement:	Advancement track for skills *Symbol Font*
e.	Powers:	Select Proficiency or Skill **Proficiency:** Show the proficiency header **Skills**: Hide the proficiency header.
f.	Hand Size:	Hand size and advancements *Symbol Font*
g.	Proficiency / Power:	Character proficiency e.g. BOX Light ArmorsTABBOX Heavy ArmorsTABBOX Weapons or first character power. *Symbol Font*
h.	Powers:	Up to 4 Power boxes, the 3rd and 4th will become editable (over the Path Logo) as the previous one has data entered and will move up into the table when it has data entered. *Symbol Font*
i.	Card Art:	Recommend setting on TOKEN FRONT. Shared across all of this cards styling options (Front\Back, Character\Token)
j.	Card Art Shape:	Select Wide for Wide character art.

Character (Back)

Back		
a.	Favoured Card:	Select the characters favoured card
b.	Starting Cards:	Amount of each type of boon in the characters starting deck
c.	Card Advancements:	Card advancements *Symbol Font*
d.	Traits:	See Character Front
e.	Card Art:	See Character Front
f.	Card Art Shape	See Character Front

AMIRI

CARDS LIST

WEAPON   b.   c.

SPELL

ARMOR

ITEM

ALLY

BLESSING

FAVOURED CARD TYPE: a.

d.

e.

CHARACTER

C

RISE OF THE RUNELORDS

Token

b.

c.

a.

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TOKEN

This fan creation uses the Paizo Community Use Policy, paizo.com/communityuse

RISE OF THE **RUNELORDS** Illustration by Wayne Reynolds

b.

c.

a.

d.

AMIRI

TOKEN

This fan creation uses the Paizo Community Use Policy

RISE THE RUNELORDS Illustration by Wayne Reynolds

Role

Front and Back		
a.	Role Name:	Name of this Role
b.	Flavour:	Flavour text for this role
c.	Proficiency:	Show or hide Proficiency box
e.	Hand and Powers:	Role Hand, proficiency and up to 7 powers

FILE FORMAT

These notes are for reference \ advanced users who wish to modify the original build

File Names

In addition to the standard files (game, style) the following naming conventions have been followed for this mse-game. The .mse extension has been used along with the MSE.syn file for syntax highlighting in TextPad.

<name> refers to the style; 'common' to all common within a style and 'pacg' to all common within the set.

File Name	Contents
fields-<name>.mse	card fields
extra-fields-<name>.mse	styling fields and extra card fields
script-<name>.mse	scripts
style-<name>.mse	styling options for card field and extra card field

TABLE

Combinations of INFO, COLOR and TEXT fields are used depending on the table style

Name	Type	Description
<xx_table>	INFO	Fixed background colour and Header Text
	COLOR	Scriptable colour
<xx_header>	INFO	Fixed background colour and Header Text (alternative to <xx table>)
	TEXT	transparent background
<xx_cell_xn>	INFO	Fixed background colour and text
	COLOR	scriptable color, also use for <xx data xn> background
<xx_cell_n>	COLOR	Alternative field reference for single column tables
<xx_name_cell_n>	COLOR	Alternative field reference
<xx_xn>	TEXT	Data Entry field
<xx_n>	TEXT	Alternative field reference for single column tables
<xx_name>	TEXT	Alternative field reference

e.g. for the table with <name> deck

(table)   deck_table (COLOR)

DECK LIST		deck_header (TEXT)	
MONSTER	2	deck_monster_cell_0 (COLOR) deck_monster_header (TEXT)	deck_monster_cell_1 (COLOR) deck_monster (TEXT)
BARRIER	1	deck_barrier_cell_0 (COLOR) deck_barrier_header (TEXT)	deck_barrier_cell_1 (COLOR) deck_barrier (TEXT)