

Change Log 0.5.0

“Elves, Archetypes & everything in between”

This change log comes after our first playtest module day and in preparation of our first full event playtest. The main focus of changes for this update revolve around races, which we feel will allow greater freedom for players to have abilities and weaknesses that more directly reflect their vision for their characters. The old race system was too similar to older games in that it was fairly static, while you could change makeup to make any race, you were still locked in with specific powers. Now characters can select a single advantage, and add more weaknesses to unlock more advantages. Something that was asked for and we added was the flexibility to combine races beyond archetypes. So now many more combinations are possible, allowing players to pick and choose race combinations that suit their ideas.

There was also a minor focus on some fixes from the playtest. These can be generally lumped into 2 categories. Effective HP Updates and Static Damage updates.

Characters had a bit too much Effective HP (HP + Armor + buffs) after playtesting. Armor received an overhaul, lowering the max suit by 30 (From 40), and bringing the starting value to 10. Races no longer provide starting bonuses, and many of the skills received minor reductions.

Static damage was a bit too powerful, this was especially notable in two handers and the envoy buffs. We brought both of those numbers down slightly, so there's a reason to invest exp in static damage.

Major Update: Races

The race section of the book has had a complete overhaul into a new system. This will allow for greater options for customization into potential race choices. These will include a great many new skills and potential weaknesses. These changes are too numerous to list, please see the updated rule book for all the new information and options.

Rules

- Voice Radius is now Radius
- By Intent is now Intent
 - Additionally, Intent can now target multiple targets, such as Intent Everyone, or Intent Allies. Most player skills still remain single targeted.
- Executes and Armor interaction clarified (Armor is set to 0 if you're hp moves)
- Character's now start at 20 exp
- Characters now can only wear 10 points of physical armor base.

- Armor rules have been given a pass, this reduces max armor from 40 to 30. The costuming bonuses have been removed, a small +2 bonus remains for not having anachronistic things as part of your costume.
- Skills received a bit of love in regards to how they are combined.
- Crafted items and stacking has a new section.

Weapons

- 2 handed melee weapon's damage is reduced to 2.
- Weapons skills have been removed with the exception of unarmed combat.
- Shield now requires two weapon training I or II to be used with a short or long weapon.
- Unarmed Combat work like normal weapons requiring two weapon training to use two reps.
- Unarmed Combat's weapon damage is now 1.

Crafting

Artisan Skills

- Tricks of the Trade's Hp Bonus was reduced to 2 (it is now +2 HP + 4 armor)
- Buttrussing Aegis's strengthened armor was reduced to 30 to match the max physical armor.
- Scavenge
- Salvage
- Resourcing creates 5 quality-1 bonding, structural, or viscera materials to be used during the between game crafting period.
- Acquisition creates 5 quality-1 natural, thaumatic, or calligraphic materials to be used during the between game crafting period.

Item Creation

- *Materials* system completely revised and expanded
- Recharging Enhancements updated to remove reference to a spell that was never added to the game

Warrior

- Shield Bash had an incorrect duration in it's description.
- Strong Soul's bonuses were reduced to 4 hp and 4 armor.

Rouge

- Dexterity Armor's bonus was reduced to 8 armor.

- Counter Fire correctly denotes requiring a ranged weapon

Mage

- Arcane Fortitude's bonus hp was reduced to 8.
- *Create Resources* has a base numeric of 5
- Memory Drudge corrected to Memory Dredge
- Spell material costs were updated to reflect the new material quality system.

Envoy

- Fortifying Talk and Steel yourself are not split into individual skills that start at novice and go to master.
- To Arms! is split into 2 skills starting at expert and master, reducing it's maximum buff to 2 strengthen damage.
- Clarified Backup plan's text
- Marching Orders bonus armor was reduced to 2 (it's now +6 and +2)
- All is not lost guard<all> was changed to an avoid<all>
- Rallying Cry was changed from Voice Radius (Now Radius) to Intent Allies
- Last Stand was changed from Voice Radius (Now Radius) to Intent Allies
- Lick Wounds' tag was incorrectly marked as novice, when it was basic.