

## Changes Log – V1.1 to V1.2

### Core Rules:

- Death – a character now dies when they have taken half again over their total hits. For example, if a character has 8 hits, they die at -5 or greater rather than -4.
- BLEED – BLEED effects now cause a character to lose 1 hit every 30 seconds. Additional BLEED effects stack, with the damage being timed from the first call going in.
- LESSEN – This call indicates that a character has taken reduced damage from a call due to use of a skill such as Roll With The Punches.
- BLIND – Has been expanded to BLINDNESS so as not to cause confusion with BIND
- Character progression has been altered. Now, to unlock the next Tier of a Wheel, a varying number of skills need to be purchased from the preceding Tier as follows:

Tier 2 – 10 Tier 1 skills purchased

Tier 3 – 8 Tier 2 skills purchased

Tier 4 – 6 Tier 3 skills purchased

Tier 5 – 4 Tier 4 skills purchased.

While they do not have to be from the same Element, they do have to be from the same Wheel.

This replaces the current system which goes off AP's spent rather than skills purchased.

- Bandages – a character now receives 15 bandages for each pick of Bandages from the equipment list, up from 5.
- **Ghoul Upgrades** (Animate Corpse II)  
*Filthy Nails* (First hit with each hand is POISONED)

This is a holdover from when POISON was a separate call. This upgrade has currently been removed from the system.

## **Grounded Wheel:**

### **Human Hub.**

- **Born to Privilege** (*Grounded Wheel, Human Hub, Tier 2*)

This is now a Passive skill.

- **Status I-III** (*Grounded Wheel, Human Hub, Tier 1/3/5*)

The effects of Status will be amended as follows:

- Status when used to requisition additional resources for a mission will be used as an Active skill. Focus slots will be expended in exchange for items, spells and other such things which may be otherwise unavailable as a character exercises their influence.
- Status when used in general, for example in Taverns, will be a Passive skill. NPC's will be appropriately briefed on how to act towards people with various Status. This may not always be a good thing, depending on exactly what your Status represents compared to the situation you are in. PC's will be encouraged to act appropriately.

## Therian Hub.

- **Natural Armour** (*Grounded Wheel, Therian Hub, Tier 2*)

This has been moved to Tier 1.

- **Rending Claws** (*Grounded Wheel, Therian Hub, Tier 2*)

The description of this skill has been amended as follows:

“The claws of the Therian have grown to an impressive size, and may be wielded in combat like the finest knives. This Skill allows the Therian’s claws to be counted as Single Handed Blades for all purposes – they may be honed, they may have Blade Venoms applied (which do not affect the Therian), and they may be used for relevant combat Skills. Unlike a Single Handed Blade, the Therian may choose to use their Rending Claws as a Brawn weapon instead of a Finesse weapon”

- The following skill has been added:

### **Corpse Feeder** (*Grounded Wheel, Therian Hub, Tier 2*)

By feasting upon a freshly killed corpse for 30 seconds, the Therian may heal themselves of damage. They may expend a Focus slot and heal 3 hits. This skill may only be used once per corpse.

- The following skill has been added:

### **Red In Tooth And Claw** (*Grounded Wheel, Therian Hub, Tier 3*)

The Therian seizes upon an enemies weak spot and unleashes a devastating blow. They do +2 hits of damage on their next strike.

- The following skill has been added:

### **Primal Scream** (*Grounded Wheel, Therian Hub, Tier 4*)

You unleash an atavistic call which rattles your opponent, triggering their flight reflex in spit of themselves. You must unleash an appropriate cry, then you may call MASS FEAR 30 seconds.

*Prerequisite: Natural Armour, Natural Weapons, Shifted Toughness I*

- **Carnivore** (*Grounded Wheel, Therian Hub, Tier 4*)

The description of this skill has been amended as follows:

“By feasting upon a freshly killed corpse for 30 seconds, the Therian may heal themselves of damage. They may expend a Focus slot and heal 8 hits. This skill may only be used once per corpse.

*Prerequisite: Shifted Toughness I, Corpse Feeder”*

- **Enduring Heart** (*Grounded Wheel, Therian Hub, Tier 5*)

This skill has been removed from the system.

- The following skill has been added:

**Apex Predator** (*Grounded Wheel, Therian Hub, Tier 5*)

You are the undisputed king of the beasts, and master of the wilderness. No natural animal will attack you unless you take a hostile action towards them first. You also cannot get lost within the wilderness, treating Ranger and Dead Reckoning as Passive skills when outside urban environments.

If you already possess the Master Woodsman skill, that now becomes a Passive skill. If you already possess the Friend to Nature skill, the effects of Apex Predator extend to include all Shifted animals (although not Shifted humans or other like anomalies)

This is a Passive skill.

*Prerequisite: Natural Weapons, Natural Armour, Bloodhound, Carnivore*

- The following skill has been added:

**Unleash Nature's Fury** (*Grounded Wheel, Therian Hub, Tier 5*)

You burn with all the fury of nature, and use this to fuel your strength to that of the mightiest creature. For the next minute, all of your melee attacks do +2 damage.

## Dwarrow Hub.

- **Leathery Hide** (*Grounded Wheel, Dwarrow Hub, Tier 2*)

This skill has been moved to Tier 1.

- The following skill has been added:

### **Craftsman's Command** (*Grounded Wheel, Dwarrow Hub, Tier 2*)

All Dwarrow have an instinctive link to crafted items, and can, with time, repair damaged items by coaxing and force of will. By spending 30 seconds manipulating a damaged item, the Dwarrow may fix it as per the Mend spell.

- The following skill has been added:

### **Blood Of The Mountains** (*Grounded Wheel, Dwarrow Hub, Tier 3*)

At the best of times the blood of a Dwarrow runs sluggish and reluctant. Upon purchasing this skill, the Dwarrow becomes immune to BLEED effects.

This is a Passive skill.

## Rusalka Hub.

- The following skill has been added:

### **Contacts I** (*Grounded Wheel, Rusalka Hub, Tier 2*)

By means fair or foul, you have developed a network of contacts in one specific area. Contacts are generally used to provide increased information about a mission in their area, as well as details of major players in their organisations, etc. Each time you purchase this Skill, you should specify the organisation to which it relates.

At this level, the information or items available will be of a limited nature. The mission writer will be the final arbiter on what you may requisition or uncover.

Utilising your Contacts requires the expenditure of a Focus slot of the appropriate Tier. This is more commonly spent before the mission starts, but should your knowledge prove useful when on a mission, an additional slot may require expending – the referee will prove the final arbiter on this.

This Skill may be purchased multiple times, with each purchase representing Contacts in a different area.

- The following skill has been added:

### **Contacts II** (*Grounded Wheel, Rusalka Hub, Tier 4*)

By means fair or foul, you have developed a network of contacts in one specific area. Contacts are generally used to provide increased information about a mission in their area, as well as details of major players in their organisations, etc. Each time you purchase this Skill, you should specify the organisation to which it relates.

At this level, the information or items available will be of a more advanced nature, and will likely give details which will assist you on the mission. The mission writer will be the final arbiter on what you may requisition or uncover.

Utilising your Contacts requires the expenditure of a Focus slot of the appropriate Tier. This is more commonly spent before the mission starts, but should your knowledge prove useful when on a mission, an additional slot may require expending – the referee will prove the final arbiter on this.

This Skill may be purchased multiple times, with each purchase representing Contacts in a different area. This Skill is not a strict upgrade, and does not require lower levels of Contacts in the chosen area.

## Efreet Hub.

- The following skill has been added:

### **Cauterise** (*Grounded Wheel, Efreet Hub, Tier 1*)

You know of the healing power of fire, and are able to seal wounds with a touch. By spending five seconds roleplaying appropriately, you may stop BLEED effects by cauterising the wound closed. This will leave scars on the target.

- The following skill has been added:

### **Molten Blood** (*Grounded Wheel, Efreet Hub, Tier 2*)

Your blood runs quick and hot in your veins, and lashes out when shed. When you are made subject to any BLEED effect, you may spend a Focus slot to reflexively and instantly call DART on the person who hit you.

- **Essence Burst** (*Grounded Wheel, Efreet Hub, Tier 5*)

The listlessness this skill causes upon use now only lasts for one minute rather than ten.

## Ramanga Hub.

- The following skill has been added:

### **The Night Holds No Terrors** (*Grounded Wheel, Ramanga Hub, Tier 1*)

Your nature becomes more sinister, and you no longer are afraid of the things which go bump in the night. You may use this skill reflexively to call NO EFFECT to FEAR or BLINDNESS calls.

- The following skill has been added:

### **Essence Thief** (*Grounded Wheel, Ramanga Hub, Tier 2*)

Your Vitaphagic Oomphalos starts to develop, and with it comes the birth of your life draining abilities. By spending 30 seconds in physical contact with a living creature, you may call MAGIC DOUBLE. You then heal 1 hit yourself.

- The following skill has been added:

### **Unnatural Physiology** (*Grounded Wheel, Ramanga Hub, Tier 4*)

With the maturation of your Vitaphagic Oomphalos comes another drastic change in your physiology. Your blood becomes sluggish and reluctant to flow. You become immune to BLEED effects.

This is a passive skill.

*Prerequisites: Essence Thief, Vitality Leech, Shifted Toughness I*

### Sylph Hub:

- The following skill has been added:

#### **Speed Of Thought** (*Grounded Wheel, Sylph Hub, Tier 1*)

Your reflexes increase as does your intellect, allowing you to predict where an enemy will strike you and minimise the impact. You may reduce the damage of a blow you've just taken by 2 hits. This comes after armour, and cannot reduce the damage below 1. You must call LESSEN when you use this skill.

- The following skill has been added:

#### **Things Fall Apart** (*Grounded Wheel, Sylph Hub, Tier 3*)

You can sense the weakness in things and can act upon them, breaking physical objects apart with the power of the wind. You must spend 30 seconds in concentration, then may call SHATTER upon any one item within 30'

- The following skill has been added:

#### **Burst Of Inspiration** (*Grounded Wheel, Sylph Hub, Tier 5*)

Your genius is such that you may, after a brief period of contemplation, recharge your mental fortitude. This skill takes 30 seconds of concentration, after which you may regain expended Focus slots from a lower Tier of your choice. The slots recovered are equal to those granted by the appropriate Focus skill of that Tier

For example, using this skill can allow you to recover the use of 10 Tier I Focus slots OR 8 Tier 2 Focus Slots OR 6 Tier 3 Focus Slots OR 4 Tier 4 Focus Slots. You may choose a different Tier each time you use this skill.

## Martial Wheel:

### Hub:

- Technique Slots have been increased to 5/4/3/2/1 per Tier (in line with Threshold) from 3/2/2/1/1.

### Defensive Disciplines:

- **Challenging Shout** (*Martial Wheel, Defensive Disciplines, Tier 1*)

This skill has been amended as follows:

#### **Challenging Shout** (*Martial Wheel, Defensive Disciplines, Tier 1*)

By bellowing a taunting yell, you may draw the ire of an enemy onto you from your comrades. You must yell an appropriate challenge and call “Challenging Shout”. That target then must focus their attacks on you for the next 30 seconds.

This skill only remains in effect as long as you advance upon your challenged enemy or hold your ground steadfastly – backing away etc. will immediately break the challenge. Both you and the challenged foe may attack freely any creatures which get in between you, as long as you continue to focus primarily upon the challenged foe.

- **Roll With The Punches** (*Martial Wheel, Defensive Disciplines, Tier 1*)

The description of Roll With The Punches has been amended to add the line “When using this skill, you must call LESSEN” at the end.

- **Master of Defence** (*Martial Wheel, Defensive Disciplines, Tier 5*)

The description of this skill has been amended to add the line “When using this skill, you must call LESSEN to each blow” at the end.

### Finesse:

- The skill Coward’s Retort has been added as follows:

#### **Coward’s Retort** (*Martial Wheel, Finesse, Tier 1*)

By expending a Technique slot, you may call NO EFFECT to a Challenging Shout directed at you.

## Unarmed Combat:

- **Forearm Parry I** (*Martial Wheel, Unarmed Combat, Tier 2*)

The description of this skill has been amended as follows:

“Either through training and dedication or a cavalier disregard for the sanctity of your body, you have built up a thick layer of impervious scar tissue on your forearms. By blocking an incoming blow with your forearms, you may disregard that damage. However, you do suffer any additional effects and riders attached to it (so, a QUAD DISABLE will not do any damage but will still DISABLE the arm). You must call LESSEN when using this skill.

This cannot be combined with Forearm Parry II – you must chose one or the other effect.”

- **Forearm Parry II** (*Martial Wheel, Unarmed Combat, Tier 3*)

The description of this skill has been amended as follows:

“Your forearms are a greater defence than any shield. By blocking a blow with your forearms, you may chose to take the damage of the blow but disregard any riders attached. For example, if you block a QUAD DISABLE, you still take the QUAD (mitigated by any armour) but not the DISABLE. You must call LESSEN when using this skill.

This cannot be combined with Forearm Parry I – you must chose one or the other effect.”

## **Mystic Wheel:**

### **Hub:**

- **Detect Magic** (*Mystic Wheel, Hub, Tier 1*)  
This skill has been removed from the system.

- **Sense Magic** (*Mystic Wheel, Hub, Tier 1*)  
This skill has been replaced with the following:

### **Sense Magic** (*Mystic Wheel, Hub, Tier 1*)

You gather your own mystical awareness and then release a pulse of energy. You immediately detect any magical effects present within a 30' radius of you. This is a momentary pulse rather than a continued effect. It will identify any magical items as well as any characters under continued magical effects.

### **Earth:**

- **Earthskin** (*Mystic Wheel, Earth Magic, Tier 1*)  
Earthskin's description has been amended. It continues to render you immune to BLEED effects for five minutes – simply references to Throat Slit etc have been removed.

### **Fire:**

- **Fireblade** (*Mystic Wheel, Fire Magic, Tier 1*)  
Fireblade's description has been amended to confirm this spell enhances the damage of all melee weapons. This does not include Unarmed Combat or Rending Claws.

### **Shadow:**

- **Agony** (*Mystic Wheel, Shadow Magic, Tier 1*)  
Agony has been changed to the following:

### **Agony** (*Mystic Wheel, Tier 1 Shadow*)

Range: 30'

Duration: Instant

You cause the targeted limb to spasm in uncontrollable pain, rendering the unfortunate soul affected unable to use the limb until the pain passes. You may call "DISABLE (chosen limb) 10 Seconds"

Unlike a normal DISABLE effect which lasts until healed, this automatically ends after the ten seconds is up.

- **Inflict Disease** (*Mystic Wheel, Shadow Magic, Tier 1*)

Specifically, the Stumbles disease:

This is a holdover from when KNOCKDOWN had a duration, as opposed to merely causing you to fall over. What this skill now does is:

*Stumbles - Due to an inner ear infection, you cannot use the Balance skill. If you take a KNOCKDOWN effect, you must remain on the floor for at least five seconds before getting back up.*

- **Blindness** (*Mystic Wheel, Shadow Magic, Tier 2*)

The duration of this spell has been confirmed as 30 seconds, not 1 minute.

Water:

- **Absorb Magic I-IV** (*Mystic Wheel, Water Magic, Tiers 1-5*)

The duration of all of these spells have been increased to 30 minutes, up from 10.

- **Emotion and Force Emotion** (*Mystic Wheel, Water Magic, Tier 1 and 2*)

These skills have been removed from the system and replaced with the following:

**Empathy** (*Mystic Wheel, Water Magic, Tier 1*)

Range: Touch

Duration: 5 minutes

For the duration of this spell, the target will relate more positively to the caster and more inclined towards friendship than they otherwise would do. This is not full mind control – the target will not suicidally defend the caster, nor will they trust them with their innermost secrets and desires. However, they will be friendly towards them and substantially more inclined to assist them. Any hostile action by the caster will break this effect.

**Mass Empathy** (*Mystic Wheel, Water Magic, Tier 2*)

Range: 30'

Duration: 5 minutes

As the Empathy spell, save that it affects all targets within range.

- **Disintegrate** (*Mystic Wheel, Water Magic, Tier 5*)

Disintegrate's description has been amended to clarify that it only works on non-living matter.