

WAR Shatter Realms v5.4 Change Log

Mar-2021

Update 5.4

1. **Weapons & Armor General Skills** : Adventurer's Spirit – Clarified that you must have the skill in order to draw from Deaths Bag and that it gives you the Trait “Adventurer's Spirit”
2. **Weapons & Armor General Skills**: Polearm and Staff Skills – Allowed one handed block, but cannot attack or wield another weapon/shield. Updated Staff and Two-Handed weapon descriptions. Staff is now included as a two-handed weapon.
3. **Acrobat**: Keen Senses – Can only be used once every 3 seconds to avoid cheesy uses.
4. **Alchemist**: Added Fling Toxin Skill – Throwable alchemy for 4 CP can only be used with a non-Diluted poison
5. **Alchemist**: Dilution – Added a line that all diluted items must be marked with a “D” on the tag
6. **Archer**: Made refresh quiver Passive – Changed Name to Endless Quiver
7. **Beast Master**: Changed Mend Animal to “Heal 2 to Animal”
8. **Beast Master**: Removed “Animal” trait from Bear's Strength, Rabbit's Quickness & Wolf's Fury
9. **Beast Master**: Added “Animal Trait” to Grow Claw
10. **Blade Dancer**: Counter Attack – 3 damage by Weapon, Removed blocking requirement
11. **Blade Dancer**: Bait Attack – Changed Description - Call Disarm Weapon while blocking an attack
12. **Blade Dancer**: Strong Grip – Changed to just 1 Earth
13. **Blade Dancer**: Clarified Imbued Skills with Double Up, cannot be used with 2/3 Attribute cost skills
14. **Force Mage**: Force Wall – Removed 10 packet max
15. **Healer**: Changed Major mending back to 2 Earth
16. **Healer**: Reduced Life's Breath to 2 Air
17. **Healer**: Added “Altered Healing” as a skill (Expect this skill to change in the future)
18. **Healer**: Healing Touch – Changed to 1 Water instead of 1 Fire
19. **Healer**: Added new skill Fount of Healing - 3 Water, Plant Feet, Diagnose Damage, and Concentrate for that many seconds, Heal X by Light.
20. **Healer**: Prolonged Healing – Changed to a Passive Skill which gives pool of 5 shots of Heal 1 by Light, Refreshes with 5 Min rest or 1 Min concentration, Not affected by Efficient Healer
21. **Hunter**: Identify Prey – Make Gesture a 45° arc in front for multiple enemies
22. **Hunter**: Slay the Quarry – Now is 2 Fire for 3 uses of “5 Damage to <Quarry>”
23. **Hunter**: Infamous – Changed from 2 Fire to 2 Air
24. **Juggler**: Deflect Missiles - Avoid missile attack for 1 fire, may attempt to catch the attack using hands or body. IE. You can trap catch against yourself or your shield etc.
25. **Juggler**: Return Fire – If Deflect Missile is caught successfully, may return - As Passive Ability
26. **Juggler** - Daily – Juggler's Tricks - Plant - Throw Disarm, Short Maim, Short Slow, Short Root, Agony, or Short Silence. “Absorb” & return incoming missile attacks.
27. **Ranger**: Natural Remedy – Changed to Passive ability
28. **Scalawag**: Experienced Drinker – Made Passive
29. **Scalawag**: Cheat Death – Changed to Purge Death and Drain to Self
30. **Trader**: Merchant Contacts – Changed so that it is a during game use and not pre-reg (Larger change coming to Trader)
31. **Wild Mage**: New Header
32. **Warden**: Removed as a Header, Now covered by Hunter>Outsider and Naturalist