



Change Log

Last Updated 3/22/2025

March 2026 Updates

- Added clarification that when a skill has multiple levels the preceding level is required for it. Ie lvl 2 spell casting requires lvl 1 spell casting, butchery lvl 3 requires butchery lvl 2
- Defined A Combat
- Updated Catch these claws as melee combat skills are not weapon specific to "Tooth and Claw." It allows the shifter to call bite or pierce depending on if they have Be like Water.
- Updated sacrifice to Spend on talents that use vitality.
- Various wording clarifications.

February 2026 Updates

- Updated cost to Vital Benefit to be 20 mind and 1 L3 Viscera from 1WP and 1 L3 Crystal
- Updated Temp Fix to say "Restores 10 Armor Points if used on armor."

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 Elementalist 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.