

Main Rulebook

- Removed 'Poison' from alchemy calls. This has 0 impact on anything but calls

Introduction

- While in your Bleed count, any amount of healing from any source will bring you to one Body point
- Weapon, shields and items that have physical representations must have their tags attached to them if this can realistically be done
- Characters begin every event at full Body
- You don't need to drink coffee and have your head dunked in water for an entire hour to double the Stamina regeneration rate. Just do it once or twice
- You can't run while carrying someone alone. Two people carrying someone can run
- You can't say counted actions extra fast to count them as taking under 3s - obviously
- You are your own size, even if your race is typically small or large
- Blood can be extended via alchemy as well as ritual magic
- True names must be period appropriate
- Added a description of retirement
- Added a section on combat (we are 'moderate touch')
- PCs under level 5 may be Killing Blowed by NPCs in special circumstances
- Removed line about earning blankets via donating
- Clarified that you regenerate to 2 Body after 5 minutes at 1 Body
- Clarified that you must be physically present for declared/counted actions
- Blankets are spent per month, not per event

Races

- Your race is always recognizable. You may ask anyone "What race do I see?", and they must answer truthfully
- Racial vulnerabilities can be stopped with 1-off defenses but not with perpetual defenses or numerical reductions
- Hobling
 - o Dodge cannot be used on Area of Effects
- Dwarf
 - o Resist Toxin now works on ingested
 - o Changed wording on Dwarf racial downside since alchemy prep time is now variable
- Dark Elf
 - o Can no longer be healed by ritual magic
 - o Spite Blood lasts for 5 days
- Savar'AVING
 - o Changed Savar racials entirely. Go look!
 - o Removed the line in Savar racial characteristics referring to Dark Elves, as their makeup is now different
- Wild Elf
 - o Chosen Enemy: Undead does not include vampires
- Orc
 - o Changed reference to 'Love' in the orc downside to 'Song of Love', since Love is no longer an alchemy
 - o Clarified Orc racial: what is a Charm effect

- High Elf
 - o Clarified Resist Psionics - it does work on Sleep and Paralyse as they are mind altering
 - o Rephrased disadvantage to say 2 minutes shorter rather than 3 minutes total
- Wood Fae
 - o Charm Breaks works on Charm effects only, not all mind altering effects

Occupations

- Mercenary
 - o You don't need Self Mutilate for Head-Butt
 - o If a Razor's Edged weapon is enchanted, the Razor's Edge will expire when the enchantment does
- Mage
 - o Using a Power Nexus in a ritual gives you +1 white stone
 - o Your Familiar can only be a secondary if you are the primary caster for a ritual
 - o Wording tweak to Mana Harvest, no actual change
 - o Replaced Detect Magic with Identify Magic Item
- Nightblade
 - o You may bring mundane, untagged clothing with you in Passwall
 - o Passwall: You can go across 1 time in each direction, and bring any items you want when you go back the direction you came from
 - o Passwall works on ritual barriers like wizard lock
 - o Feint works against any alchemical packet attack, not just gas globes
- Assassin
 - o Replaced Size Up with Shiv
 - o Penetration ability also adds the Surprise prefix
- Druid
 - o Removed reference to henge-only rituals, as they do not exist
- Ranger
 - o Removed double damage from Nature's Grasp and it is now a Bind effect
- Bard
 - o Song of Intermission lasts minutes = the Bard's level (maximum)
- Templar
 - o Can't harvest frag scrolls; they no longer exist

Skills

- No skill may be purchased more than 10 times
- All core rulebook skills can be self-taught
- Alchemy
 - o Contact alchemy does *not* need to go to Body to hit
 - o Contact alchemy lasts 5 days or until used
 - o Added new Chemistry skill
 - o The call for Contact alchemy is "X Type Contact Effect", eg: "5 Silver Contact Paralysis"
 - o A surface must be at least 2" x 1" to have contact alchemy applied to it
- Blacksmith
 - o You must be stationary to refit armour
 - o Added new Artificing skill
 - o Raised cost of Blacksmithing
 - o If the target gets hit, the refitting must start again

- First Aid/Physician
 - o The Physician 2 Remove Disease ability now takes only 1 minute
 - o Surgeries now only leave patients unconscious for 30 minutes (15 for Physician 10)
 - o You can only bandage a target 1/day, even if you don't use up your full bandaging pts maximum
- Demonic/Angelic and Necromantic Arts
 - o If you overhear a Demonic/Angelic or Necromantic Arts call and you have the skill, you know the answer too
 - o If you have already identified a target with Demonic/Angelic or Necromantic Arts, you can just do a count to retarget them for the damage reduction
 - o Rewrote Necromantic Arts for clarity
- Tradesman
 - o Tradesman can only make MUNDANE items, eg: nothing produced by any other skill (eg: alcohol) and nothing required for another production skill (eg: Mithril)
 - o Tradesman can be used for 1 type of RM only
- Trapper
 - o Locks can be picked from either side; you can't put a lock inside your tent to try to circumvent the rules
 - o Clarified that if you pick the lock out of game, you can pick a lock higher than your Trapper level
 - o Increased the cost of Trapper by 15 CP across the board
- Strength
 - o Removed reference to using strength to pull under 'Combining Strength'
 - o Moved Strength description to Introduction
- Garrotte
 - o Garrottes need tags which can be made by people with Garrotte for 35 RM, once per event
 - o Garrottes expire after 1 year
 - o Garrottes breach normal thresholds but nothing else
- Reading
 - o Without Read and Write you can only count on your fingers and know the letters in your own name
 - o Removed line about ritual scrolls not being consumed upon use (they'll have charges)
 - o Read Magic: Ritual lets you read scrolls, not cast them
 - o Can't read frag BM scrolls; they no longer exist
- Slay
 - o If you stop a Slay with a shield and it breaks the shield, you don't take any 'overflow' damage
 - o Changed requirement for Weapon Specific Spec to Weapon Specific or Weapon Group Prof (it previously said Group only)
 - o Slay cannot be combined with other skills or abilities
- Other
 - o Gorgets/helmets don't stop garrottes/saps if your armour is all breached
 - o Execute may only be used in combination with the skills Shiv, Silent Strike, and Penetration
 - o Clarified that Vital Blow damage cannot be altered

Production

- All production skills have been changed to a 10 level model and no longer use PP
- You can no longer buy RM at Logistics (RM only for making items, no silver)
- Workshops have been removed
- Alchemy
 - o No levels of Alchemy are required to use an Alchemical Light
 - o If you die (not just hit your death count) within the first hour after Forget, the Forget is cured
 - o Changed various alchemy costs
 - o Changed Stamina ratings for Intoxicant/Heavy Intoxicant
 - o Added a bunch of new alchemy!
 - o Removed Puppet alchemy
 - o Paralysis alchemy cannot be resisted with Resist Psionics
 - o Vorpals now do more damage
 - o Weapon Black is now Weapon Colour - any colour other than white, red, blue or purple
 - o Removed line about Remedy not working on Undead/Constructs - it still doesn't, but that is in their racial info
 - o Put Sleep description and Charm description in their respective alchemisties
 - o Targets who are Feebleminded now take x2 duration on Charms and must have Forgets cured within 10 minutes rather than 1 hour
 - o You cannot run while under the effects of a Slow Death
 - o Detect Alchemy will allow *any* alchemist to determine the type of alchemy, not just level 6
 - o Detect Alchemy can detect Contact alchemy as well as Ingested
 - o While intoxicated with Ambrosia, you get +1 to your chance of remembering your death or a much more vivid death dream; you cannot be Forget-ed; and you must RP being super high
 - o Reworded Withering Poison a bit for clarity
 - o Victims of Withering Poison have no Bleed count and will die if the poison reduces them to 1 Body
- Trapper
 - o Trapper and Locksmithing are now Trapper!
 - o Removed Lacerate traps
 - o Keys can no longer be duplicated by locksmiths
 - o Locksmiths make manacles
 - o Strength can break locks
- Blacksmith
 - o Weapons now expire: 2 years for normal, 3 years for iron/silver, 5 years for mastercrafted
 - o Removed "in addition to the benefits of master crafting" from Legendary; that makes no sense with the changes to MC/Legendary recently
 - o Removed Repair Kits
 - o Armour can no longer be Master Crafted
- Scrollcrafting
 - o Scrolls can only be created from memory, not magic items or Scroll Harvests

Weapons and Armour

- Removed Garrotte from the Weapon Construction table
- Removed Red Armband rules; these will be done via guild policy

- Magic weapons do not need a white strip if they are latex
- Stilettoes are lightest touch
- Stilettoes are made of closed cell foam, not open
- Bye bye Body Spears and Javelins!
- Armour deductions may be ½ point or 1 point
- Added safety requirements for bows/arrows
- Clarified that gas globes hit if they hit your weapon/shield/costume
- Defined 'innate'
- Creatures with no backs are immune to Critical attacks - the whole thing, not just the bonus
- The call for Contact alchemy is "X Type Contact Effect", eg: "5 Silver Contact Paralysis"
- Surprise attacks must be done from behind

Magic

- If there is a number at the end of an incant (eg: "5 Healing", "10 Magic Body"), that isn't part of the incant for the purpose of miss-cants and it is optional
- Frag spheres no longer have battle magic scrolls
- Healing
 - o Added numbers to Cure Wounds/Serious Wounds/Mortal Wounds
 - o You need to hold up your hand to repel undead
- Nature
 - o Nature's Restoration also cures poisons
 - o Removed the line about Root Lance not working on targets without spirits, since that is true for all magic
 - o Polymorph Other: The target will keep their normal Body but for the duration of the spell they will have no armour
 - o Hunter's Snare is now Snare
 - o Strength of the Bear gives +3 Strength but will not stack with itself
- Psionics
 - o Ethereal Walk can't break line of sight
 - o You can stack Forget spells
 - o If you die (not just hit your death count) within the first hour after Forget, the Forget is cured
 - o Exorcism also works on Haunts
 - o Replaced Phase with Mimic
 - o Psi Knife/Blade damage is augmented by buying Specs, not Proficiencies
 - o Clarified how multiple Charms work
- Elemental
 - o Elementalists can determine whether Elementals are Lesser or Greater
 - o Removed unnecessary line from Elemental Rebuke about how it is either packet or touch cast
- Protections
 - o Rewrote Dispel Magic's reference to extended potions to be a little clearer, since it's Sweetwater now
 - o Only one Hold Portal may be cast on a window or doorway at a time
 - o Replaced Resist Toxin with Tenacity
 - o Render Weapon works against physical, alchemical, or magical attacks
- Magic items

- If the expiry on a magic item (or any other item that expires) simply lists the month or year, the item expires as soon as the month or year begins
- Other
 - Defenses must be called within 3 seconds of the triggering effect or they do not work. If the defense is not called within 3 seconds and it is an automatic defense, it is still used up
 - Added a description of rites
 - Power Word: Point is now Power Word: Directed
 - Discords can be used as 10 RM of any type
 - Added a definition of Mind Altering effects
 - Added a description for Echo
 - Added Mending: healing which is always the appropriate type for whatever creature is being mended
 - Updated Undead State