

This change log includes all changes made to the Core Rulebook and Crafting Supplement since the October 2024 event (Core Rules version 3.2.9 and Crafting Supplement version 3.2.9). If you are already familiar with the rules as they were at the October 2024 event, this log includes everything you might need to read to remain up-to-date. If you read through the proposed changes for the draft versions 3.2.10, new and adjusted changes made since then are highlighted below in yellow for your convenience.

Core Rulebook 3.2.10

Playable Races

Costume Requirements

Reworded some lineages to include masks as acceptable costuming.

Some characters have already benefitted from this anyway, so we might as well update the rules to follow suit! Please be aware however, the Game Team reserves the right to decide what is appropriate costuming.

Beastkin

The Bestial Lineages now list some examples animals that may be suitable for a particular lineage.

While the rules are intentionally vague to allow players to be imaginative, some players may find it helpful to have some examples to get them thinking along the right lines.

Proficiencies

Skills

The Set and Remove Traps skill is specified to only work on Explosive Traps.

*This skill was introduced before Venom and Rune Traps were added to the game. The intention is to allow someone who has set a trap to remove it without having to hard skill their own trap. Note that it's Set and **Remove** Traps, not Set and **Disarm**. I feel like I've said the word trap so much it's lost its meaning. Trap.*

The Hunter skill now has a use time of 10 seconds of appropriate role-play and clarifies that only one resource per use is recovered.

We will also be distributing a Hunter reference sheet, in a similar manner to Alchemy, showing the ingredients that you can gather using this skill.

The effect description for the Identify skill now mentions invention tags alongside artefact tags.

As of the August 2024 event, the game team now records the properties of experimental inventions separately from artefacts. They use the same letter-coded tag system and their identify cards can be found in the same box with the ones for artefacts, but the tags read "invention" not "artefact".

Combat Abilities

Added the Sharpshooter ability.

In the last couple of events, we noticed that gun users were benefitting heavily from the use of the Through ability, made cheaper by their Metal Ammunition. In order to balance this while not punishing non-gun users, we have created a new ability that can only be used with guns, while keeping the Through ability to only be used with Melee and Thrown Weapons. Do note, bow users are not mentioned as bows innately call "Through". We will be closely monitoring this over the next couple of events to see how the changes affect gameplay. Gun users will be given the opportunity to swap their Through ability to Sharpshooter at no extra cost.

IC Items

Searching and Looting

Added Blue Loot Cards which represent weapons and armour of deteriorated quality they can be broken down by a crafter with the appropriate skill to salvage Repair Powder.

This allows crafters more role-play and increases access to repair powder without depriving our wonderful crew of their weapons!

Combat

Combat Safety

Added non-combatants to the Combat rules.

Combat is optional! We have been using this system for a while now and have still not yet added it to the core rulebook. This codifies these rules.

Weapon Types

Changed the wording on Shield sizes. We have also included a diagram for clarity.

There was some confusion over what constituted the "Widest measurement" and how we were measuring. This new wording and diagram should resolve this issue.

Updated Black Powder Guns to be in-line with current gameplay

There was nothing in the rules that said you had to wield a musket or rifle with two hands, even though that's who everyone who was using them was playing. If you can physically go rifles akimbo, then I applaud you, but it would now be against the rules!

Magic and Spell Casting

Clutii Wells

Added "any" to the first bullet point about bringing metal into a Clutii Well

To clear up any confusion about some metal being allowed for spellcasting is therefore allowed in the well. Confusingly, Star Metal is not metal, despite being metallic in nature.

High Magic Rituals

Added examples from popular culture.

Some players believe there is only one way to perform a high magic ritual, leading the system to be less free form. This should resolve that issue.

Downtime

Updated the email address for downtimes to gameteam@fieldsofillusion.com

Please send them here, if you send them to the admin email, there's a chance that I won't see them and they won't be processed. Thanks!

Clarified that characters are allowed to perform any action that doesn't require a referee's input, without needing to email the game team.

You are finally allowed to talk to each other and make trades, like civilised Human Beings (and Elves, and Dwarves, and Orkin, and Beastkin, and Fey, and... wow, this list goes on and on, huh?)

Changed Freeform description to more accurately reference how many other categories of action exist!

Why was 6 afraid of 7? We don't know either, but it meant 6 needed to use the new Doctoring downtime!

Playing an NPC

Crafting While Crewing

Changed the wording from “For each NPC token which a player would earn, that player can **instead** choose for their character to create or repair items ...” to “For each NPC token which a player would earn, that player can **additionally** choose for their character to create or repair items ...”

*A number of crafters have let us know that they felt disincentivised to come and crew during an event as they were missing out on the opportunity to earn NPC tokens. This rule was also not well enforced, with NPC tokens being the default given to players who crewed, very rarely did anyone mention that they were instead crafting. *ring-ding* Bring out your crafters, we need crew! *ring-ding**

Crafting Supplement 3.2.10

Ammunition

Updated Metal ammunition to fit with the new Sharpshooter ability

Wouldn't be so good if your ammo didn't work, right?

Mythic Disciplines

Hand-outs

A new hand-out has been written that will be provided to players who have started on the journey to unlocking a mythic discipline. This hand-out outlines the prerequisites and a basic overview of each discipline.

This was brought up at the AGM in 2024. These hand-outs will be available on request to any player who has already started a journey towards unlocking a discipline. They are not to be given out freely; this maintains the air of mystery to them.