

## Change Log V5.6 2022

1. Added CP cap of 300 CP
2. Changed all Header descriptions to just a chart to remove inconsistencies
3. Archer – String Tension – Now Elite Ability, +1 vs. indicated target
4. Berserker – Battle Rages On – Changed it slightly to conform to Core Rules
5. Cryomancer – Encase – Updated description to follow Core Rules calls
6. Enchanter – Weapon Turning – Removed Imbue and Inspiration portions
7. Earth Mage – Earth Bulwark – Changed to remove no Attribute costs
8. Earth Mage – Earth Wall – Corrected the damage
9. Hexer – Ritual Defense – Changed to Elite
10. Enchanter – Calming Protective – Removed, no zero Attribute skills, unnecessary with new Refresh Rules
11. Juggler – Clarifications with Deflect Missiles and Return Fire
12. Juggler – Accurate Toss – Increased to 3 Damage
13. Lancer – Reworked Header – Updated most of the skills in the header
14. Scalawag – Keys to the Kingdom – Changed to 1 Fire
15. Sentinel – Removed 60 second rest requirement before each speech
16. Trader – Copy Recipe – Made Passive