

## 4-21-23

### **Totem Animal (Updated)**

Added: You can only have one totem activate at a time.

## 4-28-23

### **Arcana (Updated)**

Added at Heroic Tier: This costs 15 Fatigue per use.

### **Song of Rest (Updated)**

From:

Requirements  
Ability Prerequisite: Bardic Music  
Merit Point Cost: 500  
Action Type: Full

To:

Requirements  
Ability Prerequisite: Bardic Music  
Merit Point Cost: 500  
Action Type: 30 Minutes per use  
Added: Can be used one time per day per 2 Charisma Modifier.

## 4-30-23

### **Sorcery (Updated)**

Updated: Ability Prerequisites: Arcane Touch, Will 85

## 5-12-23

### **Retrain (Updated; pg. 70)**

From:

Retrain - You may unlearn one ability and pick up a different one in its place. You must spend merit for the new ability the same as getting an ability when you rank up. You cannot retrain an ability that is a prerequisite for another ability you currently have.

To:

Retrain - You may unlearn one ability and pick up a different one in its place. You must spend merit for the new ability the same as getting an ability when you rank up. You

cannot retrain an ability that is a prerequisite for another ability you currently have. You may not take more than one ability per rank, even with retraining.

## 6-03-23

### **Character Advancement (Updated; pg. 69)**

Added:

- Beginning at 10th rank you may now choose to sacrifice taking a new Rank Ability in order to take a free additional Rank bonus: Toughness Rank Bonus, Tenacious Rank Bonus, Increased Attribute Rank Bonus, or Increased Luck Rank Bonus.

## 6-3-23

### **Permanence Spell (Updated; pg. 305-306)**

Added:

The caster must permanently sacrifice the Fatigue Cost of the spell that they are making permanent, even if the spell would be considered a fatigue free spell for the caster. The affected target must still follow the rules of the spell that was made permanent.

## 6-16-23

### **Dreaming - Paragon Ability - Realistic Nightmare (Updated; pg. 120)**

Added:

This requires the user to concentrate on the Nightmare.

Every minute the target is granted a Wits check at TS of 8 to escape the nightmare.

## 6-25-23

### **Stunned, Dazed and Staggered Condition (Updated; pg. 343-344)**

Added:

Stunned Condition: Targets are granted a Stamina check at TS of 4 to ignore this effect, this is a Move Action.

Dazed Condition: Targets are granted a Stamina check at TS of 6 to ignore this effect, this is a Full Action.

Staggered Condition: Targets are granted

a Stamina check at TS of 8 to ignore this effect, this is a Full Action.

### 7-7-23

#### Vehicle Statistics (Updated; pg. 343-344)

Updated #of Engines and Speed:

From: # of Engines and Speed: The total number of engines and indicates the vehicle's standard cruising speed per turn and its maximum speed per turn (# turn/maximum per # turn).

To: # of Engines and Speed: The total number of engines and indicates the vehicle's standard cruising speed per Hour and its maximum speed per Hour (# Hour/maximum per # Hour).

### 7-9-23

#### Chovah Species Abilities (Updated; pg. 30)

Battle Leader:

From: You are notorious for your ability to inspire others to push themselves beyond their limits. With a Charisma check at a TS of 1 per individual in a group and a few rousing words, a Chovah can grant those allies within 20 feet a +5 (Any) skill bonus for every 30 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success. This is a Full Action to perform.

To: You are notorious for your ability to inspire others to push themselves beyond their limits. As a Full Action, you can target up to 1 ally per Charisma Modifier that is within 20' of you that can hear and see you a +5 bonus to any skill check per 30 Charisma the Chovah has. This effect lasts for 1 turn per Charisma check success.

### 7-12-23

#### Totem Magic Abilities (Updated; pg. 124 & 136)

Totem Magic:

From: You must be able to build a totem, such as with the skill Fabricate. You must have 4 successes to accurately carve the totem, each totem above one increases this by +2. Heroic: You can create one animal totem (see Totem Animals) that costs 10 Fatigue Points per totem (up to a maximum of six animals), this loss is per-

manent while the totem is active. You may take this once every two ranks to gain a new animal totem.

To: You must have 4 successes to accurately carve a single animal totem in the totem, each additional totem animal above one increases this by +2. Heroic: You can create one totem with up to 6 animals (see Totem Animals) that costs 5 Fatigue Points per animal (up to a maximum of six animals), this loss is permanent while the totem is active. You may take this once every two ranks in order to create a new animal totem as described above.

### 7-21-23

#### Fearsome (Updated; pg. 155)

From:

Requirements

Ability Prerequisite: Cha 70

Merit Point Cost: 1000

Action Type: Basic

The character is especially fearsome to an opponents within 10' radius of them, penalizing foes Physical Defense by -5 per Charisma Modifier. The penalties last for a duration of 5 turns. Opponents are allowed a Willpower vs. TS 2 to avoid this penalty. The ability can be used three times per day.

To:

Requirements

Ability Prerequisite: Cha 70

Merit Point Cost: 750

Action Type: Basic

The character is especially fearsome to an opponents within 10' radius of them, penalizing foes Physical Defense by -5 per Charisma Modifier. The penalties last for a duration of 5 turns. Opponents are allowed a Willpower vs. TS 4 to avoid this penalty. The ability can be used three times per day.

### 9-9-23

#### Multiple Strike Rules Updated (Updated; Various Locations - pg. 22,104, 180, 338 )

Acies Traits - Multiple Limbs:

From:

..and reduce the penalties of multiple

strike by 5.  
 To:  
 ... and reduce the penalties of multiple strike by 1.

### **Improved Multiple Strike Ability:**

From:

Requirements

Ability Prerequisite: Str, Agi or Per 65

Merit Point Cost: 450

You can better attack with Multiple Strikes. The following modifiers are the total and are not added together.

Heroic: The first two Multiple Strike attacks penalties are reduced to 0.

Legendary: The first three Multiple Strike attacks penalties are reduced by 20 to a minimum of 0.

Epic: The first four Multiple Strike attacks penalties are reduced by 30 to a minimum of 0.

Paragon: The first five Multiple Strike attacks penalties are reduced by 40 to a minimum of 0.

To:

Requirements

Ability Prerequisite: Str, Agi or Per 65

Merit Point Cost: 450

You can better attack with Multiple Strikes. The following modifiers are the total and are not added together.

Heroic: The first two Multiple Strike attacks penalties are reduced to 0.

Legendary: The first three Multiple Strike attacks penalties are reduced by 2 to a minimum of 0.

Epic: The first four Multiple Strike attacks penalties are reduced by 3 to a minimum of 0.

Paragon: The first five Multiple Strike attacks penalties are reduced by 4 to a minimum of 0.

### **Firing Standard Firearms Multiple Strike:**

From:

Single shots suffer no penalties. However, each shot after the first must adhere to the Multiple Strike rules plus a -5 modifier due to recoil effects for each shot. Multiple strikes suffer an additional -5 per additional shot fired.

Firearms ignore the first multiple strike penalty. Thus, the penalties would be: -15/-25/-35/-45/-65/-85.

To:

Single shots suffer no penalties. However, each shot after the first must adhere to the Multiple Strike rules plus a -1 success modifier due to recoil effects for each shot. Multiple strikes suffer an additional -1 success per additional shot fired.

Firearms ignore the first multiple strike penalty. Thus, the success penalties would be: -2/-3/-4/-5/-6/-7.

### **Penalties for Multiple Strike**

From:

Attacks suffer the following penalties. These penalties apply to all attacks on your turn:

- First Attack/Strike: -10
- Second Attack/Strike: -20
- Third Attack/Strike: -30
- Fourth Attack/Strike: -40

Attacks past the fourth suffer an additional -20 for each attack above the fourth (fifth: -60; sixth: -80; etc.)

To:

Attacks suffer the following success penalties. These penalties apply to all attacks on your turn:

- First Attack/Strike: -1 success
- Second Attack/Strike: -2 success
- Third Attack/Strike: -3 success
- Fourth Attack/Strike: -4 success

Attacks past the fourth suffer an additional -2 successes for each attack above the fourth (fifth: -6; sixth: -8; etc.)

## **10-8-23**

### **Battle Rage (Updated; pg. 100)**

Added:

Requirements

Ability Prerequisite: Stamina 75;

Cannot have an Intelligence greater than 75

Merit Point Cost: 900

Action Type: Simple

## 10-10-23

**Bhekart (Updated; pg. 169)**

Changed:

Base Damage from 7 to Base Damage to 6  
and raised cost to 300 sp.