

Version 5.1 - 2017 Rules Change Summary

Production Rulebook

1. Added a statement in the Portal Rune section which clarifies that plaque representation must be included on additional doorways or they are not protected including tents with two entrances.
2. Reformatted throughout and added a table of contents

High Magic Rulebook

1. Changed "Enchantment" to "Amelioration" for clarity
2. Amelioration Spell Changes from Daily Uses - Now if the user has the CP ability stored in the item, it refreshes with the possessors Rest. Otherwise, it refreshes with the possessors Spirit Refresh. Affected Spells are:
 - a. Protective Amulet
 - b. Unbreakable
 - c. Enchant Ability
 - d. Enhance Weapon
3. Fixed the chart problems caused by font issues

Main Rulebook

1. Claws - Clarified may be used with Poisons but not Runes and may not be Enchanted with High Magic
2. Rogue - Corrected Chart to Read Melee and Not Weapon for Evade
3. Sentinel - Corrected prerequisites in the descriptions
4. Shield Bearer - Remove incorrect prerequisite from the Shield Familiarity in the description
5. Healer - Major changes throughout
 - a. Healing Touch changed to 1 Fire
 - b. Cleanse consolidated and now is 1 Earth to Cure the 4 Traits listed
 - c. Healing Burst Changed to 1 Water
 - d. Major Mending corrected to be able to remove Silence
 - e. Life's Breath removed the Heal 5, it now brings to 1 Vitality
 - f. Prolonged Healing reduced to 1 Vitality Healed per 15/Sec concentration, not affected by Efficient Healer
6. Corrected Imbue Statement on Pg 16 - Imbue is not lost at Death unless otherwise stated in description
7. Beastmaster - Removed reference to the Daily being able to be place in items with High Magic
8. The following Core Rule sections have been updated, please see the Main Rulebook as they are too lengthy to list here in detail
 - a. Game Time
 - b. Rest
 - c. Rules of Etiquette
 - d. You are Well Rested
 - e. Focus
 - f. Searching a Character
 - g. Search Response
 - h. Concentrate

- i. Repair
- j. Cure/Remove
- k. Heal
- l. Repel
- m. Packet Attacks
- n. Missile Attacks (Packet)
- o. Missile Attack (Props)
- p. Touch Delivery
- q. Beneficial Effect
- r. Grant...
- s. Silence