



Change Log

Last Updated 2/1/2025

January 2026 Updates

- Changed Disable limb to destruction under spellcasting
- Added 5 second Pain spell under Spellcasting as mental
- Changed Pain to Agony
- Removed fast short and long as time descriptions and instead time is stated in tagline
- Added Gift to elementalists to give free combat skill based on element
- Updated elemental application to give damage buff
- Added armor patch talent to give armor buff
- Removed Knockdown from attract and push as compound effects are hard to remember
- Obliterate has been irreversible death.
- Added confine effect
- Magic Duct Tape restores 10 points of armor points when used to repair armor.
- Combined Wright Natural Teacher and fast student talents
- Added a mind discount for crafting alchemy to Alchemical Lore (latent skill) for Wrights
- Added Natural Researcher talent to Wrights
- Added ways to use alchemy under alchemy skill section that defines drinking, injecting and other common ways to use alchemy

November 2025 Updates

- Changed Toxin to Slow
- Updated wording on spellcasting scrolls to include “enables the caster to..” as spell scrolls allow someone with the spell casting ability to cast that spell.
- Added Ring level 1
- Added retort “Taken as Damage” for Taken on the chin, What Doesn’t Kill You, Made me stronger and npcs will use.
- Added fast,short, normal and long effect lengths.
- Added pain as a mental effect.

- Changed Pushback to Push
- Added Doubled and Halved as retorts for when something does increased or decreased damage to a target
- Added self teach option for level 1 talents
- Combined education and teaching skills
- Changed Non-Magical Items to Magical Quality.
- Updated Blood Line Traits to include what magic type and format they count as.
- Updated “blast” Bloodline talents damage.
- Updated elementlist “elemental Immunity” name and description.

October 2025 Updates

- Added Level 1 Dentis Morbo Cure
- Added Finder of Ways, Fae Touched and So Shall It Be to the Fae Talents
- Added Repair from Blood, Of My Flesh, Gift of Creation to the Elemental Talents
- Updates to armor - clarification that armor is based on representation rather than material
- Added Weredeer, Wererat and Weredog Kin Groups

September 2025 Updates

- Add “Any tagline that does not have magic, Unavoidable, or Radius attached to it can be physically blocked by a melee weapon or shield.” under effect area of rule book.
- Updated tag lines to be level 1, 2 and 3
- Updated defensive skills on what they can block
- Added mundane item crafting for more advanced mundane items.
- Added Elemental Coating alchemy

August 2025 Updates

- Added packet delivery to attract spell
- Clarified that you still take the knockdown with attract if it ends early due to getting into arm length of caster.
- Updated Alchemical Macgyver wording “component of the same or lower tier”
- Updated MacGyver’s Got Nothing wording “Component of the same or lower tier”
- Updated reference material for wrights word “They can only memorize two spells from rank 1 spellcasting. instead of 3”
- Added section on mundane items under starting items. Updated Items for mundane items. Added a section under items for mundane items.
- Added section concerning need to feed in game world mechanics
- Added Frenzy and berserk effects

July 2025 Updates

- Updated wording on Burn at Both ends that is a substitute instead convert
- Added tracking and evasion, numbers may change.
- Defensive stance showing in character sheets.
- Typo updates, including to the Lore: Nature and Lore: Animal issue on the Shapeshifters Bloodline page.
- Added the Fae Wilds Focus Enchantment, Fairy Circle rituals, and Incursion Rituals

June 2025 Updates

- Added "What to Bring to Site" list to the Core rulebook.
- Updated leg armor to match limb armor ratio of 1/3/5
- Updated foraging r.2 from 15 XP to 10 xp

May 2025 Updates

- Added clarification for weapon targets when not using a blocking weapons and intentionally moving illegal locations to block shots.
- Add description to two handed weapons about keeping both hands on the weapon.
- Disable limb effect added and replaced all disarm skills and spells.
- Added wording to research so that it can be used to create new skills and talents as well as self teach existing skills.
- Added line for spear in weapon table
- Added section concerning two-weapon wielding
- Changed minimum boffer size for fist, claw and dagger to 15". Added a long claw section that is 17" - 25". Further review of boffer size will be done in future editions.
- Added section in searching to clarify that the searcher can decline the "do it" call.
- Added the 'Infect' Tagline.
- Removed the word 'melee' from the Magical Skill Wright talent.
- Added Link to Starting Items list.
- Added Icarus Leap, Daedalus Leap and Hermes Leap to the Half Born Bloodline talents.