

2022 - Change Log

Note: There are no more “Free” skill uses

Production

1. General - Put in a “Basics of Production” section
2. General - Removed Quick creations since they are no longer needed
3. General - Removed Essence Gathering from Infuser – Going to High Mage
4. General - Removed a few skills from each Header that no longer fit
5. General - Reduced the roleplay times of most of the production items
6. General - Edited Descriptions of most of the items to work with the updated rules
7. General - Reduced Cost of all production items to fall into line with the reduction in banked coin
8. Alchemist - Apply Poison – Changed to 0 CP
 - a. Must have the skill “Apply Poison” to apply it to a weapon
9. Alchemist - Updated the “Poisons” Description
10. Alchemist – Removed Pure Matter & made Caustic Acid a Concoction
11. Runesmith - Changed Weapon Rune of Aggression – Now +1 to called damage vs. a single opponent per rest
12. Runesmith - Changed how Runes are applied, must be applied at creation and not on a piece of paper
13. Runesmith - Changed how portal runes are applied and how they function
14. Runesmith - Flesh Rune of Healing – Clarified it can be consumed to Heal the User when reduced to 0 body
15. Runesmith - Changed Armor Rune of Expeditious Repair and Renamed it to Armor Rune of Lasting Repair
16. Infuser – Wand users must know the header from which the spell comes to use a wand

High Magic

1. Moved all Essence Production into High Mage Header
2. New Skill created for Essences is called Deposit Essence
3. Essence Production will follow the Production Rules for in-game gathering and 48 hr expiration
4. Renamed Vessel to Depository
5. Added some in-game explanation of Essences and how they are gathered/deposited
6. Depositories must be 1 cu inch per essence stored within
7. Essences can have a “power” of 1 or more. This is simply to decrease the number of tags that may need filled out. They cost 5 silver per level but cannot be split after creation.
8. Added Rules for Transferring essences between depositories.
9. Durations of Magic Items are changed to “12 events used” instead of 1 year. Items must be presented at check in to be used at an event. They will be dated and initialed.
10. Magic Items tags will be filled out and verified by a Guild Master. That will be the permeant tag for the item. High Magic sheet and Essences still need to go into the Reliquary
11. Clarified the distinction between High Mage and Production Guild Masters

Core Rulebook

1. Changed Resting

Short Rest = 10 Seconds

A Short Rest is required to remove many effects with the work “Short” in the verbal. IE. Short Repel

Moderate Rest = 1 Minute

A Moderate Rest lasts for 1 minute. After resting for one minute, the character may expend a Spirit Attribute and refresh all of his Base Attribute (Earth, Air, Fire, & Water). Must call “Refresh Base Attributes by Spirit”

Long Rest = 5 Minutes

A long rest removes many effects as stated in the effect descriptions.

Full Rest = 10 Minutes

A Full Rest resets all Base Attributes, Racial Skills, Elite Skills, and refreshable Magic Items. Must call “Refresh All Abilities by Full Rest”

2. Removed 6 PM reset, no more need for it
3. Attributes, Elite (Formerly Daily) Skills, Elite Racial Skills & Resettable Magic Items all reset on a “Full Rest” of 10 minutes
4. Clarified the 5 Magic Item limit is applicable to Amelioration items
5. Updated the Traits Section

Trait	CP
Initiate	0-49
Experienced	50-99
Accomplished	100-199
Expert	200-299
Master	300+

6. Changed “Basic Attribute” to “Base Attribute”
7. Changed Spirit use - use a 1 Minute “Moderate Rest” then Expend 1 Spirit to “Refresh All Base Attributes by Spirit”
8. Changed Fate Use - may use a Fate Attribute to power a single use of any skill which he knows – Used as “With Fate, <Normal Verbal>”
9. Changed all double spaces to single spaces to appease the writers among us. ☺
10. Wild Mage – Changed to Nature Mage since Wild Magic is a totally different thing
11. Beastmaster – Corrected to Beast Master throughout the document
12. Force Mage – Changed to Earth Mage to make it an elemental header & correctly match with the existing elemental headers.

13. Determination – Changed description to align to the playtest changes
14. Elemental Mastery – Changed, no longer reduces Attribute Cost – If main Attribute for that Header is at 0, Focus for 3 Seconds then throw packet for “1 Damage by <Type>
15. Healer – Changed Prolonged Healer, Healing Every 3 seconds if at 0 Water Attributes
16. Healer – Added Elite Skill “Revivify” - Cure Death and Heal 5 by Light
17. Healer – Removed Trauma Expert
18. Rogue – Changed Backstab Mastery to an Elite skill, choose 1 enemy and backstab from the front for “Double 2 Damage”
19. Rogue - Changed Luck to an Elite skill – Avoid a Single melee, missile or packet
20. Warrior – Changed Combat Expertise – Elite – Now Adds 1 damage vs. single opponent
21. Blade Dancer – Double Up – Changed from free extra skill use, may use either hand to use a single called attack until it lands
22. Blade Dancer – Metal Maelstrom – Now imbue by gesture vs. single opponent – All Blade Dancer Header skills vs. that opponent are “Double”
23. Brute – Changed to Elite Skill “Slam by Weapon”
24. Archer – Steady Aim – Changed from Double 5 to “10 Damage by Weapon”
25. Removed all charts from Appendix A for now due to expediency
26. Staff – Corrected cost in description to 2 CP
27. Nature Mage – Remove Shillelagh as a spell since it is an Imbue
28. Necromancer – Raise Dead – Cost reduced to 2 Fire
29. Armor is refreshed during a long rest with a little bit of included roleplay during the rest