

Soul Frag Book

- Synergies get their own book

Races

- Removed Stone Elves and Pax
- Sidhe
 - o Magic Echo is usable once per day per purchase
 - o Call is 'Innate Echo'
 - o Can't be used for magic items
 - o Changed racial colours; added option to accent lips, horns, ears and nails
 - o Removed reference to seasons for Day vs Night, added personality commonalities
- Faun
 - o Must choose their companion at skill reset
- Fire Elves
 - o Removed line about Fire Elves living 400 years
 - o Most hate gods/dragons, but not necessarily all
 - o Racial downside limits *physical* armour only
- Gnome
 - o Disadvantage also goes off if the magical object is on the Gnome's person, not touching them
 - o Gnomes have freckles *and* colourful hair
 - o Replaced automatic
 - o Changed how Gnomish devices work and are selected
- Squamata
 - o Specified life span
 - o Removed line about Gremmel being pacifists
 - o Squamata are silenced after *every* Tongue Pierce, not the final one of the day
 - o Squamata are immune to Gas Globes
- Minotaur
 - o Removed Strength bonus purchasable
 - o Enhanced Strength now grants +1 Strength every 5 levels
 - o Replaced disadvantage
 - o 'Old Ones' -> 'Elder Fae'
- Goblin
 - o Moved to 'Rare'
 - o They love kobold flesh
 - o Ears should be long and they should have thin black veins on the neck and around the mouth
 - o Replaced automatic
- Kobold
 - o Minor tweaks to description
 - o Changed KABOOM!
 - o Kobolds get 1 Innate Sap every second level
- Fauns
 - o Now Bestial
 - o Using Companion does not drop Fauns to 2 Body

- Draconian
 - o Draconians *usually* serve the Dragon they resemble and hate gods, but they don't always
 - o Removed the description about mating; it'll be on the wiki
 - o Clarified when you get +1 to your threshold via Natural Threshold
- Carnal Fae
 - o Removed references to 'Darklings'
 - o Removed Strength bonus
 - o Moved to 'Obscure'
- Ice Elf
 - o Don't need Self Mutilate to use Scion of Suffering
 - o No longer get Self Mutilate for free
 - o Can't use Memories in Flesh unless you're at full Body
- Faceless
 - o Renamed Infernal Soul to Demonic Spirit
 - o Lifespan is immortal
 - o Changed 'lord' to 'master'
- Ogre
 - o Racial include red or white war paint
 - o Untempered Rage damage changed from 10 to 15
- Am'Rath
 - o Firbolgs are now Am'Rath
- Avian
 - o Changed the description around a bit
 - o Only Shapers can approve Spirit Anchors
 - o LEDs are okay
 - o Goggles cannot store Frag spells
 - o Goggles can only be used by their creator
 - o Replaced disadvantage with Shadow Mark
 - o Clarified Goggles are 1/day/pair of Goggles, not per purchase (since 3 purchases = 1 pair that casts a higher level spell, etc.)
 - o Clarified what happens if you break your Goggles
- Risen
 - o Last 100 years before becoming zombies (probably)
 - o Undead form is no longer immune to Ice
 - o 'Transform' counts require you to say 'transfer to X' each time
 - o Risen players may start their first game in either their living or Undead form, but they may not transform back into their living form without purchasing this ability
 - o Undead state threshold only exists at night
 - o No more indirect sunlight damage; 90% skin coverage will negate this (head and hands must be covered), damage is now 1 Arcane/second
- Woven
 - o Rumoured to have been created by druids, not mages
 - o Switched automatic and purchasable

- Natural Hide is +10 AP first, and +5 subsequent
- Sense Undead doesn't work on vampires
- Fear effect from being hit to Body with fire is now a Cower effect
- Vulcan Dwarf
 - Automatic is now a 1/day resist Body attack

Occupations

- All Vocations now have skill pre-reqs
- Stalwart
 - You can't be pushed when using Fortress
- Undead Hunter
 - Final Rest's release may be used on greater and lesser undead
 - Edited description to give a better idea of what they do
 - Renamed Hunter's Arsenal to Hunter's Focus
 - Hunter's Focus also works on Master Crafted weapons
 - Hunter's Attrition mends you in whatever type of healing is appropriate for your race
 - Crystal of Light now applies sunlight rather than strips thresholds
 - Crystal of Light's call is now Arcane rather than Penetrating
 - Final Rest does something entirely different now
 - Removed part of description that refers to not needing Necromantic Arts
- Battle Mage
 - Twin Spell: Packets must both be thrown within 1s of each other
 - Maximise: Battle Mage must say the total number at the end of the incant
 - Wizard Staff
 - Clarified that you need an existing staff, you don't have to make it at the same time
 - Lasts 5 days, usable 1/day/purchase, but maximum of 1 staff at a time
 - You can use any kind of staff to create one
- Archer
 - Removed 10 prep time on Stand and Deliver and raised damage to +2
 - Death Arrow is just a Death now
- You must have the frag skill 'Teacher' to teach a Vocation
- Entirely rewrote Renowned class abilities
- Removed reference to necromancy in Dread Knight description
- Removed 'Self Taught' column from skills cost list
- Added Vocations
 - Swashbuckler
 - Artisan
 - Shaman

Skills

- You can't stack Decapitate with Flurry of Blows
- Added 'Training and Teaching' description
- All Favoured must purchase the Favoured skill
- You need to be holding a weapon to use Riposte
- Removed line about assuming skill costs; they're all listed already
- Added
 - Teacher

- Create Alcohol
- Unrestricted Remort
- Blindfighter
- Possum
- A Friend in Need
- A Friend Indeed
- Mortician
- Paragon
- Quick Study
- Favoured skill now grants 1/day Bless or Dragon Mark as appropriate
- Removed Rite of Retaliation and Spiritual Guidance
- Escape prereq is now 5 ranks Trapper
- Removed line about defenses from Sucker Punch. They work as standard
- Rephrased Decapitate a little bit, no actual change
- Changed costs for
 - Tumble (Witchhunter same as NB and Assassin now)
 - Spell Versatility
 - Favoured
 - Trapper (for Favoured)
 - Blacksmithing (for Favoured)
 - Demonic/Angel Arts (for Champions)
 - Necromantic Arts (for Champions)
 - Advanced Rituals (for Champions)
 - Sap (for Champions)
 - Slay/Parry: Master Subsequent (added for Champions & Demagogues)

Magic

- Added numerical suffixes to spells where this makes sense
- You must have the skill 'Teacher' to teach a frag sphere
- Frag spheres don't have battle magic scrolls
- Dark
 - Replaced Control Lesser Undead with Control Mindless
 - Replaced Mass: Corruption with Corruption
 - Replaced Shroud of Darkness with Chains and Bonds
 - Removed infliction from description
 - Death Aura does not make you sense as Undead
 - Mass: Blessing blesses a maximum of 10 people
 - Banner of the Faithful gives +0 magic damage, not +1
 - Wave of Pain is 5 Dark each, not 10
 - Mass: Relic wording changed to remove the word 'Bless' from the first line for clarity
 - The Cleric may not cast any spells while in Avatar form
 - Soul Whip wording changed to 'mending' to signify that it will be the appropriate kind of healing/infliction
 - Avatar takes a 3 count to initiate and to end
 - Unholy Warrior requires a sacrifice and if that sacrifice is a Discord catalyst, it acts as a True Name
- Light
 - Replaced Zone of Prayer with Tooth for a Tooth

- Replaced Mass: Vitality with Beacon of Light
- Mass: Blessing blesses a maximum of 10 people
- Banner of the Faithful gives +0 magic damage, not +1
- Pin Evil duration is 1 minute and takes 5 Strength to rip free from
- Shield of Light now shields only the first Dark/Draconic/Wytch/Necro spell hit before disappearing
- Mass: Relic wording changed to remove the word 'Bless' from the first line for clarity
- The Cleric may not cast any spells while in Avatar form
- Avatar takes a 3 count to initiate and to end
- Holy Warrior requires a sacrifice and if that sacrifice is a Discord catalyst, it acts as a True Name
- Draconic
 - Replaced Dragon's Blood with Elemental Fragility
 - Replaced Dragon's Horde with Talons of the Firstborn
 - Replaced Sanctum with Fury of the Firstborn
 - Dragon Fear is not a charm effect and can be touch cast
 - Switched Strength of the Firstborn and Enlightenment of the Firstborn
 - Strength of the Firstborn lasts 1 hour, gives +3 Strength and doesn't stack with itself
 - Enlightenment gives maximum of 10 Marks and lasts up to 10 minutes
 - Dragon's Toughness duration is now 5 days maximum and you receive x2 lightning damage
 - Breath of the Firstborn comes with an Echo effect
 - Spirit of the Firstborn
 - 50 Elemental attack comes with 1 echo
 - Takes 3 seconds to initiate and to end
 - Removed strength bonus
 - Body is +75 instead of +50
 - You can use the Talons of the Firstborn claws with this
- Sigil
 - Added 'Description' to descriptions
 - Sigil of the Forge is instant, not 10 minutes, as that makes no sense
 - Sigil of the Forge: changed 'heal' to 'mend'
 - Sigil of the Forge can mend Gargylen and *some* other constructs, eg: not Faceless
 - Items inside a Sigil Pocket cannot be sensed
 - Removed line in Sigil of the Lizard referring to Restore Limb spell; it's not needed
 - Sigil of Flechette: clarified that you can boost the damage with a Summoned Weapon spec and nothing else
 - Merged the examples in Sigil of Inversion
 - Sigil of Delay doesn't work on ritual magic
 - Sigil of Magical Storage works for core spheres + Sigil only
 - Once you activate Sigil of the Phoenix, it's used up
- Necromancy
 - Updated Undead State
 - Added 'Description' to descriptions
 - Vampiric Blades must be purple
 - You can move during Feign Death, although that might sorta dispel the confusion
 - Removed description of what Infliction damages does from Necrotic Bolt/Blast; it's redundant

- Necrotic Blast now does 10 Infliction
- Raise Zombie: Removed mention of magic thresholds as that is redundant
- If Leech triggers a defense, the Undead will respond as if attacked
- If you die during Requiem, your body explodes into maggots
- Carnivorous Worms
 - Can be cured and resisted like a Disease
 - -2 Strength
 - Duration is just 'until cured'
 - Caster can eat the worms for +5 Body if the targets is in their Death Count
 - Worms stay around for 1 minute after you dissipate to infect new people
 - Can stack
- Raise Ghoul: Ghouls have +3 Strength
- Enhanced Undead
 - Gives +4 Strength and no other stat increase
 - Heals 50 to Undead
 - Duration is as long as the Undead lasts
- Replaced Infestation with Black Plague
- For all Raise spells, added that their claw damage is base damage, sans strength
- Wytch
 - Removed the line about licking a toad causing only 10 minute hallucinations, since Hallucinate always last that long
 - Changed Evil Eye incant to reflect Power Word Point change