

# Change Log 0.4.0

## “Wand Waving, Incantations, Subtle Science & Exact Art”

This change completes the first round of skill set reworks based on community input. We targeted *mage* and *artisan* for this update; and hand in hand with improving *artisan skills*, we expanded and reworked the Convergence Crafting System.

While excited about the premises in the magic system, players also found parts of the implementation cumbersome and unclear. To that end, we streamlined the spell system and shortened spell incants. Additionally we clarified and expanded the *mage* skills, exploring new territory and play options informed by the decisions we made in other aspects of the rules.

The *Artisan* class needed a revision to address myriad issues raised as players reviewed the initial release. As we saw people building characters it became clear that we missed the mark in structuring the skills during our initial release. We've now provided for greater freedom in mixing various crafts and removed many of the restrictions between the skill trees bringing the two trees more inline with the other classes. We also addressed concerns about the balance between skills which directly impact the crafting aspect of Convergence and those skills which benefit a more adventure inclined character. Finally, the initial crafting system did not provide the robust experience we wanted in the game, so we started over and the revisions initiated here will be expanded in the coming month to encompass Convergence's wealth of craftable items.

### Rules

- Added explanation of the interaction between crafted items and all other effects (they stack).
- Updated definition of *encounter* duration.
- Added rule to address situations where an *in-game item* is lost and the Player does not wish to give up their personal *phys-rep*.

### Magic

#### Mage Skills

- Removed specialist spell slot skills.
- Reduced cost of general spell slot skills.
- General spell slot skills renamed.
- Reduced cost of all *improve signature spell* and *expand signature spell* skills.
- *Alternate cast signature spell* dropped to *apprentice*, and reduced cost, gained requirement *expand signature spell II*.
- Massively overhauled skills

## Spells

- Fixed typos so that spells, with the exception of *create light*, no longer produce “lighting”. All references to lighting now corrected to lightning.
- Conjunction: *conjure weapon* became a ritual
- Conjunction: *conjure weapon* and Conjunction: *greater conjure weapon* changed rep to allow green striking surface
- Divination: *visions of doom* became *magic weaken damage encounter*
- Evocation: *desiccation* is no longer forbidden
- Added Evocation: *smolder*
- Added Healing: *apotropaic act*
- Added Transmutation: *fake form*
- Transmutation: dispel became apprentice
- Removed Transmutation: *transmute vapor*
- Added Transmutation: *invisibility*
- Removed Transmutation: *enlightenment*
- Added Transmutation: *equivalent exchange*
- Added *positive*, *negative* and *neutral* tags
- Shortened all incants

## Crafting

### Artisan Skills

- The Artisans skills received a major rewrite and should be reviewed anew to understand all the changes.
  - Artisans now have unique skills that impact the number and types of materials available in the game;
  - Artisan defenses, unique among the skill based defenses, have become more accessible.
  - A number of skills which previously duplicated abilities found in other classes have been revised either for better balance or to generate effects that are unique to Artisans.
  - Additionally, a number of skills got updated names, descriptions, and smaller modifications to their effect.
- Envoy skill updated: *Whistle while you work* - removed an interaction with *swords to plowshares* which resulted in creating more *materials* by breaking down an item than were used to create the item.

### Item Creation

- *Materials* system completely revised and expanded
- Expanded descriptions of *out of game* and *in game* items
- Expanded information about the types and tiers of *in game items*
- Clarification of Item Properties
- Added information about the Production process