

Creating Your Characters

New Characters

Characters no longer start with the Strength skill. Instead, characters start with 1 Strength.

Having a skill which granted characters the baseline stat seemed like unnecessary clutter.

Races

The traits listed for each race have been removed. Characters no longer have to purchase specific traits depending on their race and those traits are no longer offered to those races at a discounted Character Point cost.

We think there are a number of problems with the current race system, but we would like to stagger the release of our biggest deviations from the rules as they stand. A Race Overhaul is planned for the future.

The section explaining unlisted races and special consent has been removed.

We think that granting all players access to all playable races should be without exception. When a player brings in a character of a so-far unseen race, we would like to make that race officially available within the rules, rather than exclusive to that player. However, until the time of the Race Overhaul, we would prefer not to expand our list of playable races.

The advantage for Orcs no longer includes mention of the Natural Body Development skill.

The Natural Body Development skill has been removed with changes made to way the Body skill is purchased. Orcs are likely to see something to do with that skill included in their advantages during the upcoming Race Overhaul but that is a change for the future.

Proficiencies

Skills

The Strength skill has been removed.

All characters start with 1 Strength. Instead of an entry among their skills, we think this could be represented on their character sheet as a stat like Body is.

The Natural Body Development skill has been removed. The Body skill can now be purchased 4 times, with the 3rd and 4th purchase being individually restricted. The Body skill now costs 4 Character Points and an additional 2 Character Points for each purchase beyond the first.

This tackles two issues which we have seen:

The first is that Natural Body Development, a restricted skill which was mostly being picked up by existing characters who fancied themselves combat bruisers (and orcs), had a large price tag which would now take those characters 4 events to save up for. By staggering the investment, we hope to make the additional Body Points more accessible for characters that have not started with the skill. The first restricted purchase – effectively the first half of Natural Body Development – costs only 2 events of Character Points. Overall, however, the last two Body Points now cost 18 Character Points – up from 15 – which we think is reasonable having noticed how much of a difference that last little damage buffer can make between a character escaping with their consciousness or hitting their Death Count.

The second issue is that there was little incentive for a character to stop at 2 Body Points, even if it didn't make total sense for that character to exhibit the pinnacle of human durability. Players would either decide that they wanted their character to be quite fragile, and not invest in Body Points, or they would go for the maximum they could purchase. This may very well remain to be the case, but there's an extra 2 character points difference in it now.

For clarification: The character point costs are now 4 -> 6 -> 8 -> 10.

The Regeneration skill now costs only 12 Character Points but restores 1 Hit Point every 10 seconds.

The Greater Regeneration skill, which costs 8 Character Points and reduces the Regeneration time to 5 seconds, has been added with the Regeneration skill as a prerequisite.

Regeneration is another skill which can be too costly to pick up. A fresh werewolf, for example, would have to save 5 events of character points before getting any benefit from this iconic trait. The new basic Regeneration skill also makes for a good stopping point for weaker regenerating creatures.

The Undying skill now costs 12 Character Points and has been reworked, now causing the character to return to full Hit Point at the end of their Death Count once per day.

We had been pondering how to make Undying fair enough to bring down in cost without destroying the way it was used in game for a while when the phylactery iteration was introduced. While we think that the implemented solution was perhaps too complex and we disagree with forcing the flavour, we cannot deny the genius of simply restricting its frequency of use.

The Fade Into Forest skill and the Fade Into Darkness skill now specify that a character cannot benefit from them while wearing armour which is not made from Cloth, Leather, Spider Silk, Ogre Hide, Mithril, or Feyweave Silk. *We have removed armour weight classifications in favour of basing armour's rules on its material.*

The Conceal Object skill and the Looting skill have been removed. *The corresponding system and its call have been dropped entirely.*

The Bind Wounds skill no longer pauses the patient's Death Count. Instead, the patient's Death Count is reset. Subsequent uses of Bind Wounds are required to further delay the patient's death. *Originally, this was intended to prevent characters from being kept hostage by beating them to death and then stabilizing them. We think it has the added effect of keeping some dramatic tension involved even after a healer gets to a body and also makes triages more risky.*

The Diagnosis skill no longer reveals which poisons or diseases the patient is affected by, only that they are affected by a poison or disease. *This corresponds with the changes made to the "Diagnosis" call.*

The Nursing skill now allows a character to restore 1 Hit Point to a single location after 100 seconds of appropriate role-play. The Nursing skill can now be used to restore up to as many hit points as the patient is missing but can no longer be used on a character that is on their Death Count.

The Doctoring skill now allows a character to restore 1 Hit Point to a single location after 50 seconds of appropriate role-play and can be used on a character that is on their Death Count.

We have simplified and exaggerated the difference between Nursing and Doctoring because the previous wording was a little confusing and we don't think that limiting Nursing to 2-Hit-Points-recovered is practical or really all that weak. Doctoring is now clearly superior while Nursing remains useful for those resource-free heals.

The Nursing skill now halves the amount of time that it takes for a character to apply alchemy salves from 20 seconds to 10 seconds.

Tying the Nursing and Doctoring skill changes into the Crafting Overhaul gives me more agency to push them through now rather than later. ;)

More importantly, we noticed that the rise of alchemy which we are trying to promote stood to stomp on nurses and doctors. We hope that this change might make the two healing methods harmonious, instead.

The Military Tradition skill has been removed.

Military Tradition is a popular skill but we think this is for the wrong reasons. It's frequently used to allow a character to count their costume as armour, which is not the intended function. The Cloth material is used in making padded armour, which should be represented by a gambeson or something similar to that. As costuming uniformed padded armour is so tiny a niche, we see no reason to keep this skill and the confusions that it has created.

The Apprentice Hunter skill and the Advanced hunter skill have been consolidated into the Hunter skill which costs 5 Character Points and allows the character to obtain all resources from a hunted creature.

We don't think this skill needs to be split. A character is either going to be a hunter and want both skills or not and want none.

The Handle Poison skill has been removed.

This penalization seems to be offering a unique skill for poisoners, but what it really does is prevent a poisoner from giving or selling their poisons to another character.

The Open Locks skill has been removed and replaced with the Apprentice Lockpick skill, which costs 3 Character Points and allows a character to open some Locks; the Advanced Lockpick skill, which costs 3 Character Points with Apprentice Lockpick as a prerequisite and allows a character to open most Locks; and the Expert Lockpick skill, which costs 3 Character Points with Advanced Lockpick as a prerequisite and allows a character to open all Locks.

These Locks are a new system for securing in-character possessions. They are represented by combination padlocks which are provided by the event. When a lock is made, or otherwise obtained, the referee team issues the owner with the combination (which must not be changed) for that lock. Knowing the combination to a lock is effectively having the key.

The trick here is that all issued combinations will be lifted at random from a master list of 20 combinations. Characters which purchase Apprentice, Advanced and Expert Lockpicking skills will be given a limited selection of combinations from the same list.

Such nefarious characters can then spend time with a lock, trying their combinations until one works or none do, as an attempt to break in.

The Expert Lockpicking skill, and subsequently also the Locksmithing skill, grants a character the entire list. This guarantees that characters with expertise in locks are guaranteed to pick one, given enough time.

These locks will be the only method by which in-character possessions may be secured.

The Sewing skill now details that each piece of padded armour takes 10 minutes, 1 Repair Powder and 1 Cloth to repair.

The purpose of Sewing is to allow non-smith characters to repair padded armour. Players of these characters are not expected to know the armour smithing rules so we think the few details which do apply to them should be noted with the skill.

The Meditation skill, which costs 2 Character Points, can be purchased multiple times and increases the amount of Mana that a character restores from a clutii well each minute by 1, is now detailed among the skills.

We don't think this skill is so important that it needs its own section under the magic rules. We're also concerned that it can be easily missed hidden down there.

The restricted Shapeshifting skill, which costs 1 Character Point and allows a character to assume an alternative form (which must be costumed and approved by the game team), has been added. Characters that have purchased the Shapeshifting skill can purchase attributes at half the Character Point costs which they then benefit from exclusively while in their shapeshifted form. Mana and Willpower cannot be purchased as shapeshifted attributes.

A character with the Shapeshifting skill can assume their shapeshifted form once per day and remain shapeshifted until they take their next meal or until sunrise, though they may revert to their original form early whenever they like.

We think that Form wasn't seeing use because it had so many things working against it. It required extra costuming; over half of a starting character's Character Points including a heavy Mana investment; and what the character got in return was uncertain and possibly underwhelming. We are giving control over what exactly a character gets in their animal form to the player while also making it affordable for any character and useable in any build.

For us, the duration is the tricky part to get right. We don't expect players to keep the time throughout an event so we feel uncomfortable asking them to track anything longer or any more specific than "about 1 hour". Triggers like "next meal" are preferable, but we also want to make sure we are allowing shapeshifters to use the skill enough for it be considered valuable.

Weapon Skills

The Staves weapon skill has been removed.

Staves are now classified as either 2-Handed Weapons or Polearms depending on their length.

The Wand Use weapon skill has been replaced with the Focus weapon skill, which costs 2 Character Points and allows the character to cast spells through a focus.

A focus can be a wand, or it can be an orb or a talisman; anything a character might use to assist their spellcasting. Foci cannot be used to make strikes, because they will not require combat-safe phys-reps, and so they offer little more benefit than the properties of the materials they are made out of. Focus runesmithing inscriptions, however, can give even a simple Wood focus great practical value.

Existing wands will now be considered Artefacts which require the Focus weapon skill to use.

Crafting Skills

The crafting rules have been overhauled. Changes relevant to the crafting overhaul have been detailed in the Changelog for Fields of Illusion 2020 Crafting Overhaul.

Crafter characters have been in a tough spot for a long time, saddled with complicated rules buried behind layers of stipulations at dear character point costs without a quite comparable pay-off. For what feels like a similar length of time, the game team has been making effort to boost the in-game economy and increase the prevalence of trading between player characters. We hope that by making crafting skills cheaper, more accessible and more impactful on the whole, crafting characters will consume resources at a fast enough rate to accommodate regular injections of those resources and stimulate the on-field economy.

Abilities

The Burn ability has been removed.

The "Burn" call has struggled to find its place in recent years and, while we think we've found it a fitting new purpose, we don't think this ability is a good way to access the call.

The Advanced Resist Poison ability has been removed. The Resist Poison ability now allows a character to resist poisons and venoms of any level and causes the character to become immune to the resisted poison or venom until sunrise.

10 Character Points seemed steep for the ability to spend 5 Willpower on resisting any one poison. Additionally, we wanted to consolidate these two abilities into one to prevent poisoners and poison imbibers from having to communicate the level of the poison. Now, only the effects are relevant.

The Advanced Resist Disease ability has been removed. The Resist Disease ability now allows a character to resist diseases of any level and causes the character to become immune to the resisted disease until sunrise.

Similarly to our reasons for consolidating Resist Poison, 10 Character Points seemed a steep price for such a situational ability and having two abilities for two levels of disease seemed arbitrary.

The Identify ability is now a skill and does not cost Willpower to use.

We think that abilities should exclusively involve feats which in some way tire a character's body to use. We do not think that being able to identify whether or not an item is magical or which sigils and runes are etched into it is among those feats and, mechanically, we do not think they are worth the Willpower expenditure anyway.

The Literacy Apprentice ability and the Literacy Advanced ability have been removed and replaced with the Literacy skill, which costs 4 Character Points, does not cost Willpower to use and allows a character to decipher and read texts written in any language with appropriate role-play. A character must have the Read & Write skill for at least 3 languages as prerequisites to purchase the Literacy skill.

Maybe it is physically exhausting to pour over a text and decode its secrets, but we still don't think a character should have to spend Willpower to do it. This ability, and the others like it, seems more like a skill that a character would be able to bring to bear whenever the narrative calls for it. We also think this is one of those skills where having multiple levels is arbitrary. The new prerequisite supports that this skill represents a character's knowledge of written languages.

The Linguist Apprentice ability and the Linguist Advanced ability have been removed and replaced with the Linguist skill, which costs 4 Character Points, does not cost Willpower to use and allows a character to hold basic conversations in any language with appropriate role-play. A character must have the Speak Languages skill for at least 3 languages as prerequisites to purchase the Linguist skill.

The Linguist abilities share our sentiments with the Literacy abilities.

Combat Abilities

The Constitution combat ability is now an ability and is no longer listed among the combat abilities.

Constitution doesn't fit within the combat ability category. The paragraph above the table even had to specify that Constitution was an exception to the way that combat abilities work. Constitution works like the regular abilities, so we think it should be listed with them.

The Slit Throat combat ability now allows the user to call "Quad Through" instead of "Slit Throat" and no longer inflicts the effects of "Silence".

The previous iteration of this ability changed its effect to that of "Quad" which helped normalize the way the damage was applied. We think this made the unique call unnecessary and we think that "Quad Through" very clearly communicates the imposed effects. Our reasons for removing the "Silence" effect are triple: Firstly, we think that the ability to instantly drop a victim is threatening enough; secondly, most characters won't be able to make any sound after suffering 4 points of damage anyway; and thirdly, "Silence Quad Through" just isn't very snappy.

The Stop Damage combat ability no longer allows the user to ignore calls for its duration.

We think that decisive use of control calls like "Knockback" and "Mudfeet" should be the most effective counter to this ability. We were surprised to read that the previous iteration of Stop Damage actually made the user immune to those calls.

The Shatter combat ability has been removed.

The breakage system has been tested and found to work. The "Shatter" call has therefore been removed.

The Triple combat ability, which costs 5 Character Points to purchase with Double as a prerequisite and 8 Willpower to use and allows a character to call "Triple" to deal 3 points of damage when striking with a weapon, has been added.

With the removal of the Shatter combat ability it seemed right to put Triple back in the core rulebook. Now that it can break Metal equipment and destroy the weaker materials, its value is much higher than that of Double, so we have costed it according to that. Double remains the superior option if you're looking for Willpower-to-damage ratio, but we think the sudden, devastating effect of Triple still makes it worth the high price. In fact, we're concerned about the power that this ability can offer a character and will be watching its use closely. Currently, we are considering giving it a limit along the lines of having to restore Willpower in between uses to prevent it from providing too much value in too short a period of time.

Spells

The Identify, Literacy Apprentice, Literacy Advanced, Linguist Apprentice, Linguist Advanced and Burn spells have been removed.

Most of these have been replaced with skills which do not cost Mana to use. Please see the notes on the removal and replacement of the abilities of the same names for further details.

Healing Spells

The Close Wound spell now costs 3 Character Points to purchase and 3 Mana to use.

Healing spells dominate their territory as the best-in-slot attribute for mid-combat healing and we're not looking to change that. We do think, however, that they are a little too convenient to throw around. Close Wound, especially, is overused simply because it's applicable as a cheap resuscitation spell to near-instantly revive a dying ally. We don't want to take that use away, but we do want to make it a little less accessible.

The Heal spell now costs 5 Character Points to purchase and 5 Mana to use.

Heal needed to become pricier simply to keep its value:cost ratio in line with Close Wound.

The All Heal spell now costs 5 Character Points to purchase.

This is a very minor reduction in cost paired with not increasing the Mana cost. We hope this will help the underutilized Healing spell see more play.

The Remove Poison spell now costs 15 Mana to use and cures the target of any one identified poison or venom regardless of its level.

By tripling the cost of this spell we hope to allow poisoners more opportunities to see their skills pay off as well as shift the optimal means of curing poisons onto the new, more interactive, alchemical method.

The Remove Disease spell now costs 15 Mana to use and cures the target of any one identified disease regardless of its level.

This normalizes the spell with its poison-cure sister spell while also allowing the alchemical method of treating diseases a chance to shine.

Regrow Limb now costs 5 Character Points to purchase and 8 Mana to use.

This was an underused spell which, while certainly stronger than Attach Limb, isn't that much stronger.

The Bind Wounds spell, which costs 1 Character Point to purchase and 1 Mana to use and resets (but does not pause) the target's Death Count, has been added.

Using magic instead of bandages to spare the dying is a practise that has floated about for a while. We think that's a little bit cheap, considering the prevalent use of the skill and the difference in effort between a short chant and actually applying bandages. As Close Wound has gone up in cost by 50%, though, there may be a niche left among the healing spells for the purpose of stopping the target from dying without burning through too much Mana. We think this might fit that niche.

Gun Magic

The Misfire, Jam Weapon, Bounce Shot and Shatter Gun spells have been removed.

This little list of incredibly specific spells has existed as little more than hate-mail for blackpowder weapons since its addition to the rules. Not one of the spells has ever been particularly popular and yet they required their own individual calls to be added to support them. Especially because of how rare blackpowder weapons are both among player characters and even more so among NPCs, we think the best thing for Gun Magic is to remove it entirely. If blackpowder weapons begin to see overuse, another solution can be devised.

Enhancement Magic

Enhancement spells cannot be cast using a focus.

This prevents abominations like "Mass Bark Skin" from being cast using the Expert Rune of Overwhelming, as just one example of possible exploits using the new focus rules.

The Dispel Magic spell has been made a combat spell which costs 5 Character Points to buy and 5 Mana to use and allows the caster to call "Dispel" to remove all elixirs, sigils, impermanent runes and enhancement spells, including magical protection, from the target.

The Dispel Magic spell was previously short on uses. It was in an awkward place where, besides its ability to remove the effects of "Silence", all it was really good for was attempting to remove a magical effect from a plot-related item which the game-team would probably have to rule immune to being dispelled anyway. The game-team could create puzzles which required the spell to

solve, but this would make the puzzle impossible for groups without the spell and no other active attribute requires the game team to provide its purpose.

We think placing Dispel Magic among the combat spells as a Mana-user's answer to magically imbued foes gives it the uses it needs and provide an accessible counter for the overhauled crafts and the ever-dominant mage-tank spells.

The Tree Walk spell now costs 2 Character Points to purchase.

At 6 Mana to use, and being restrictive in its start and end points, we think that this teleport spell would be in a good place if it was just a little more accessible. When considering the Tree Meld prerequisite, this previous iteration cost a total of 10 Character Points. Now it costs 6.

The Animal Form spell has been removed.

This spell has been through a lot of changes to try and get it to a usable state with varying degrees of success. We think we have a solution, but it's not a spell. The new Shapeshifting skill now serves this purpose.

Combat Spells

The Fear spell now costs 2 Character Points to purchase and 2 Mana to use.

The Flay spell now costs 3 Character Points to purchase and 3 Mana to use.

These two spells seemed to be offering too much value for their miniscule costs and Flay especially was in position to become a serious threat should the caster get hold of Wytchwood. We hope these little nudges don't make the spells too inaccessible as we are aware that a change of 1 is still a pretty big percentile at these values.

The Flay spell no longer requires the caster to call "Flay" and the Maim spell no longer requires the caster to call "Main".

These spells used the "Single" and "Double" calls, respectively. We don't think these spells need unique calls when those two already communicate their effects in entirety.

The Turn Creature spell now prevents the target from being within 10 feet of the caller, and forces them back if they are already within that range.

Among confusions surrounding exactly what this spell can achieve, 5 feet wasn't an ideal range. Our other ranges are multiple of 10 and some weapons can strike a target only 5 feet away. We think that a 10 foot radius is a big enough safe zone to be useful, but not so big that it can conclude an encounter by itself.

The Resist Spell spell has been renamed Resist and now costs 8 Character Points to purchase and 8 Mana to use and allows the caster to resist any call which does not include "Crush", spell or otherwise.

We're attempting to weed out effects which require a player to distinguish the difference between spells cast at them and calls from non-spell sources. As negative calls are encountered quite frequently and Mana is limited, we didn't feel that this demanded an increased Mana cost until we realized that it can effectively offer the value of Resist Poison on top of its other uses.

Starting Equipment

Available starting equipment and the corresponding Kit Point costs have been adjusted to the following:

- 1 Apprentice material dagger, 1-handed weapon or focus – 1 Kit Point
- 1 Apprentice material 2-handed weapon or polearm – 2 Kit Points
- 1 Wood small shield – 2 Kit Points
- 1 Metal small shield – 3 Kit Point
- 1 Wood large shield or great shield – 3 Kit Points
- 1 Metal large shield or great shield – 4 Kit Points
- Up to 5 Apprentice material throwing weapons – 1 Kit Point
- 1 Apprentice material bow and up to 6 arrows – 2 Kit Points
- 1 Apprentice material blackpowder pistol or rifle and 16 Metal ammunition – 2 Kit Points
- 1 piece of padded armour – 1 Kit Point
- 1 piece of Leather armour – 2 Kit Points
- 1 piece of Metal armour – 3 Kit Points
- Up to 5 pieces of padded armour – 3 Kit Points
- Up to 5 pieces of Leather armour – 5 Kit Points
- Up to 5 pieces of Metal armour – 7 Kit Points
- Alchemy supplies (2 Ethanol and 5 random alchemy resources) – 2 Kit Points
- Smithing supplies (2 Wood, 2 Metal, 2 Cloth, 2 Leather and 5 Repair Powder) – 4 Kit Points

- 3 Strange Dust – 2 Kit Points
- 10 Tears of currency – 1 Kit Point

Having different Kit Point costs between Wood and Metal weapons seemed unnecessary. Metal weapons are superior, but a starting character will usually make the decision based on whether or not they will be using Mana regardless of the Kit Point difference. The distinction is much larger for shields, which will more frequently be taking damage calls which could break or destroy them depending on their material, but we think the size of the shield can be equally impactful.

Bow users now start with fewer arrows to increase interaction between bow-users and smiths. As arrows can potentially be recovered indefinitely and bows are very rarely struck in combat, either becoming broken or destroyed is unlikely making their creation the main application of bow smithing plans. A bow user may be content with limiting themselves to up to 6 arrows. We think that those who desire more should acquire them in-game.

Being able to purchase armour either as individual pieces or as full suits means that starting with a full-suit in addition to other gear can be made affordable without overcharging starting characters that only wear 1 or 2 pieces.

Playing the Game

Searching and Looting

The Looting system has been removed.

More often than not, "Looting" and "Searching" were getting confused, and corpses were offering up loot intended for users of the "Looting" call to those without it. We think this system has been tested and found not to work.

Restraining a Character

In order to restrain a character your combined Strength must now exceed their Strength, although this still allows the restrained character to be forcibly moved.

Combat

Weapon Types

Melee

Two-handed weapons are now classified as melee weapons with a length between 42 inches and 5 feet (60 inches). Melee weapons exceeding 5 feet in length are classified as polearms.

The distinction between how two-handed weapons and polearms can be wielded has existed for a while but without a clear-cut rule for classifying each. 5 feet is the length of the average bo staff and Bryk's flamberg, which we consider to be on-the-line between two-handed weapons and polearms.

All pole weapons can now exceed the wielder's height, as with staves and spears.

Our system always classified spears as polearms and we are now classifying staves based on their length.

A player's hands, both of which must be gripping the weapon, cannot be any closer together than 1/3rd of the weapon's overall length when wielding a polearm.

This is a safety rule which we've had in place to ensure that players maintain control over lengthy weapons. The previous iteration of the core book cited an older rule which we don't think is used anymore.

Players below 5 feet in height must wield two-handed weapons exceeding their height according to the polearm rules.

Previously, using a two-handed weapon which exceeded your height was simply not allowed. For the same reason that we can allow taller players to wield polearms larger than them, we think we can allow shorter players this courtesy.

Bows and Crossbows

Characters are not considered to have as many arrows as the player has physical representations for when first created.

This would make crafting arrows largely unnecessary and contradicts the rules for starting equipment.

Bows no longer bypass all non-magical protection. Instead, all strikes made with a bow inflict the effects of the "Through" call.

Normalizing this bow rule with the "Through" call helps keep on top of what it does and does not allow.

Shields

The shield classifications have been changed and are now: Small Shields, up to 28 inches across; Large Shields, between 28 inches and 42 inches across; and Great Shields, exceeding 42 inches across.

4 classifications for shields seems a bit excessive to us and making a reduction here helps simplify the shieldsmith plans. We also spotted an opportunity to do a little normalizing. 42 inches is the upper limit on 1 handed weapons and, while we don't use this for anything, 28 inches is a typical length for a combat-safe shortsword.

Wands/Foci

Wands have been removed and replaced with foci. A focus can be a wand, orb, rod, talisman or any other implement which a character may use to assist with their magic. The only stipulation is that it must be wielded in an otherwise empty hand.

A focus' physical representation is not required to be LARP-safe as foci cannot be used as melee weapons. Instead, a character may use a focus while casting a spell to impart any of the focus' properties onto that spell: The caster may attach the "Weapon Material" call to their spells, making Gem foci particularly effective against undead, for example; Wytchwood foci reduce the cost of spells cast using them by 1 Mana, as per the weapon material property; and spells cast using a focus benefit from the effects of any runes inscribed onto the focus by a runesmith. Cold Iron foci are also a fantastic way to have your character go out with a bang!

When we originally set out to tidy up the wands rules we knew that in all likelihood the best thing to do would just be to remove them and declare all existing and future wands as unique artefacts. Ultimately, that is what we have done, but we realised that the Wand Use skill didn't only represent an elitism on the application of these artefacts; it also represented the desire to include a staple of the fantasy genre which we have yet to include – spellcasting implements. We then since went about introducing that concept throughout both the core rules and the crafting supplement to give spellcasters something which works with the rest of the rules, rather than outside of them.

Protection

Sigils are no longer considered their own classification of protection. Protection Points offered by shamanism sigils are considered magical protection.

Magical

A character cannot be affected by more than one source of Magical Protection at a time. If a character would gain Magical Protection but is already benefitting from Magical Protection, the character chooses one to be dispelled and benefits from the other.

Stacking Magical Protection, especially with the changes being made to crafting skill sources, was threatening to get out of hand. To clarify: Bark Skin is a unique effect and not a source of Magical Protection.

Armour

The cloth armour example has been replaced with a padded armour example, suggesting quilted gambesons as one possibility.

The cloth armour example was propagating the notion that any clothing could count as armour, which is not the case. The reason that armour made from Cloth is called 'padded armour' and not 'cloth armour' is specifically to avoid this confusion.

The armour weight classifications have been removed. Armour Protection Points now depend on the material from which the armour is made and whether or not the armour is masterwork.

Armour materials inform multiple properties, including weight, while weight only informs Protection Points. The weight classifications appeared to be an unnecessary middle-man.

Last Hit

Last Hit is no longer a call, but retains its function.

Calling "Last Hit Gem" and calling "Gem" while striking a skeleton as it prepares to use the Undying skill are functionally identical. We think "Last Hit" is an unnecessary call when you can communicate the same thing without using it.

Healing and Recovery

Willpower

Hero shrines are now defined as locations decorated in dedication to a fallen hero. These will rarely be set up by NPCs but can also be made by player characters to venerate lost friends and idols. Hero shrines created by player

characters must then be preserved by player characters, which will need to redecorate the location at the beginning of each event to maintain the shrine.

When a shrine is made or maintained, the game-team is required to declare the shrine's dedication to the venerated hero worthy before it can be used to restore Willpower. One aspect that the game-team looks for is location: A hero shrine should be made somewhere that means something to the hero, not somewhere convenient for the visitors. *Hero shrines have been without clear rules for a while. We hope that explaining both their function and how they are created will make them feel more a part of the game-world.*

A character can now benefit from a hero shrine once per day, after which they cannot benefit from any hero shrine until sunrise. Instead of restoring Willpower per minutes, a character which rests at a hero shrine for at least half an hour fully restores all of their Willpower.

We thought it would be good to distinguish hero shrines from clutii wells by emphasizing the resting part. An individual or a group of friends might relax at a hero shrine, swapping stories or just watching the sky. The Willpower is the mechanical benefit, but we think that asking users of a hero shrine to rest there for a short while offers more from a role-playing perspective.

Mortality

A character on their Death Count can no longer be stabilized and their Death Count cannot be paused.

The Bind Wounds skill now simply resets the patient's Death Count.

If a character has no Hit Points remaining on at least 3 of their limbs, they fall unconscious and begin their Death Count.

This can either be excused as bleeding out or argued that mortal wounds don't have to be localized to a person's torso. Regardless, the real reason that we have made this change is to prevent "nuggetting" or the subsequently devised "lolipopping" (I'm told the children came up with that last one when they were told that a character with no limbs would die). We want to avoid situations where a player is forced to wait around without being able to role-play because their character is being kept indefinitely unconscious and are comfortable upping mortality in order to achieve that.

Magic

Spell Casting

Mana is no longer expended when a spellcast is interrupted.

Interruptions often quite literally interrupt the spellcaster's thought processes. Asking them to make changes to their Mana pool in this instance – especially when you consider that they probably also have just lost Hit Points – is more to ask than it seems and unnecessary. Interruptions stop the spell from being cast. If the spell isn't cast, the Mana isn't spent.

Metal and Magic

"Too much metal" is now defined as any more than: 1 metal ingot; 1 metal focus or dagger; 1 metal pistol and 16 metal ammunition; or 1 piece of metal limb armour. Any unlisted metal items are considered "too much" on their own.

I think this is how it has always been, but I'm not sure it was ever clearly defined.

Damage which a character takes when attempting to cast a spell while carrying too much metal is now detailed to be 2 points of damage directly to the character's torso Hit Points, bypassing all protection.

The previous iteration imposed the effects of the "Double" call, which could be negated by armour or sigils and we don't want that.

A character benefitting from an enhancement spell while carrying too much metal now also suffers the damage and the effects of the enhancement spell are lost.

The Circle Arcana, a faction entirely of mages, thought this was how it worked. They did this to themselves.

The following materials are now listed as being "metal" for the purposes of the Metal and Magic rules: Metal, Silver, Mithril, and Titanium. Exotic materials never count as metal.

Other than providing a reference, the only change here is clarifying that exotic metals such as Celestial Steel and Abyssal Metal don't provoke the Metal and Magic rules. This blanket rule helps prevent confusions surrounding exotic materials which will likely never be documented in full, even if it does exaggerate confusions caused by dissonance between the material names and their properties.

Attempting to cast magic or benefitting from an enhancement spell while carrying any Cold Iron now causes a character to suffer the effects of the “Crush” call to their torso.

Cold Iron is anathema to the fey and their magic because it is a metal with all of the anti-fey properties concentrated to the maximum. It stands to reason that this material would cause magic to react much more violently than other metals.

Clutii Wells

If any metal enters a clutii well, all characters within and nearby the well now suffer the effects of a “Mass Knockback Strikedown” call and the clutii well then closes. A closed clutii offers no Mana restoration.

We don't think the previous reaction was harsh enough. This feels more befitting of the fear and anger that our mage characters portray when metal is brought even near to a well.

If any Cold Iron enters a clutii well, all characters within and nearby the well now suffer the effects of a “Mass Knockback Quad” call and the clutii well is destroyed.

As with the metal and magic rules, we think that Cold Iron should cause a much more severe reaction than the other metals.

It is now clarified that breaking the other rules have no immediate ramifications, but is likely to upset the fey that provide the clutii wells.

The primary reason that the rules are cited is to clue players in to how the fey prefer their characters to act when using a clutii well. It just so happens that the fey would prefer that characters don't bring metal into the wells because of the above detailed reactions.

Individual Clutii Wells may now be subject to unique effects which will be detailed on a laminated note at applicable sites.

We had thought that this was already the case and noted mention of it under the Meditation rules but were unable to find it detailed elsewhere.

Ritual Magic

High magic rituals can now take up to 24 hours for their effects to manifest.

Suspense! Ritual magic is intended to be dangerous and uncertain. A particularly disastrous ritual can result in sudden, unexpected death and sometimes even worse while an especially impressive ritual can sometimes cause more than the intended effect. Either way, we don't think the results should always be immediately apparent. When appropriate, we want to walk away from having witnessed high magic being performed and leave the ritualists in anticipation of what they have done.

Advancement and Progression

Purchasing attributes no longer requires a character to spend downtime actions.

Character progression is limited by Character Point acquisition. We don't think it necessary to further limit it by downtime and would prefer characters spent their downtime actions on endeavours which could produce plot threads or character bonds.

Material Possessions

Players will now be expected to take their character's possessions, including crafting resources and weapon tags, home with them for storage in between events.

This year we're bringing what we think is a rather exciting update to the physical representations for most of our in-game possessions. While we expect the new phys-reps to support a much more immersive game with much more tangible in-camp storage, trading and theft, we also will no longer be able to feasibly offer a storage solution for the possessions of every character ourselves. Making this the responsibility of the players is practised by larger LARPs such as Empire and we think that could indicate a step in the right direction for prop management.

Players can now appeal for some or all of their character's crafting resources and materials to be stored at an off-site in-character location. The natures of these storage sites are up to the players, but they are always sufficiently inaccessible such that a character can only visit them in between events or during downtime. If approved, the game team will keep a record of the storage site and all possessions being kept there. The player can withdraw items from storage only at the beginning of an event, before time-in, and can never make deposits.

Sometimes, a character or group of characters find themselves in possession of a great deal of material wealth. With the phys-rep updates, storing all that wealth in their camps, at their homes and in their cars for the journeys between could be practically unfeasible. The storage site system is intended to allow those players to limit how much of their wealth they have to manage. In exchange for the player not having access to it, the game team will keep the rest among their own stash of props.

Materials

Materials are now detailed in the Core Rules.

This information was previously detailed under Weapon and Armour Smithing, which neglected its relevance to Engineering. Furthermore, it contained information which we think might be pertinent to some non-crafter characters who are not expected to read through the Crafting Supplement.

The materials used in making an item now affect the rules for how that item breaks in addition to the item's quality. Most materials break when struck by the effects of "Triple" and are destroyed when struck by the effects of "Quad" or "Crush". Masterwork equipment can withstand one extra level of punishment so most masterworked materials break when struck by the effects of "Quad" and are destroyed when struck by the effects of "Crush". Unless otherwise stated below, this remains to be the case.

Apprentice Weapon Materials

The Wood material now details that items made out of Wood break when struck by the effects of "Double" and are destroyed when struck by the effects of "Triple", "Quad" or "Crush", and it can no longer allow the wielder to call "Wood" as a Last Hit.

The former has been true of Wood equipment since the inception of the breakage rules. The latter just scares me to read. What monster is vulnerable to Wood? Is it Dwarves?

Advanced Weapon Materials

Items made out of the Silver material no longer allow the wielder to call "Turn Creature Type" against lycanthropes. We promise to brief our werewolves on how to properly react to silver so that nobody is yelling "Turn Lycanthrope" unless they're casting the spell. Feel free to call "Silver" once or twice if you think they might be unaware of your item's material.

The Gem material now details that items made out of Gem break when struck by the effects of "Double" and are destroyed when struck by the effects of "Triple", "Quad" or "Crush", and it can no longer withstand being used for the Knockback ability.

We're pretty sure that Gem was supposed to have the same durability as Wood. Either way, we sure do like normalizing the rules and gave that Knockback compatibility the stink-eye because of it.

Items made out of the Cold Iron material no longer allow the wielder to call "Turn Creature Type" against magical creatures.

See the notes on Silver. Our Fey will know how to react to Cold Iron. Some magical creatures are vulnerable to Ironwood, not Cold Iron, too.

The Bone material now details that items made out of Bone break when struck by the effects of "Double" and are destroyed when struck by the effects of "Triple", "Quad" or "Crush", and it can no longer withstand being used for the Knockback ability.

As with Gem, we're pretty sure that Bone was supposed to have the same durability as Wood and really like normalizing rules.

Expert Weapon Materials

The Star Metal material no longer has the functionality of Silver, Gem and Ironwood combined. Instead, Star Metal allows the wielder to call "Star Metal" as a Last Hit.

We don't think lycanthropes were repelled by it and we happen to know for a fact that it never made Woden's Kin sick. What we remember Star Metal always being able to do is prevent characters with the Undying attribute from reviving regardless of what their material vulnerability was. Please correct us if we're wrong, but we do think that this alone is a very valuable property.

Apprentice Armour Materials

The Cloth material now details that when armour made from Cloth becomes Beaten it immediately becomes Broken instead. It also now details that armour made from Cloth breaks when struck by the effects of "Double" and is destroyed when struck by the effects of "Triple", "Quad" or "Crush".

This has been how padded armour works for years, it just wasn't detailed with the rules for the material.

The Leather material now details that armour made from Leather breaks when struck by the effects of "Double" and is destroyed when struck by the effects of "Triple", "Quad" or "Crush".

Again, just updating the material rules to reflect how the armour works.

Advanced Armour Materials

The Spider Silk material now allows the wearer to resist the effects of the “Through” call when struck in a location protected by the armour but confers only 2 Hit Points of armour.

Bows are not especially common, so we thought this material could do with something to make it a little less situational. We have normalized its armour value with its Apprentice counterpart, however, which will be a running theme throughout this chapter to keep armour values in check.

The Infused Hide material has been removed and replaced by the Ogre Hide material, which confers 6 Hit Points of armour.

Infused Hide had strange rules for acquisition and granted a benefit which was both incredibly situational and required the wearer to distinguish the difference between spells cast at them and calls from non-spell sources, which we are trying to weed out. Ogre Hide, by comparison, has a fairly obvious source of acquisition and offers the properties of Metal armour without provoking the Metal and Magic rules or demanding a heavy, expensive phys-rep.

The Mithril material now specifies that it is the strongest armour material which does not prevent its wearer from benefitting from the Fade Into Forest and Fade Into Darkness skills. It now confers only 6 Hit Points of armour, but only breaks when struck by the effects of “Quad” and can only be destroyed by the effects of “Crush”.

Still normalizing our rules, these properties still offer Mithril its claim to superior defence without stacking bigger numbers. The Fade Into Forest and Fade Into Darkness skills now list the armour materials which do not prevent the wearer from benefitting from them.

Expert Armour Materials

The Starweave Silk material has been removed and replaced by the Faeweave Silk material, which confers 2 Hit Points of armour and when the wearer dons a piece of armour made from Faeweave Silk which is not Beaten or Broken, they gain 3 additional Mana and their maximum Mana pool increases by 3 until the piece of armour is Beaten or Broken. When the piece of armour is doffed, if it is not Broken, it immediately becomes Beaten.

We wanted to remove Starweave Silk for the same reasons that we removed Infused Hide. Something feels wrong about upscaling materials. As Starweave Silk used to work as a sort of wearable Mana-stone, we think it most fitting to replace it with a Mana variant of the new Dragon Hide and nobody has more Mana than the Fae.

The Dragon Hide material no longer allows the wearer to call “Double” for no cost. Instead, when the wearer dons a piece of armour made from Dragon Hide which is not Beaten or Broken, they gain 3 additional Willpower and their maximum Willpower increases by 3 until the piece of armour is Beaten or Broken. When the piece of armour is doffed, if it is not Broken, it immediately becomes Beaten.

We love the idea of Dragon Hide imbuing the wearer with some kind of mystical strength and think that 3-15 additional Willpower is a more usable benefit than 1-5 daily uses of “Double”. The interaction that Dragon Hide now has with the Beaten system is to help prevent confusion or abuse surrounding the free Willpower. We think it could be excused as a need to constantly work with the dragon’s fury to keep the armour co-operative.

The Titanium material no longer provides additional willpower, but only breaks when struck by the effects of “Quad” and can only be destroyed by the effects of “Crush”.

With Dragon Hide as the Willpower material and Faeweave Silk as the Mana material, we think that Titanium’s place should simply be being the ultimate option for defence. We think it achieves this simply by combining the breakage resistance of Mithril with the highest armour value in the book at 8 Hit Points.

Downtime

Existing characters are now offered 4 downtime actions leading up to the first event they attend each year and 2 downtime actions leading up to the second event.

There’s usually a lot of keen in between the 1st and 2nd events of the year. Additionally, there’s too much time in between the events for players to resume where they left off. Downtime is intended to make use of that keen and bridge that gap, so we are taking 1/3rd of the actions granted per year and granting them in between the two events, instead.

New characters are now offered 1 downtime action leading up to their first event provided that the following conditions are met: The character must be created and submitted before the downtime deadline; and the player must have purchased their ticket for the event.

We think that offering new characters a single downtime action grants them the chance to start fleshing out their place in the world so that they might come into play as a more complete character. It, at the very least, offers just a little bit of extra, solid backstory and might even allow new characters to possess plot-relevant information without first having to liaison with the

existing denizens of Brokersfield. The fact that this also functions as an incentive for players to pay for their tickets and create their characters before an event – saving the game-team time on the field – is an additional positive of this change.

The downtime deadline is now 3 weeks before the date of the event.

This is same amount of time as far as the May event is concerned, but now also applicable to the August event.

Resource gathering, resource sites and learning are no longer detailed as examples of downtime actions.

These are still valid uses of a character's downtime, but we think they distract from downtime actions' greatest potential. Firstly and foremostly, downtime offers characters the opportunity for their story to continue off-field. Small adventures can be had, character bonds can be developed and plot threads can woven. That might be less tantalizing than an extra handful of resources to some players, but we don't want to give anyone the impression that crafting and gathering is all they can do and would rather that players deliberated their downtime actions unprompted.

Using a crafting skill during downtime now costs only one action for each skill, regardless of the level or quantity of the product, with exception to crafting Masterwork equipment and engineering schematics.

Masterwork equipment now takes 1 downtime action to make per piece, no matter the materials worked with.

Engineering schematics still require referee deliberation.

This change, along with our reasoning, is detailed in the Crafting Supplement changelog.

Playing an NPC

The deadline for spending NPC Tokens has been removed, but NPC Tokens cannot be spent within 3 weeks of an upcoming event.

This is the same as the new downtime submission deadline which allows both to be processed simultaneously.

NPC Token rewards and the corresponding NPC Token costs have been adjusted to the following:

- 1 Character Point (once purchase per event only) – 8 Tokens
- 1 additional downtime action – 8 Tokens
- 1 Ethanol, Strange Dust or Repair Powder – 1 Token
- 1 Glowpowder, Dream Dust or alchemy ingredient – 3 Tokens
- 1 Rubedo or Void Dust – 6 Tokens
- 4 Life Essence – 1 Token
- 1 apprentice material – 2 Tokens
- 1 advanced material – 6 Tokens

When alchemy ingredients, apprentice materials or advanced materials are purchased, the player chooses which specific resource they receive, though they cannot choose exotic materials.

An extra downtime action ever being chosen over an additional Character Point seems farfetched to us so we at the very least don't think it should be more expensive. The rest of the changes here are largely to facilitate changes which have been made to crafting resources in general.

Crafting and NPCing

NPCing for the game team now allows a character to create or repair items according to their crafting skill as though they had spent up to an hour of appropriate role-play, instead of earning an NPC token. The resources and materials involved are still required.

This rule previously behaved differently depending on what the character intended to craft. We've simplified it.

Call Reference Table

The “Bounce” call no longer specifies that it can only be used against calls including a damage component. “Bounce” can still not be used against calls including a Crush.

Remembering that “Bounce” cannot be called against control effects, only damage effects, but works against control effects which co-exist with a damage effect was complicated. We're still not sure if the Strike Down ability could be Bounced when used in melee because 1 point of damage is done but no damage call is made. To make understanding this call simpler (while also intentionally buffing its sources), we think it's fair for “Bounce” to work against every call except “Crush”. Nothing works against “Crush”, so this should be much easier to remember.

The “Bounce Shot” call has been removed.

The corresponding ability has been removed. Should it ever make a come-back, the “Bounce” call covers this functionality.

The “Burn” call has been reworked and no longer enables Last Hits. Instead, “Burn” prevents the victim from being able to restore hit points to the burnt location until the burn is cured.

The “Burn” call has struggled to find its place in recent years. We hope to give it a new purpose as the anti-healing call. While “Venom” has typically done this in the past, venoms have been refined in a way which we think creates space for “Burn” to take the niche.

The “Crush” call now specifies that Magical Protection struck by “Crush” is also eliminated and that striking a location which benefits from Body points, Armour Hit Points and Magical Protection affects all three at once.

The “Crush” call is the omega effect which allows counters to the other calls to exist in abundance. It is intended to beat everything and supersedes all other effects. This is a truly raid-boss level effect and most big monsters are capped at “Quad”.

The “Diagnosis” call now specifies that you do not tell the user which poisons or diseases you are affected by, only that you are affected by a poison or disease.

Figuring out the specifics of these ailments are role-play interactions which we don’t want this call to rob anyone of.

The “Jam” call, the “Misfire” call and the “Shatter Gun” call have been removed.

Death to anti-gun spells. In all seriousness, we think these effects are too specific and underutilized to get their own calls.

The “Looting” call has been removed.

The corresponding skill and system has been removed.

The “Parry” call now details that it allows the caller to resist the effects of “Knockback”, “Strike Down”, “Single”, “Double”, “Triple” and “Quad” when blocking those strikes with a weapon or shield.

These are the effects of the Parry combat ability, some of which were previously undetailed with the call itself.

The “Restrain” call has been removed and replaced with the “Strength X” call, which allows the caller to restrain another character who has less strength than them.

We noticed a lot of players calling “Inhuman Strength” and “Wildling Strong” which required the victims to know rules which may not be pertinent to them and were occasionally confusing. “Wildling Strong” was being used to communicate a character having 3 strength while “Wildling Strength” was supposed to communicate 2 strength, for example. A single unified call, which demands the caller communicate their strength as a number, should usher a stop to that.

The “Shatter” call has been removed.

When the breakage system was introduced, and “Destroy” was consolidated into “Crush”, “Shatter” was kept around as a fall-back for the game team in case the breakage system wasn’t working. The breakage system worked. “Shatter”, the time we spent with you will never be forgotten.

The “Slit Throat” call has been removed.

The corresponding ability has been reworked to rely on other existing calls.

The “Stun” call has been removed.

To our knowledge, there is no skill, ability or spell which uses this call. Additionally, it has a duration measured in seconds, which defies the reason the chanting rules were introduced.

The “Through” call now causes damage to bypass all armour protection, rather than all physical protection.

‘Physical’ is not a classification of protection and this wording makes it difficult to determine whether “Through” is or is not able to bypass shield protection. We’ve ruled ‘not’ for now, because shields already have many counters and negating physically represented attacks is their purpose, but we are aware that this is an arguable point and anticipate debate.

The “True Sight” call no longer explains what it does for the caller. Instead, it details for the target that they must reveal to the caller their true identity if they are in disguise, a shapeshifter, an undead or some other being whose true nature may not be as it seems.

The calls exist to inform the targets of how they are supposed to react to each of them – a means to quickly communicate rules when one character subjects another to a specific effect.

The “Turn Creature” call has been reworked into the “Turn” call, which now prevents the target from being within 10 feet of the caller, and forces them back if they are already within that range.

There has been confusion over exactly what this call can achieve so we saw it as an opportunity to rebalance it. We think that a 10 foot radius is a big enough safe zone to be useful, but not so big that it can conclude an encounter by itself.

The “Creature” call, which communicates that accompanying calls only effect the target if they of the called creature type, has been added.

The “Creature” component of “Turn Creature” was being applied to other calls by the game-team. We thought that was a good idea, so we’ve made it official.

The “Weapon Material” call, which communicates the material that the caller is wielding, has been added. The caller need only use this call once or twice to inform their foes of the material’s presence and should not use the call with every strike.

This call is being introduced to accompany the coloured tags which communicate the same thing. Some creatures have special interactions with specific materials and it is important that players of those creatures are aware when those materials are present. The “Turn Creature” call was not sufficient, as it only allowed the interaction to involve the “Turn” effect and introduced call spam which we really hope not to reintroduce with this call. It is similar to the old “Rare” call, but we cannot stress enough how unnecessary it is to use the call every time you strike with the weapon. After one or two uses, the victim should get it and we intend to brief them to listen out for it.

This is also the same call used when making a Last Hit. We’re just extending its application.

The “Single” call, which communicates a single call of damage, has been added.

Various skills and spells use this call. We think its exclusion may have been an accidental oversight.

The “Close Wound”, “Heal” and “All Heal” calls, which communicate various Hit Point restoration effects, have been added.

Realising that these were not previously listed among the other calls made us feel bad for the players who had to figure them out while getting healed.

The “Dispel” call, which communicates the removal of all elixirs, sigils, impermanent runes and spell effects, including magical protection, from the target, has been added.

The call for the Dispel Magic spell was previously missing but the spell itself was also short on uses. We think the above uses should be sufficient.

The “Venom” call has been reworked and now details that taking damage from the strike causes all accompanying calls to become permanent until the venom is cured. Damage dealt by the strike only becomes permanent if called. The “Berserk” venom call, the “Gibberish” venom call, the “Iron Blood” venom call, the “Mana” venom call, the “Silence” venom call, the “Single” venom call and the “Willpower” venom call have been removed.

Poisons can have lengthy effects because they are almost exclusively imbibed outside of combat in a scenario where there is time to explain those effects to the imbiber. Venoms can be used in combat so we think their effects should be limited to what the calls can communicate. Instead of having a table of unique calls for each venom, venoms have been reworked to only use the other existing calls.

The “Drain Mana” call, which causes the target to lose 10 Mana, or all Spell uses if they are an NPC which does not use Mana, has been added.

The “Drain Willpower” call, which causes the target to lose 10 Willpower, or all Ability uses if they are an NPC which does not use Willpower, has been added.

Currently, these calls only facilitate the venoms of the same names and the game-team, but the “Mana” and “Willpower” venom calls were being used and we think their functionality still has a place.

It is now noted that when a call is used which affects a single location but the location is unspecified then the affected location defaults to the torso.

This is helpful for blackpowder pistol shots, damage spells and dreaded “mass” calls which aren’t specifically targeted at a limb.