

## Changes Log – V1.2 to V1.3

This is a somewhat lengthier changes log than anticipated! In addition to the changes and clarifications below there has also been a general sweep of the rules, correcting or standardising many of the calls to bring them in line with each other, that sort of thing.

Please also see the Rules Meetings minutes dated April 2014 - there's some more clarifications and FAQ's answered on there that do not fit the specific purpose of this document.

### Character Progression:

This has been the source of a fairly constant debate between the Rules team and several other contributors as we've looked at the various advantages and disadvantages of character progression. We have decided to return to the original system of character progression wherein points spent on a Wheel unlock the next Tier as opposed to the number of skills purchased, like so:

The number of AP's which must be spent on a Tier to unlock the Tier above is set out below:

Tier 2 – 10 AP's spent on Tier 1

Tier 3 – 18 AP's spent on Tier 2

Tier 4 – 24 AP's spent on Tier 3

Tier 5 – 24 AP's spent on Tier 4

### Spellcasting Times:

The casting times for spells has been reduced to the following:

Tier 1 and Tier 2: 5 seconds of vocals

Tier 3 and Tier 4: 10 seconds of vocals

Tier 5: 15 seconds of vocals.

### Alchemy:

The time required to mix and apply Healing Poultices of any Tier is dropped to only 5 seconds instead of 30.

### DISARM:

The DISARM call has been amended as follows:

**DISARM** - The target must immediately drop the targeted item.

Exceptions to this call or specific targeting requirements are now detailed in the relevant skills.

### Blade Venoms, Active Skills and Weapons:

Blade Venoms, magical enhancements, reweighting a bludgeon or honing a blade do not count as Active Skills for purposes of stacking effects in combat. For example, while you can hone a blade (to do extra damage on it's first hit) and combine that with Accurate Strike (for yet more damage on that hit), you cannot combine Accurate Strike and Thrust for example.

Because of this, you may be able to call, for example, "TRIPLE KNOCKDOWN BIND 10 Seconds" because of the use of venom and a skill. In this example, the target would be knocked down and then bound to the spot *from the waist down* – they would still be able to fight, parry, cast spells, cower behind a shield etc. but they would not be able to get up or roll over until the BIND effect has ended.

If your weapon has been envenomed, reweighted, honed or otherwise augmented to have an additional effect on that first strike, and the that first strike is negated (by parry, or a finesse skill, or a sylph skill or something) the augmentations remain valid until a connecting blow has been made. So if you're fighting someone with aaaaall the Parries / Dodge Blows you still get the bang for your buck.

### Dodge Blow / Mind over Metal

Just to confirm that these skills only work as counter to physical attacks, not magical ones.

### Equipment

The following items have been added to the Equipment list at one pick apiece:

- Healing Poultice I
- One shot of Firedust
- Gripsilk

If a character wishes to change their starting equipment load-out all they need to do is ask a Ref. The equipment is generally fixed as a convenient nod so that you can be confident that, unless something changes, your character has everything they need for a mission without having to check.

## **General Changes and Clarifications:**

- All references to Armour Specialisation have been removed and replaced with the appropriate Armour Training skills.
- In terms of effects trumping others, a BIND effect beats a PUSH / PULL effect – the bound person will remain in place while others (if appropriate) will move.
- If a Locked person (or a person Locking another) is targeted by a PUSH / PULL effect, neither character moves.
- If you get DISABLED on a leg, you must fall over if that leg was bearing any weight. If it wasn't (and be convincing....) it cannot bear any weight for the duration of the DISABLE effect and so you better get hopping!
- You may only apply one LESSEN effect at any given point in time – so you cannot Roll with the Punches while Forearm Parrying, for example.
- The description of DART, BOLT and STRIKE have been amended as follows:

“This spell causes X hits of damage. This can only be countered by magic armour or appropriately augmented Reflex AC”

- Status and Contacts – When the character builder is finalised there will hopefully be a drop-down list for these choices. In the interim, here is a current list of choices:

Nobility – by Dominion  
College of Enlightenment – by Vaes  
Churches – by deity  
Military – by Dominion  
Knights Manticore  
Knights Justicar  
Knights Gladius  
Honourable Guild of Merchants  
Insightful Fellowship of Artisans  
The Righteous Folk (thieves guild of Arador)  
Jasmer's Cartel (thieves guild of Breslyn)

(All of these will have detailed write-ups prepared over the next few months, time willing)

More will be added to this on player suggestion and as the background of the game expands and develops.

## The Grounded Wheel:

- **Essence Thief** (Ramanga Hub, Tier 2) – the damage call for this effect has been amended to DART.
- **Unnatural Physiology** (Ramanga Hub, Tier 3) – removed Vitality Leech as a prerequisite.
- **Forge Document** (Scholar, Tier 4) – the documents created by this Skill even trump the use of the Recognise Forgery skill.
- There are several Racial skills available which augment existing skills or can be used to “stand in” for lower-Tier skills in a pinch – these are:

Therian: Bloodhound

Ramanga: To Know One's Own, Mantle of Darkness

Sylph: As Well To Grasp The Breeze

Rusalka: Heightened Senses, Mask Intent, The Masks Are Off.

To confirm, when these skills are used to stand in for a lower-Tier skill, the Focus Slot expended is equivalent to the level of the Racial skill – it's expensive but it does allow for a character that may not otherwise have the skill to use it when needed. It's anticipated that characters taking these racial skills already have the ones they mimic and are buying this as an upgrade – the fact they can also stand in is just an added bonus.

Likewise, if you augment a Tier 1 skill (like Escape I) then it still only costs you the Focus Slot of that base skill. The fact it counts as the next one up the tree does not increase the cost.

- **Apply Blade Venom** (Urban Survival, Tier 1) – Just to confirm that you can use this on axes and other Brawn weapons as long as they have a blade. So, a spear, axe, halberd etc are all fine. Hammers and maces are sadly not.
- **Gentle Whispers** (Efreet, Tier 2) – The effects of this skill last until Midnight.
- **Omen of Doom and Foreboding** (Observation, Tier 5) – A character may only benefit from this skill once per day.
- **Folklore** (Artisan) – The suite of skills cannot replicate Hub skills (including Racial skills) – all other applicable Grounded skills though are fair game.
- Therian, Efreet, and Rusalka may now purchase Shifted Toughness I at Tier 2 and Shifted Toughness II at Tier 4. Sylph may now purchase Shifted Toughness I at Tier 4.
- **Red in Tooth and Claw** (Therian Hub, Tier 3) is now a Tier 2 skill, and adds +2 damage to your next strike.

- The following new skills have been added into Tier 3 Therian hub:

**“Spit Blind** (Therian Hub, Tier 3)

Your saliva glands have altered, making your spit into a thick and irritating mucus. By pretending to spit at a target within 10’ you may call BLINDNESS 10 Seconds. Please, for the sake of your fellows, do not actually spit at them.

*Pre-requisites: Shifted Toughness I, Natural Weapons”*

**“Venom Glands** (Therian Hub, Tier 3)

You grow additional glands within your mouth which excrete a potent anti-coagulant venom. By licking a bladed edge (including claws granted by Natural Weapon and Rending claws; the blades of axes and spears as well as swords and knives) you may coat them in poison. You may also call BLEED with your next strike. This has to be within 30 seconds of coating the weapon.

*Pre-requisites: Shifted Toughness I, Natural Weapons”*

**“Natural Camouflage** (Therian Hub, Tier 3)

The colours of your natural armour now adapt and blend in to your surroundings. You must be outside in a natural environment and at least 50% of your body has to be in cover or otherwise hidden to use this skill. At that point, you cannot be seen unless you become completely exposed. You may move slowly as long as you remain mostly in cover. Any aggressive actions will break this effect.

*Pre-requisites: Shifted Toughness I, Natural Armour”*

- Perceive Shifting I has been removed completely from the system. Perceive Shifting II and III are hence renumbered. Perceive Shifting II (as was) is now a Tier 2 skill, Tier 4 for Rusalka, with Perceive Shifting III (as was) now being Tier 4, Tier 3 for Rusalka.
- **Shifting Affinity** (Rusalka Hub, Tier 5) has been reduced to being a Tier 4 Rusalka Hub skill and has the same effect and wording.
- Rusalka now may have Status I as a Tier 5 Hub skill, showing that they have managed to successfully inveigle themselves into a position of open power despite their Shifted nature.
- **Cauterise** and **Enkindle** (both Efrete Hub, Tier 1) have now been merged into a single Cauterise skill which grants the benefits of both abilities.

- **Conceal Self I** (Urban Survival, Tier 1) has been removed and replaced with Distraction.

**“Distraction** (Tier 1, Urban Survival)

You are a master of stealth and misdirection. If spotted while hiding, you may immediately call Distraction. The target, who must be within 30’, must look away for five seconds and make no calls targeted at you. You may only use these five seconds to run, hide, or otherwise seek further cover. Approaching the target or taking any other actions will negate this skill.”

- **Conceal Self II** (Tier 2, Urban Survival) has been removed and replaced with Mass Distraction.

**“Mass Distraction** (Tier 2, Urban Survival)

If spotted while hiding, you may immediately call MASS Distraction. This has the same effects and limitations as Distraction”

- **Conceal Self III** (Urban Survival, Tier 4) has been removed and replaced with Concealment.

**“Concealment** (Tier 4, Urban Survival)

You are as a shadow in the night, a barest flicker in the brush. At least 50% of your body has to be in cover or otherwise hidden to use this skill. At that point, you cannot be seen unless you become completely exposed. You may move slowly as long as you remain mostly in cover. Any aggressive actions will break Concealment.”

- **Perceptive I** (Observation, Tier 1) has been amended as follows:

“This skill augments the senses of the character who has it. Firstly, they may call NO EFFECT to Distraction or MASS Distraction (the immunity to MASS Distraction only applies to the character with this skill.) They may also identify if someone is using a fake accent or voice without use of the Mimic skill”

- **Perceptive II** (Observation, Tier 2) has been deleted, with Perceptive III now being renumbered. It has been replaced with the following skill:

**“Piece It Together** (Observation, Tier 2).

You have a keen eye for the fine details, and are skilled as casing a place. By studying an area for five minutes, you are able to reconstruct what happened in that area the last time it was used. You can also spot (as a Passive effect) if things have changed upon re-entering a room or scene where you have used this skill, although you will not know exactly *what* has changed without using this skill a second time.”

- **Perceptive III** (Observation, Tier 4) is now renumbered Perceptive II and has been amended as follows:

“This skill augments the senses of the character who has it to legendary levels. A character with this skill may pierce Concealment and Natural Camouflage. They may identify if someone is using Conceal Object II or the Plant Object skill. This also augments the effective searched range of the Track skill.”

- **Total Sensory Awareness** (Observation, Tier 5) now allows the user to pierce Concealment and Natural Camouflage as well as invisibility. They are also immune to Distraction and Mass Distraction for the duration of the skill.

**Mantle of Darkness** (Ramanga Hub, Tier 4) has been amended as follows:

“The darkness is your ally, the shadows your friend. This ability only functions in the dark. However, while you have shadows to hide within, the Distraction skill becomes a Passive skill, subject to the same restrictions.

If you have the Concealment skill, you are effectively invisible, as per the spell, as long as you remain more than 10’ away from a source of light – you no longer require 50% cover.

This is a Passive skill.”

## The Martial Wheel:

- **Might** (Brawn, Tier 1) – the following has been added:

“In addition to the extra damage, you are also stronger than an average person. This allows you to carry the weight of a body and still walk at a slow pace with ease, and may provide other benefits in game as well.”
- **Parry and Missile Deflection** (Defensive Disciplines, Tier 2) – the following has been added:

“You must be wielding a melee weapon to use this skill.”
- **Shield Expert** (Defensive Disciplines, Tier 3) – the skill description has been amended to:

“You have had advanced training in the use of shields, including more usual sizes. You must call NO EFFECT to the first SHATTER effect directed at your shield. In addition, you can use Door Shields and Bucklers.

This is a Passive skill”
- **Master Of Defence** (Defensive Disciplines, Tier 5) – The prerequisites have been changed to either Reflex III or Master Armour Training.
- **Precision I** (Finesse, Tier 1) – the following has been added:

“In addition to the deadly accuracy this skill bestows, you also become capable of pulling your blows so that only minimal injury is caused. You may reduce your standard melee damage call to a minimum of SINGLE”
- **Double-Handed Weapon Use** (Melee Combat, Tier 1) – the description has been amended to bring it in line with Unarmed Combat like so:

“Brawn weapons may benefit from the damage increases granted by Mighty, Mightier and Mightiest, and may be used with Brawn weapon skills. Finesse weapons may benefit from the damage increase granted by Precision I-III and may be used with Finesse weapon skills.”
- **Double-Handed Weapon Specialisation / Mastery** – any reference to Might etc has been removed. These skills just add a flat +1 damage to any double-handed melee weapon.
- **Disarm** (Melee Combat, Tier 1) – This skill has been renamed Disarm Parry to avoid confusion. The description has also been amended as follows:

“You aim a targeted strike at an opponent’s weapon, wresting it out of their hands and rendering them weaponless. You must strike the opponents weapon, and then call DISARM. This skill only works against single-handed weapons.”



- **Shield Hew** (Melee Combat, Tier 2) – The description has been changed as follows:

“You smash into an opponents shield, loosening their grip and rendering them vulnerable. When you strike a shield you may call DISARM”
- **Blessing of Air Stance** (Unarmed Combat, Tier 1) – has been renamed to Blessing of Water Stance to avoid mockery ;-)
- **Binding Shot** (Ranged Combat, Tier 2) – The duration of the BIND has been increased to 30 seconds.
- **Shot to Disarm** (Ranged Combat, Tier 3) and **Disabling Shot** (Ranged Combat, Tier 2) have swapped places.
- **Reliable Archer** (Ranged Combat, Tier 4) is now a Passive effect but only applies to Tier 1-3 Ranged Weapon skills.

## The Mystic Wheel.

- Many, many spells have had their calls updated to include the duration of effects imposed and to clarify exactly which calls should be made.
- All of the Animate spells in Shadow have been renamed to Animate Undead – some were still hiding as Animate Corpses just to be bloody tricky.
- The Personal / Force Greater Shifting suite of spells have all had the following added to clarify a point:

“If the abilities chosen are Active skills, the caster gains a Focus slot of sufficient level to allow that skill be to be used once.”

- **Heat Metal** (Fire Magic, Tier 1) – This skill has been renamed to Flare. It causes a DISARM effect as per the revision to DISARM regardless of the item’s composition.
- **Controlled Mystic Shunt** (Fire Magic, Tier 3) – this skill has been amended as follows to what was originally intended:

“Range: Self  
Duration: 30 seconds

This odd spell breaks apart the very being of the caster, shunting them into a mystical dimension. They vanish from all senses for 30 seconds. While they may not interact with anything during this time, nor call any skills, they may move freely. As they are in a different dimension, they may also pass through solid walls or locked doors without impediment. They may end the Shunt at any time during the duration.”

- **Empathy** and **Mass Empathy** (Water Magic, Tier 1 and 2) – the following has been added:

“Empathy and Mass Empathy only work against living creatures of human intelligence or higher. This spell cannot be used on targets already engaged in combat.”

- **Petrify** (Earth Magic, Tier 3) - THROUGH damage does apply to the total damage track to break out of the effects of a Petrify spell.
- **Inflict Disease** (Shadow Magic, Tier 1) - The Chronic Flatulence effect has been removed.

- **Disintegrate** (Water Magic, Tier 5) – The description has been changed as follows:

“As a running stream can wear away the toughest granite, so too can the magic of water wear away the strength of the toughest craftsmanship, reducing it to little more than dust. This spell affects a 10’x10’x10’ cube within 30’ of the caster, and reduces everything instantly to dust regardless of its integrity or strength. This spell will even supersede a Strength spell. This spell only works on non-living matter.”

- **Spirit Venom** (Shadow Magic, Tier 2) has been amended as follows:

“**Spirit Venom**

Range: 10’

Duration: 30 minutes

This spell fills the targets veins with a virulent spiritual toxin. For the next 30 minutes, they take 2 hits of damage every five minutes which cannot be reduced in any way. While this damage may be healed by any means, only a Cleanse spell can counter this effect.”

- **Remove Fear** and **Remove Blindness** (both Wood Magic, Tier 1) spells have been renamed to Resist Fear / Blindness. The effects have been amended as follows:

“Range: Touch

Duration: 30 seconds

The target of this spell may call NO EFFECT to the next FEAR / BLINDNESS call made at them in the next 30 seconds. If they are already subject to a FEAR / BLINDNESS effect it immediately ends.”

- **Spell Holding I-V** (Mystic Hub, Tiers 1-5) The length of time a spell may be held has been increased to 30 seconds per additional slot burned from 15. Taking damage during this time *does not* cause you to lose the spell. A Spell Holding skill has been put in each Tier.
- **Delayed Onset I-V** (Mystic Hub, Tiers 1-5) have been added to the Mystic Hub. They all have the following wording:

“By burning an additional Threshold Slot of the appropriate level, you may delay the onset of a spells effect for 1 minute per slot burned. The spell must be successfully cast and you must inform a Ref.”

- **Fireblade** (Fire Magic, Tier 1) – The duration of this spell has been reduced to 1 minute.