

*This change log includes all changes made to the Core Rulebook and Crafting Supplement since the August 2023 event (Core Rules version 3.2.5 and Crafting Supplement version 3.2.5). If you are already familiar with the rules as they were at the August 2023 event, this log includes everything you might need to read to remain up-to-date. If you read through the proposed changes for the draft versions 3.2.6, new and adjusted changes made since then are highlighted below in yellow for your convenience.*

## Core Rulebook 3.2.7

### Playable Races

#### Humans

Imperial humans now earn 2 additional character points when they attend and survive their first event each year, rather than 1 additional point for every event.

*The additional character points earned by imperial humans is considered one of the more favourable racial effects on offer. A third event each year would have buffed it by 50%. This change keeps the overall value of the effect the same while also making it kinder on players who cannot attend every event.*

### Combat

#### Combat Safety

The weapon checking guidelines no longer state that we do not permit thrust-safe weapons.

*This was a miscommunication. We do not permit thrusting with any weapon, but a thrust-safe weapon can still be used to strike in accordance with combat safety rules.*

#### Weapon Types

Caps (representing the ammunition or “shot” for black powder guns) are no longer provided pre-soaked in any percentage. All shot will now be provided dry (and the game team will exchange previously distributed shot bags during sign-in).

*For the past two years, black powder guns have been especially unreliable. The percentage of misfires has greatly exceeded the percentage of intentionally soaked caps and the game team expects that we may not need to soak caps at all to achieve a fair misfire rate. As shot has economic value and costs resources to craft, we would like to be able to provide some guarantee that black powder guns will be more reliable than not – so long as you can keep your powder dry, of course!*

### Starting Equipment

The ‘alchemy supplies’ and ‘strange dust’ options on the Equipment table each now cost 3 kit points (up from 2).

*It has become common for the game team to run out of props for ethanol and strange dust during an event – in part owed to how much gets claimed by new characters at sign-in. Upon investigation, it seems that we may have underestimated the value of these resources in comparison to the other starting-equipment options.*

### Playing the Game

#### IC Items

**The smallest denomination of currency is now exclusively referred to as bronze coins.**

*If it entertains you to maintain a confusing ambiguity when referencing the coins, you remain welcome to call them whatever you like in-character. In the rulebook, however, it is important that we champion consistency.*

### Advancement and Progression

Players now earn 3 character points (down from 4) each time they attend an event.

*With the introduction of a third event each year, we run the risk of exacerbating the progression gap between characters who are able to attend every event every year and those who can only make it to some of them. We have also spent a long time trying to balance skill costs against CP progression and are about to throw that out, too (oops). This change brings the total annual progression to 9 CP, where it was 8 and would have become 12. Overall, players still earn more CP by attending all three events than they used to at two, but those who can still only attend one or two events each year might struggle. We should remain aware of this, and may have to tweak CP costs moving forward. We do this knowing that CP progression is balanced not only against the cost of skill advancement, but also the rate of character death, and intend to monitor this over the course of the year.*

## Downtime

All characters, new and old, are now offered 1 Downtime Action leading up to any event for which they have a purchased ticket, with 1 additional Downtime Action granted to existing characters leading up to a Beltane (May) event.

*The difference here is that existing characters are not granted the additional downtime action for their first event of the year should they miss Beltane. This is to continue cutting down on game-team admin during LARP season. Once we reach May, the game-team benefits from keeping superfluous responsibilities minimal until the last event of the year concludes.*

Downtime is now submitted in categories (Assisting, Gathering, Crafting, Training, Researching, Experimenting, and Freeform) with each submission costing 1 Downtime Action. Some categories (Researching, Experimenting, and Freeform) are “restricted” and the game-team will only accept so many restricted submissions per event.

*Hopefully, providing these options and directly listing relevant information will make processing the submissions a simpler task. Additionally, we do not intend to write responses to non-restricted options in as much detail as the downtime from recent events. Finally, writing only one response for collaborative submissions will certainly save on time and effort!*

The Training downtime action can now be taken by any character who has secured a tutor (who must be another player-character with downtime to spend) and awards 1 additional Character Point towards a chosen proficiency or crafting technique, as taught by the tutor. Characters learning mythic proficiencies must still take this action, but rules specific to that exchange have been moved to the Mythic Disciplines rulebook.

*This option should help alleviate any progression woes caused by the reduced CP-per-event. It also seeks to promote master/apprentice relationships among the player-characters by rewarding a persistent apprentice with accelerated mastery of their craft. Assuming this option becomes popular, it will also assist with minimizing the stress of processing downtime as the simplest of all the downtime options to process.*

## Crafting Supplement 3.2.6

### Becoming a Crafter

#### The Crafting Skills

The Engineering skill now has Numeracy as a prerequisite.

*It has occurred to us a few times that an engineer really does need to have an understanding of numeracy in order to achieve their craft. This change shouldn't affect any characters – existing or future – but is a small adjustment to dose the rules with a little flavour.*

The Innovation skill, which costs 4 CP and allows you to attempt 2 Major Inventions as part of a single Experimenting downtime action, has been added to the Engineering skills.

*Some engineering players have many inventions in mind and were hoping to experiment on a lot more than one per event. When those designs cannot be considering minor inventions, this skill provides an option to focus on that aspect of the game.*

#### Crafting During Downtime

Rules for crafting during downtime are no longer present on page 5, below the rules for becoming a crafter.

*The downtime rules on page 28 are more up-to-date. The removed rules on page 5 appear to be superfluous leftovers from a previous update.*

# Runesmithing

## Runesmithing Inscriptions

The runes of Burning, Piercing, and Strike Down can now be used to enhance spells cast through a runed weapon, regardless of whether or not that weapon is a focus.

*While the focus weapon type has been popular and seen plenty of use, it isn't uncommon for some of our spellcasters to opt for melee-viable implements like staves or even swords. It seems reasonable that benefitting from these runes while casting through any weapon be permissible. Foci keep their niche as the cheapest and most prop-versatile spellcasting implement, but possibly shouldn't be the only way for a spellcaster to use these runes.*

The runes of Lesser Magical Protection and Greater Magical Protection have been renamed to Lesser Barrier and Greater Barrier, respectively.

*The runes of Lesser Protection and Greater Protection, and Lesser Magical Protection and Greater Magical Protection are getting me tongue-tied and I'm not even typing out loud. Let's get some distinction in there.*

The rune of Might has been renamed to the rune of Lesser Might.

The rune of Greater Might, which costs 2 dream dust and 10 mana to apply and allows the wielder to call "Triple" when striking with the runed weapon 3 times, has been added as an advanced inscription.

*For characters without Inhuman Strength, the "Triple" call isn't easy to obtain. This is intentional, but it seems that runesmithing was overlooked when immersion-friendly sources were last considered.*

The rune of Piercing is now an apprentice inscription (down from advanced).

*The "Through" call is more on par with "Double" than "Triple" and is overshadowed by other advanced inscriptions.*

The rune of Devastating, which costs 2 void dust and 16 mana to apply and allows the wielder to call "All" when striking or casting with the runed weapons or focus 3 times, has been added as an expert inscription.

*In addition to the "Triple" call, some players have been asking how a character might obtain the "All" call. We should think more on this but runesmithing, again, feels like a decent fit for the effect.*

# Engineering

## Inventing Schematics

Rules for inventing schematics now provide a brief overview of the process, with the full rules defined later in the book under “Experimenting”.

*As it is not uncommon for other crafting disciplines to be involved in the creation of experimental inventions, we feel it best that these rules be fully explained outside of the chapter specific to engineering.*

Inventing and experimenting is now referenced as a slow process which must only sometimes wait for the downtime between events, rather than always occurring during downtime.

*This better reflects further changes made to the Experimenting rules.*

## Crafting During Downtime

### Exotic Resources

Crafting equipment using an exotic resource no longer requires experimentation. Instead, once its properties are known to the crafter, the material can be used in any relevant crafting technique as part of a Crafting downtime action (similarly to the creation of masterwork equipment).

*The rules for crafting using exotic resources were vague and seemed to require an ambiguous expenditure of downtime actions. The requirements are now defined and should be more clear.*

### Experimenting

Rules for fulfilling experimental techniques are now fully defined.

*Experimentation primarily serves as the process by which engineering characters can invent new schematics – a previously vague system – but also explains how other crafting skills may be involved.*

Experimental techniques are now split between Major Inventions and Minor Inventions, at the game team’s discretion at the time of proposal. Minor inventions can be attempted during an event, and multiple minor inventions can be attempted as part of a single Experimenting downtime action.

Once a minor invention has been successfully created, the same character can repeat the process to make copies of that invention without playing Rock-Paper-Scissors, with no risk of losing additional crafting resources.

*The Experimenting process was written with powerful, game-changing designs in mind, but not all inventions will be like that. Sometimes, an engineer will come up with something small, and the process of fulfilling those experiments should not be as restrictive.*