

WAR Change Summary v5.2 - 2017

High Magic Rulebook

1. Added section under Amelioration Effect to clarify. A character may only possess one of each type of Amelioration effect at one time. Different skills cast using Enchant Ability count as different effects. Multiple items may be used but only up to 5 effects which may not duplicate.
2. Added language to Enchant Ability skill to clarify that multiple castings are possible as long as the effects are unique. Also added examples
3. Amelioration items can only be used after resting or Spirit refresh depending on the skills and spells on the items and the possessor's abilities. Items possessed at the beginning of the event are considered ready to use.
4. Unbreakable is not an Amelioration effect
5. Fixed the Essence cost of Enchant Ability. It is now 3 <Type>, 2 Neverwas per Attribute point of the ability being Enchanted.
6. Removed Imbue Weapons from Amelioration effects

Production Rulebook

1. Corrected the Refresh Armor skills and Runes to "Refresh Armor All..." to match the Core Rules update. Any ability or Rune currently in play should be Refresh Armor All unless it has an actual number stated.
2. Clarified Learn Another's Art and Memorize Recipe that you must have the level ability necessary in order to memorize or learn a recipe. This also applies to using a recipe.

Core Rulebook

1. Hunter – Determination – This skill acts in all ways like a full 5 minute rest including Magic items refreshes and Allegiance "hulk out" abilities becoming inactive.
2. High Magician – Corrected the CP cost in the description to be 3 instead of 5. Verified all other CP costs are correct for each header
3. Fixed "Refresh Armor" skills to make them "Refresh Armor All"
4. Re-added the description for Force Grasp
5. Corrected the Refresh Armor skills and Runes to "Refresh Armor All..." to match the Core Rules update. Any ability or Rune currently in play should be Refresh Armor All unless it has an actual number stated.

Release Note

Characters with the Healer Header are offered a free, full Retraining at any time up to the end of their first event with the new rules. This will give the player time to try it out first and still change if they want. This rule will be in effect until the end of April. Characters wishing this retraining must contact Acceleranttransition@gmail.com before the first event played or if

doing so at the first event, you must have a caster and fill out a High Magic Record as normal. Mark the record "Healer Retrain". No essences are required.