

This change log includes all changes made to the Core Rulebook and Crafting Supplement since the May 2022 event (Core Rules version 3.1 and Crafting Supplement version 3.1). If you are already familiar with the rules as they were at the May 2022 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 3.1.3, new and adjusted changes made since then are highlighted below in yellow for your convenience.

Core Rulebook 3.2

Creating a New Character

New characters now begin with 38 Character Points (up from 35).

This edition sees the removal of every freebie skill that characters used to get given except Speak Language (Common). In exchange for everything requiring a CP investment, characters have additional CP to spend. This allows players to spend their CP where they want, no longer forced to take skills just because they are free. Existing characters have been awarded the 3 CP difference.

The Creating a New Character section no longer offers new characters a free weapon skill.

This sentence was erroneous, and should have been removed when the removal of free weapon skills was proposed. That change is logged under Skills → Weapon Skills.

The Creating a New Character section now explains that new characters are able to speak Common for free and do not need to purchase the Speak Language skill in order to do so.

While I'd love starting CP to be a nice round 40, it's evident that nobody is impressed by the idea of having to purchase Common. Not knowing that language is a massive obstacle that prevents role-play rather than enhancing it and we'd risk a lot of new characters missing the rule and being unaware that they need to spend CP in order to just talk.

Playable Races

May I present the first release draft of the racial overhaul. While there aren't nearly as many changes to behold as in the crafting overhaul, changing the races mean that everyone's characters are affected. I'll try to be informative in my notes; please be vocal in your feedback.

Each sub-race (hereby referred to as lineages) now has a selection of Natural Affinities. A lineage's listed proficiencies are never "restricted" for characters of that lineage, and each costs 1 less character point to purchase. *Natural Affinities are intended to serve as replacements for the old racial proficiencies system used in version 2 of the core rulebook. Instead of being forced to purchase certain proficiencies depending on your choice of race, players are incentivized with a small CP discount. I think 1 CP per racial proficiency should be enough to sway decisions and give each lineage its identity, but not enough to discourage breaking from the mould if a character concept calls for that.*

Humans

The natural affinities for imperial humans are Speak Language, Read & Write, Diagnosis, and Advanced Lockpick.

Diagnosis and Lockpick are evocative of different scholarly types; they turn study into vocation, which is the intended theme for imperial characters. Literacy was also going to make an appearance here alongside Read & Write (Common). Instead, I concluded that having Read & Write discounted for all languages better suited the majority of existing imperial human characters (a sign that the direction I'm choosing is the one those players have in mind) and, considering the 3 languages a character has to take before they are eligible for Literacy, this is actually a far greater discount for Literacy anyway. As is also the case with wildling humans, imperial humans only have 4 natural affinities in part due to the ease of their costume requirements but also in excuse of their top-tier racial effect (bonus CP rewards per event). Even if the only affinities an imperial character benefits from are Speak Language and Read & Write, cheap access to all language skills including Read & Write (Common) should mean this lineage still serves as a good blank-slate option.

The natural affinities for wildling humans are Fearless, Hunter, Constitution, and Stop Damage.

Access to the Fearless skill and naturally high strength gives wildlings their identity. With a powerful, non-situational racial effect and the easiest costume requirements in the game to boot, four natural affinities should be enough to keep wildlings mechanically competitive. There are a number of other proficiencies which make sense as wildling affinities at first, but for each I have a strong reason to avoid adding them to the list. Wildlings' racial effect already gives them strength, so I don't think they should also get cheaper access to Strong (in the same way that beastkin with Beast Senses don't get cheaper Enhanced Senses).

When it comes to languages, 'Common' is really the imperial tongue, 'Beast' should rely on vocalizations that a human would struggle with, and 'Wose' is so strange that even most wild folk don't recognize it as speech at all. Then there are woodsy proficiencies which overlap with wild elves and hardy proficiencies which overlap with orcs – all bad ideas when considering how popular wildlings already are over wild elves and orcs. Basically, the powerful racial skill, easy costume requirements, and access to Fearless already make wildling humans too appealing to be frivolous about giving them more or go granting them anything that might breach another race's identity.

Elves

High Elves are now referred to in the rules and lore as 'Imperial Elves'.

According to the FOI history lore I was given, the defining factor that separates high elves from the other elven lineages is the generations of ancestors that lived within imperial society – the same factor which makes imperial humans *imperial*. I love clichés, but I also love tiny unique details in fantasy world settings. When it comes to our "high elves", I'd like to draw attention to the things that make them different from prototypical eladrin types.

Imperial elves no longer have improved efficiency when using the Channeling spell. Instead, they restore 1 additional mana, and as much willpower, every minute they spend in a clutii well.

A 1 CP discount on Channeling rewards imperial elf players for making thematically appropriate (but entirely optional!) decisions with their character points; but doubling the efficiency of the spell when cast by an imperial elf made that race the only logically viable option for channeling-focused characters, so I feel the old racial effect has to be replaced. The new effect may seem powerful at first, but replenishing willpower outside of combat isn't particularly taxing for any race so, in theory, this new effect mostly just changes the thematic behind how an imperial elf warrior recovers their strength. This should encourage players to consider this race if the themes fit their character concept even if they're not a spellcasting-type and it should also encourage imperial elf mages to pick up some willpower-based abilities and portray a blade-dancer-esque style of character. The 50% CP discount on Meditation and the extra mana restoration offered by the effect should otherwise be enough to keep the imperial elf pure-mage archetype viable and desirable.

The Natural Affinities for imperial elves are Speak Language, Read & Write, Enhanced Senses, and Channeling.

An affinity for the Channeling skill and bonus mana restoration from their racial effect should grant imperial elves their identity as naturally capable mages without making the race a clear-cut best choice for mage characters. As with imperial humans, imperial elves have a knack for languages which excuses a shorter list of affinities.

The first time a dark elf suffers damage to their body points, the next ability or spell they use now costs them no willpower or mana. They can then benefit from this effect again only after spending 5 minutes in a clutii well.

Dark elves didn't have a racial effect previously, so this isn't replacing anything. I think it grants the lineage an identity by enabling two flavours of character: A berserker type that retaliates disproportionately when injured, and a blood-mage type who injures themselves in order to access more power; both able to draw strength from their pain. No matter the flavour, this effect then ties the dark elves in with their elven cousins by requiring they visit clutii wells (a requirement shared among all four elven lineages) to restore their power.

The Natural Affinities for dark elves are Speak Language (Elven), Read & Write (Elven), Enhanced Senses, Dual Wield, Slit Throat, and Flay.

Be it by spell or sword, the dark elves' aggressive lineage gives each a natural born talent for decisive kills. Dual Wield, Slit Throat, and Flay are all very useful combat proficiencies, but each lends itself to a different archetype of fighter so I don't expect it to be too practical to take all three – excusing all three appearing as affinities in the same lineage.

Wild Elves can no longer ignore the movement restrictions when using the Fade into Forest skill. Instead, they have 5 resource points which they can spend as willpower or mana while they are in a forest. These resource points are then restored by resting in a clutii well for 5 minutes.

It is important that race choice doesn't mandate any specific proficiency be purchased. Similarly, it is important that racial effects are useful regardless of what proficiencies the character has. The old effect was nice, and thematic, but even at 9 CP Fade into Forest is just too big an investment to expect every wild elf to make. Instead of rewarding players for using that skill, the new effect aims to reward players for fulfilling the skill's use requirements – meaning the effect still synergizes with the skill but the theme is kept either way.

The Natural Affinities for wild elves are Speak Language (Elven), Speak Language (Beast), Enhanced Senses, Fade into Forest, Hunter, and Bow use.

Most of this is obvious for such a standard racial concept in the fantasy genre. Having an affinity for speaking 'Beast' has parallels with typical beast-speech spells and abilities usually attributed to wood elves; and two races sharing the language gives it a more tangible purpose for existing on somebody's character sheets. I'm tentative about Bow use, though. I'd like to

incentivise wild elf characters to consider bows and steer bow users into the race, but not to the exclusion of other options. If existing archers express disappointment, that affinity should likely be revoked. Having access to Enhanced Senses, unrestricted movement during Fade into Forest, and a discount on the Bow use skill might be a bit too much.

Drow can no longer ignore the movement restrictions when using the Fade into Shadow skill. Instead, they have 5 resource points which they can spend as willpower or mana while they are completely covered by a dark shadow. These resource points are then restored by resting in a clutii well for 5 minutes.

In line with the change to the wild elf effect, this change avoids mandating that a drow must purchase the Fade into Shadow skill in order to benefit from the race while still rewarding the theme and offering synergy with the skill.

The Natural Affinities for drow are Speak Language (Elven), Speak Language (Drow), Enhanced Senses, Fade Into Shadow, Dual Wield, and Slit Throat.

Dual Wield and Slit Throat persist from the drow's dark elven ancestry. It's also nice that drow are known for dual wielding from a certain other fantasy narrative, and Slit Throating from our own game history.

Dwarves

Dwarf costume requirements now specify that portraying the race requires a beard (fake, if necessary) and that both the beard and the player's hair must be braided.

The costume requirements for dwarves were recently relaxed in order to avoid discriminating against players unable to grow facial hair. Since then, it has been argued that fake beards are entirely viable and it is fair to expect more commitment to the race's aesthetic identity.

Iron dwarves no longer inscribe runes at a reduced mana cost. Instead, they are immune to the effects of the "Strike Down" call and armour they wear grants them 1 additional point of armour protection.

It's important that Iron Dwarves are not given a racial effect which boosts their crafting skills (that aspect of the race is reflected in their Natural Affinities) 'less the race takes over as the only viable option for new smithing characters. Instead, the new iron dwarf effect is intended to promote the lineage as an option viable for the battlefield, not just the forge. The immunity to "Strike Down" may be excessive here, but it is also present in the dwelah lineage effect which is less practical and it didn't make sense to me for one type of dwarf to resist "Strike Down" and not the other.

The Natural Affinities for iron dwarves are Speak Language (Dwarven), Read & Write (Dwarven), Apprentice Weaponsmith, Apprentice Armoursmith, Engineering, and Resist Poison.

Famous dwarven constitution, and the resulting strength of their ales, sees Resist Poison offered to the race. Other than that, dwarves are of course famed for their craftsmanship, so an iron dwarf crafter gets a cheaper start to the typical dwarven crafts and a dedicated "forgemaster" can save multiple CP across their vocations. Runesmithing synergies have been moved to dwelah: giving iron dwarves runesmithing on top of their other crafting skills seems a bit much and, according to the lore I've read, magic is much more the focus of the dwelah, even slightly shunned by iron dwarves. To-jeb knows how much he has in common with the dwelah; he's just hoping nobody notices. :P

Dwelah no longer have the ability to resist the "Terror" call once per day. Instead, they are immune to the effects of the "Strike Down" call and become immune to the effects of the "Terror" call if they purchase the Fearless skill.

The "Terror" call isn't all that common, so I don't think permanent immunity is much of a leap from "once per day" in this instance. That said, when "Terror" does come into play there are few that can defy it. So, while situational, I hope the underdark brand of dwarven resolve is now impressive enough to tempt somebody into playing this so-far overlooked lineage. I am aware, however, that I have set other racial effects to not be dependent on purchasing specific skills so this one may need more attention. Immunity to "Strike Down" rounds the lineage effect up nicely, but may be excessive.

The Natural Affinities for dwelah are Speak Language (Dwarven), Read & Write (Dwarven), Fearless, Advanced Runesmithing, Advanced Alchemy, and Resist Poison.

Unbridled ambition isn't represented by the apprentice-level crafts, so dwelah craft skill affinities are advanced-level.

Orkin

Orcs are now fully conscious (but still incapacitated) during their Death Counts.

Their existing racial effect granting them the ability to call weakly during their Death Count – then improved to full consciousness for half of the count when Constitution was used – was a little convoluted and could stand a buff. Feel free to be loud and obnoxious while you wait for a healer, orcs – just don't lose count while you're at it!

The Natural Affinities for orcs are Speak Language (Orc), Strong, Inhuman Strength, Body, and Resist Disease.

A wildling that invests 0 CP can overpower an orc that invests 0; a wildling that invests 2 can overpower an orc that invests 1; an orc that invests 4 (Strong and Inhuman Strength) can overpower any wildling. This is reflective of how I think the two races should compare in strength. The rest is powerful, yes, but I think all this a fair trade for lofty costume requirements.

Goblins no longer apply shamanism sigils at a reduced Life Essence cost. Instead, when you create a goblin character, choose a skill which is not “restricted”. That skill, and all proficiencies that have that skill as a prerequisite (and are not “restricted”), are Natural Affinities for you.

The goblin identity is a crafty one. Originally I was considering adding things like Shamansism, Nursing, and Engineering to their natural affinities, but a suggestion I received for their racial effect became this – representative of a goblin’s knack for excelling at one specific thing, sometimes beyond reason, often copied from somebody else, and usually taken a little too far.

The Natural Affinities for goblins are Speak Language (Orc), Enhanced Senses, Fade into Forest, Fade into Shadow, and Resist Disease.

A small list of basic orkin affinities (and enhanced senses thanks to those ears) excuses the potential shenanigans that the goblin racial effect enables. Fade into Forest and Fade into Shadow also make appearances here to encourage sneakier goblins.

Beastkin

The costume requirements for beastkin have been defined as “at least one of the following, chosen as appropriate: Beast ears; horns or antlers; a tail; tusks or fangs. Your costume must also include a mask or makeup (or face-paint) portraying your bestial lineage.”

Players shouldn’t have to contact the game team to get permission to portray a race detailed in the core rulebook.

The Natural Affinities for beastkin are Speak Language (Beast), Hunter, Strong, and Fear.

Hunter because they’re kin to beasts; Strong because most beasts are measurably stronger than most people; Fear because I was running out of ideas and it seems like a spell which exemplifies the beastkin identity – what with all the roaring; and Speak Language (Beast) because, even though I insisted it be purchased at full price if at all, our beastkin players seem equally insistent that this myriad peoples and cultures should share this language. It’s your game. The list is small, but this excuses the variety of options available to beastkin as lineage effects.

The range of the Enhanced Senses skill is no longer increased for beastkin. Instead, beastkin have a selection of 7 bestial lineages, each with its own racial effect.

This helps represent the vast variety of beasts that beastkin players can costume. Improved range for Enhanced Senses is still here in this selection, for beasts with sharp eyes or keen ears, but the skill hasn’t always made sense for every beastkin on the field

Fey

One of the event’s longest-standing characters is a fey, and a number of requests to make them playable have been heard. May I present the “mortal by technicality” fey: Dryads.

Dryads spend 1 less mana whenever they cast Tree Meld, Tree Walk, or Mud Feet; but they always count as benefitting from an enhancement spell for the purposes of the Metal and Magic rules, meaning they always suffer damage when they come into contact with metal.

Common metal being a nemesis for fey is common knowledge and there’s no way I could let a player fey avoid this traditional piece of Fields of Illusion lore. This considerable disadvantage, however, means that dryads can afford such a considerably powerful racial effect.

The costume requirements for dryads have been defined as “pointed ear tips and be covered in flowers or foliage” as well as “green hair or some other attempt to disguise your hair as branches, flowers, or greenery”.

This race is new (to the core rulebook) and exotic, so I hope that any player who decides to portray one is prepared to go all out for their costume. Elves are not disallowed from including flowers in their costuming, so extensive requirements here should hopefully make a dryad distinct from an elf.

The Natural Affinities for dryads are Speak Language (Sylvan), Read & Write (Sylvan), Fade into Forest, Meditation, and Tree Meld.

I’m concerned that their racial effect combined with Meditation affinity makes dryads too appealing for mage players, but it should be true that dryads naturally excel at nature-focussed magic and I can’t excuse imperial elves being better at drawing

power from the clutii than an actual fey. As long as the dryad racial effect doesn't apply to any enhancement spells – which would practically negate their metal-and-magic disadvantage – they at least always have to worry about metal.

Proficiencies

Skills

Inhuman Strength now costs 5 CP (up from 4).

Fearless now costs 7 CP (up from 6).

Both coveted and “restricted”, these two skills have been made available to select racial lineages. This means that the primary intended method of unlocking these skills also reduces their costs by 1 CP. Removing the restricted alone is a valuable enough effect, and I think the races that can access these skills should do so at the original cost. Rather than complicated the natura affinity rules, just increasing the base cost of these skills by 1 achieves this.

Supernatural Strength now has a cost of 8 CP (was “?”).

This skill is still restricted and largely unavailable for player characters to pick up but it requires a CP value nonetheless.

Bind Wounds has been added to the prerequisites for the Nursing skill.

I'm pretty confident that every character with the Nursing skill also has the Bind Wounds skill anyway, but let's make it official that the knowledge for stemming blood flow precedes mending a wound.

Doctoring now costs 8 CP (up from 5).

Players focussing on the surgeon archetype have expressed that there weren't enough Doctoring skills for them to spend their CP on. With Doctoring skills having become increasingly popular over the years since their introduction, it's about time we addressed this. One way we can save surgeons from left over CP is to increase the costs of Doctoring skills. Surgery as a healing method has really carved out its niche and the associated skills are probably worth more than their existing CP values. More importantly, even for surgeons, no option in the book should feel like a no-brainer so increasing the gap between Nursing and Doctoring a little might help make taking the skills feel more deliberate. At 8 CP, not only will players have to consider very carefully whether advancing from Nursing is right for their character, but it will also take at minimum a full year's worth of event rewards to do so – representative of considerable time spent studying. Finally, increasing the cost of Doctoring and then using it as a prerequisite will mean that new surgery skills can be assigned lower CP costs, making it more reasonable to afford them with CP earned after surviving an event or two.

Doctoring now requires 60 seconds of appropriate role-play (up from 50) and, while used on a dying character, the patient's Death Count is reset and paused until the role-play is finished or interrupted.

The changes to the Bind Wounds effect made the mechanical process of saving a life somewhat convoluted for surgeons. Realistically, you can hardly attempt surgery through a bandage and a doctor's role-play should include attempting to keep the patient from bleeding out in addition to treating their wounds. Diligent re-application of the Bind Wounds effect eliminated the Death Count during Doctoring, anyway, and this way a patient can survive a time-cost nerf which helps balance Doctoring against healing mediums with resource costs.

Limb Attachment Surgery now requires 10 minutes of appropriate role-play (up from 50 seconds).

If this skill is readily usable in triage during a combat, its availability makes limb-loss a largely moot injury. Attaching a limb should be something which requires more time and concentration, and this may mean that warrior-types are sent back into the fight with a bandaged stump. 10 minutes seems a long while at first glance but, when you consider that the Doctoring skill (which takes a minute) is often performed many times in a row, it's not much longer than other routine surgeries – and it arguably should be.

New skill: Emergency Surgery [4 CP, Prerequisite: Doctoring] – When you use Doctoring to heal a dying patient's torso, the skill takes only 30 seconds to perform.

New skill: Battlefield Surgery [4 CP, Prerequisite: Doctoring] – When you use Doctoring, you can choose to restore all Hit Points to the location, instead of just 1. Roughly 1 hour after doing so, the location then loses all of its Hit Points. A location affected by this skill cannot be affected by it again until that hour is up.

These are the two most promising concepts for furthering the Doctoring skills so far. Both are designed around situational efficiency, though, and I have been made aware that Doctoring is already plenty efficient. Hopefully, there are enough surgeon players reading this to have a thorough debate about how best to proceed.

Weapon Skills

Characters no longer gain a weapon skill for free.

This makes way for characters who do not want any weapon skills as they are not weapon users. As with the loss of free languages, this change is compensated with additional Character Points.

Characters can no longer make strikes with one-handed weapons without the appropriate weapon skill. Instead, characters can make strikes (but not use abilities) with daggers and thrown weapons without needing an appropriate weapon skill. As with the Dagger weapon skill, the Thrown weapon skill now costs 1 CP.

All characters being able to attack with one-handed weapons adhered to the mantra "anybody can pick it up and wave it around". This isn't really reflective of the efficiency that most players can use a one-handed LARP weapon and it's also not a realistic representation of the difficulty of maiming a dangerous opponent with a hefty mass of wood or steel. The rule's main function was to allow characters to defend themselves with things they could reasonably pick up and inflict injury with. To me, that seems like smaller weapons like knives (which now come under the dagger weapon type, not one-handed) and anything harmful that can be thrown at the threat.

Crafting Skills

New Skill: Master Runesmithing [4 CP, Prerequisite: Expert Runesmithing] – Runes you inscribe which are usually expended after 3 uses are expended after 4 uses instead.

New Skill: Master Shamanism [4 CP, Prerequisite Expert Shamanism] – Allows you to apply up to 3 sigils to a location without breaking the rule of limits.

A request was made for runesmithing and shamanism to gain skills along the same lines as alchemy's Apothecary and smithing's Battlefield Repair. I've also been meaning to add master levels to these crafts for a little while. I hope these skills cap out the crafts nicely for players who really want to push their character's trade beyond expert-level techniques.

New Skill: Sigil Focus [8 CP, Prerequisite Expert Shamanism] – Choose one shamanism sigil when you purchase this skill. You can spend 2 additional Life Essence to ignore the rule of variance when applying the chosen sigil. You can take this skill multiple times, choosing a different sigil each time.

This is the actual suggestion for shamanism's new skill. It deliberately runs counter to the Rules of Sigils changes and allows shamans to overcome the new restriction by specializing. That change was made, however, due to an egregious result of specializing, so I am concerned that the problem could return through use of this new skill. Hence, Sigil Focus comes with a hefty CP cost and an extra life essence requirement when used. The skill awaits further debate following the august event.

Combat Abilities

Parry now costs 3 CP (up from 2).

Even after doubling its CP and Willpower costs, Parry has persisted as an overwhelmingly popular ability. No proficiency should present itself as an obvious choice for basically every character that fights with a weapon and this one has come a long way since it gained the power to negate a destroy-equipment event. It's clear to me that even at 2/2 Parry is still too strong but I think increasing the Willpower cost may make it unusable, as an opponent who can break a weapon or throw out a "Strike Down" will often be able to do so many times during a single fight. Rather, I'm looking to reduce how accessible this ability is by adjusting its CP cost to better reflect its strength. This change didn't make it into draft release 3.1.3 because I had forgotten about it. For that I feel a bit dirty to be pushing it through anyway and I am sorry for my oversight. The original proposal was going to be 4 or 5 CP, though, so I hope to revisit this with you for the next update.

Triple is no longer restricted. Instead, Inhuman Strength has been added to its list of prerequisites.

Triple being completely unavailable to player characters doesn't seem right. This way, it's a possibility, even if a lofty one.

Healing Spells

New healing spell: Remove Burn [5 CP, 15 Mana] – A single location is no longer burnt.

Evidently, it wasn't an overestimation to think that the camp could handle healing burns using alchemy alone. Well played. Despite this, I do consider it an oversight that alchemy was the only medium by which this particularly dangerous effect could be cured. Healing spells have settled their niche as emergency options, and I think that the ability to spend mana to remove a burn sits nicely next to Remove Poison and Remove Disease.

Starting Equipment

New characters can now begin play with a black powder pistol or rifle and 16 shot for 2 Kit Points.

The absence of black powder weapons from the starting equipment table was an oversight that, unfortunately, wasn't pointed out until after the final release of version 3.1.

Combat

Weapon Types

Natural weapons can no longer be destroyed, only broken. Additionally, broken natural weapons can be restored by the Regrow Limb spell.

Previously, natural weapons weren't particularly desirable for anything more than bestial flavour. With this change, natural weapons are now more reliable than some masterwork weapons. They cannot be affected by "Fumble" and can be repaired instantly with no material resource expense (only mana) or gradually at no resource expense at all (just time).

Mana and Willpower

Willpower

Eating a meal now restores up to half of your total willpower (down from regaining all expending willpower).

Compared to mana, the value of willpower should be about 1:1. Opportunities for restoring willpower, then, should be comparable to those for restoring mana. Previously, especially for characters with especially large willpower pools, a free full restore 3 times a day (plus an additional full restore for visiting a hero shrine) was a bit excessive. Reducing the willpower restored by a meal should make resource-management more deliberate for warrior-types and also put more weight on leaving the camp to make use of hero shrines in a similar manner to how clutii wells are frequented. A static value is a possibility – each meal restoring 10 willpower, for example – but that would only affect characters with large pools. Large willpower pools should mean more willpower to spend in between rests; a percentile system supports this.

Complete List of Calls and Gestures

Game Calls

The "Bounce" call has been clarified. It is now specified that "the effects of the strike or calls" are reflected and that they affect "your torso, if a location is required and uncertain".

This call caused some confusion last event. In light of that, I think the best way to have it work would be the simplest: "it works on anything (except "Crush", of course)". This was the intended function, with the silent "Single" call implied by a melee weapon strike being a call that could be "Bounce"ed, but some clarification was clearly required.

The "Burn" call only inflicts the burnt condition if Body points are lost when struck by it.

Unless accompanied by a different damage call, the "Burn" call now inflicts 1 point of damage.

Armour and Magical Protection should probably protect against "Burn". With that in mind, "Burn Single" is unnecessary when you consider that "Burn" doesn't do anything if no damage is inflicted.

Crafting Supplement 3.2

Shamanism

The Rules of Sigils

The rule of Protection has been renamed to 'Variance' and now applies to all sigils, not just Fortitude.

Again due to "Bounce", it is clear that the sigils of Fortitude are not the only ones with exponential potential when doubled up. Disallowing any doubling-up also promotes more interactive decision-making for shamans choosing which sigils to apply.

Shamanism Sigils

The Bounce sigil now costs 4 Life Essence to apply (up from 2).

I do not know whether that was a typo or a miscalculation, but oh wow did you punish the monsters for my mistake! With an extra Body point costing 4 Life Essence and offering a fraction of the practicality – and the Runesmithing Bounce equivalent costing 2 Dream Dust and 8 mana, albeit for 3 uses – this sigil was most definitely underpriced.

The Bounce sigil is now an expert-level sigil (was advanced-level).

The “Bounce” call was found to be too powerful to fix with a simple adjustment in Life-Essence cost. By moving it to expert-level, we at least make it less accessible and acknowledge it as one of the strongest sigils available.

Engineering

Locksmithing

A character with the Locksmithing skill can now spend 1 Repair Powder and 10 minutes of their time to change the code on an open lock. A referee must supervise the change, choosing a new code from the game-team’s master list. *This just seems like something a locksmith should be able to do and, as bypassing a lock is a matter of trying codes, it could come in handy to re-secure a previously picked lock.*

Obtaining Crafting Materials

Hunted materials no longer need to be hunted fresh at an event and can be stored.

I have been unable to find a reference for why this rule existed. After the changes we made to material resource props and our admin-free solution to handling those props between events, having anything expire between events is untenable. Also, the Celts would be very sad if I took all of their Leather, Bone, and Ogre Hide away.