

Changes Log – V1.0 to V1.1

Added Time Status calls to the list of common and system calls.

Character Creation – You now gain a free skill from your element. You now must also spend at least 4 AP's in your Primary Wheel.

Updated the Discern suite of skills. They now count as Passive skills when used on conscious, willing participants.

All of the Blade Venom skills have been renamed as simply “Venom” skills. The ingestive effects have all been greatly upgraded to make Discern Poison and the Cleanse spell worthwhile having.

Swapped Unarmed Combat and Melee Combat around in the Martial Table.

Light / Medium / Heavy Armour Specialisations have been rewritten as Novice / Journeyman / Master Armour Training, with appropriate prerequisites. These skills are somewhat different now.

All of the “Reflective” suite of spells in Water Magic have had their duration increased to 10 minutes.

All of the Dispel Magic suite of spells have been removed, and replaced by the five “Absorb Magic” spells.

Detect Magic has been moved from Water into the Mystic Hub.

Wither Limb has been moved to Tier 1 Shadow. It is now a Touch spell and may be healed normally. Shatterbone has been moved to Tier 2 and remains Ranged.

Zombies reduced in power to bring them to a sensible level.

Added sample diseases.

Amended the descriptions of the Shifting suite of Fire Spells to bring them all in line at 5 minutes duration. Clarified that a phys-rep is not needed for the temporary changes.