

This change log includes only changes applied to the Core Rulebook and Crafting Supplement since their respective drafts (Core Rules version 3.0.3 and Crafting Supplement version 3.0.5) released for feedback in March 2020. If you are familiar with those drafts, this document should be all you need to read to become up-to-date on the state of the rules as they will be at the May 2022 event.

Races

Drow and Dwelah

The costume requirements for the Drow and Dwelah races now call for purple skin instead of black or grey skin. *Concerns were raised regarding skin-colour requirements for portraying a drow. Players who have already been portraying this race agreed on purple as a more appropriate choice. This same issue applies to the dwelah.*

Beta Beastkin

A preview of the Beastkin race as it may appear in the Races Overhaul draft is available as an option for players portraying Beastkin characters.

I have known for a while that a number of players intend on retiring their characters and starting a new faction made entirely of beastkin. With the race overhaul behind the next corner, I thought it might be helpful to offer them the opportunity to write their character sheets using the rules as they might be, rather than having them entirely rewrite their character sheets just an event or two after their debut.

Proficiencies

Skills

The Diagnosis skill now reveals which of the patient's locations are burnt, if any.

The "Burn" call rework creates an additional obstacle for healing characters which they need to be able to identify when assessing a patient.

The Apprentice Lockpick skill now costs 2 Character Points to purchase and the Expert Lockpick skill now costs 4 Character Points to purchase.

Previously costing 3 Character Points each rank, we were concerned that characters interested in lockpicking would consider getting all 3 ranks a no-brainer every time. I just realised that this was one reason behind the changes made to the Body skill and am thereby applying the same solution.

The Set And Remove Traps skill now costs 1 Character Point to purchase.

This skill is limited by in-character crafting and uncommon props and offers a potentially negligible benefit to its user. It's fun and can be effective when used well but it's possibly among the weakest of the attributes available.

The Identify skill now costs 3 Character Points to purchase and allows a character to discern the properties and effects of artefacts in addition to its pre-existing effects.

Somehow, the primary use of Identify slipped my mind until recently. While the rulebook has never specifically supported it, players would often rely on Identify to get information from a referee about a mysterious item. We're currently intending to tag magical objects as artefacts and can therefore put some reliable rules behind this interaction. With this in mind, though, the removal of Identify's Willpower cost does possibly make 2CP a little bit too cheap.

The Fade Into Forest skill no longer requires you to be in a wooded area, but now requires you to be 50% concealed by woodland greenery.

Mostly intended to keep Fade Into Forest consistent with its sister skill (now Fade Into Shadow), this change offers a limited possibility of using the skill outside the boundaries of the woodland while keeping its woodland applications.

The Fade Into Darkness skill has been renamed Fade Into Shadow and now allows a character to become invisible when 100% covered by a shadow's umbra.

Clarifying what constitutes a "dark area" isn't simple enough for live-action play and so Fade Into Darkness didn't see much use except when the field was so dark that the skill became somewhat redundant against simply hard-skill hiding in the darkness. This change aims to give the skill a more definable and more regularly usable purpose without revoking its night-time

applications. However, clarifying a suitably intense shadow is also a difficult matter so this skill will likely need revisiting after we've spent some time with it in the field.

The Limb Attachment Surgery skill, which costs 3 Character Points with the Doctoring skill as a prerequisite and allows a character to attach a limb to a severed location after 50 second of appropriate role-play, has been added. *In addition to making limb loss less frequent, giving doctoring characters the option to attach limbs at no Mana cost should mean that situations in which a character is left limbless for hours on end are few and far between.*

Crafting Skills

Characters with the Engineering crafting skill now benefit from the effects of the Set And Remove Traps skill at no additional Character Point cost.

Engineering characters are able to safely create these traps; it stands to reason that they are also able to safely operate and disarm them.

The Locksmithing crafting skill now costs 8 Character Points to purchase.

Because Locksmithing grants a character the benefit of the Expert Lockpick skill, it is important that picking up Engineering and Locksmithing costs considerably more than taking all three Lockpick skills.

Weapon Skills

The Dagger weapon skill, which costs 1 Character Points to purchase and allows a character to use combat abilities with melee weapons shorter than 18 inches, has been added. The One Handed weapon skill now affects the use of weapons between 18 and 42 inches.

Changes have been made throughout the book to differentiate daggers and longer one-handed weapons, supporting the idea that they are very different weapon types to use. This also supports a potential upcoming change in which only daggers will be free to strike with (whereas, so far, any character can use any one-handed melee weapon to defend themselves with); although I feel this should be proposed and discussed at a future time.

The prerequisite for the Dual Wield weapon skill is now One Handed or Dagger and the skill's description now mentions both as appropriate.

The term "One-handed weapon" now excludes daggers, but daggers can still be dual wielded. A character may even dual wield a dagger with a one-handed weapon, should they have the weapon skills.

Abilities

The Constitution ability now details that its effects remain whenever the user's Death Count is reset.

The changes to Bind Wounds create some ambiguity over how that skill interacts with this ability. We think Constitution is in a good spot and are not looking to nerf it. Constitution persisted through the old Bind Wounds; Constitution persists through the new Bind Wounds.

The Identify ability has now been removed from the abilities table.

I failed to delete it for the draft release.

Combat Abilities

The Triple combat ability is now restricted and cannot be used with black powder guns.

I consider the 'restricted' property to be mostly superficial but I have been advised to classify Triple as such. It's correct that a character should be able to bring about both considerable strength and skill to exact this much damage in a single strike, but it should be just barely possible for a mortal. Perhaps in a future draft I will propose replacing 'restricted' with 'prerequisite: Strong'.

The Stop Damage combat ability now costs 6 Character Points to purchase (down from 8) and 6 Willpower to use (down from 8).

Previously corrected to grant immunity only to damage (the user now remains vulnerable to non-damage calls), Stop Damage has in theory become considerably weaker. Rather than revert the change, I hope that reduced costs are enough to compensate this. A similar skill which also grants immunity to non-damage calls could make an appearance in the Advanced Combat Abilities supplement that certain individuals are holding their breath for.

Spells

Healing Spells

The Attach Limb spell has been removed. The Regrow Limb spell, which now regrows the lost limb instantly and fully restores the location's Hit Points, no longer has a prerequisite and costs 10 Mana.

The costs for this spell are hereby identical to the All Heal spell, without the prerequisites. The Attach Limb spell has been removed to allow Regrow Limb to take position as the Mana-user's answer to severed locations.

Enhancement Spells

The protection points granted by the Protection and Greater Protection spells are now referenced as "magical protection" and no longer mentions other spells, runes or sigils.

Just cleanup to keep alike mechanics consistent. No need to mention stacking here as it should be covered in the rules for how magical protection works.

The Resist combat spell has been changed to an enhancement spell.

This defensive, self-targeting spell causes no harmful effects. It is the odd-one-out among combat spells, but fits right in with enhancement spells.

Starting Equipment

Characters can begin with 5 explosive traps at the cost of 1 Kit Point.

Traps are equipment that a character may start with. They cost roughly the same amount of materials to make as a one-handed weapon, which also costs 1 Kit Point as starting equipment.

Faction and Totems

A faction now requires 5 members (up from 4) to qualify for the effects of a Totem.

Totem effects can be quite powerful and the faction rules are supposed to promote big displays of organization and coercing friends into trying out the event, not reward breaking down into tens of mini-factions.

The "something" that identifies a character as part of a faction is now defined as an identifying uniform piece worn visibly by each of the faction's members. It is clarified that the uniform can be something small like an emblem or accessory, but must be noticeable and obvious.

I'm to understand that this was always the rule as intended. The new definitions should help clear up the vagueness around what a faction uniform is.

Playing the Game

IC Items

Tagged Items

Items will now be tagged with leather-paper labels secured with coloured ribbon.

Leather-paper can weather an event without lamination so details about a tagged item can be written as and when they are tagged meaning nobody has to organise and search through piles of pre-written labels. When an item's tag needs to provide a colour indicator, that colour ribbon can be used. We think this will make a tedious job easier on the game team and also look a little better.

Combat

Weapon Types

Bows and Crossbows

Masterwork bows now reduce the Willpower cost of combat abilities by 1.

In previous iterations, masterwork bows allowed the wielder to use the Double combat ability at no Willpower cost, though this rule appears to have been missing in version 2.1. This was intended to reward the master crafting of bows, as they would rarely be affected by anything which could break them and therefore didn't benefit so much from enhanced durability. While replacing the rule, I realised the breadth of the gap between it and other similar rewards. This change brings masterwork bows in line with Titanium bows and allows the two properties to stack in a satisfying way.

Foci

Physical representations for foci now require safety-checking. They do not need to be safe for striking with, as they cannot be used to make melee strikes, but issues such as sharp edges and spikes which could cause considerable accidental damage should be avoided.

The draft release implied that focus props would have no safety standards at all. The term "LARP-safe" was intended to reference foam and latex weaponry, but was not specific enough.

Natural Weapons

Rules for natural weapons are now detailed among the weapon types.

Some NPC creatures have been using natural weapons for years, with little variation on how they work in combat. These are now available to some player characters, such as beastkin and werewolves, so it's time we give them a place in the rulebook.

Protection

Shields are no longer mentioned as a form of protection.

Rules for blocking incoming attacks with melee weapons and shields can be found in their respective sections under the Weapon Types rules.

Mortality

Locations

Body Hit Points can no longer become negative. Instead, crippled arm and leg locations become severed when affected by the "Double", "Triple", "Quad" or "Crush" call.

Firstly, no longer having any cause to count below 0 makes Hit Point management easier overall: A location either has Hit Points or it is crippled. Secondly, crippled limbs only being severed by these calls should reduce the frequency of this happening while also making it more acceptable when it happens to you.

Call Reference Table

The "Diagnosis" call now specifies that you need to tell the user which of your locations are burnt, if any.

As per the changes to the skill.

Weapon and Armour Smithing

Creating Equipment

It is now specified that masterwork plans require double the Repair Power and double the weapon or armour material to fulfil.

This rule is identical to the creation of masterwork black powder weapons but was missing from the draft release.

Obtaining Crafting Materials

Deconstructing Equipment

With 10 minutes of role-play, engineering, weaponsmith, and armoursmith characters can now break down equipment which they have the crafting skills to make. Doing so yields an amount of Repair Powder depending on the deconstructed Equipment.

Concerns were raised regarding the availability of resources like Repair Powder. It “should” be abundantly available from various sources but, failing that, this could possibly help. A revision which offered the choice of recovering the equipment’s material resource instead of Repair Powder has been considered, as has a revision which granted runsmithing dust in addition to Repair Powder. For now, we’re keeping the simplest form of the rule until crafters can offer some experienced advice post-event.