

CHANGE LOG

OFFICIAL RELEASE:

V8.7 "SOUPY"

Replaced V8.6.4 Sappy

This is the change log of the official clarification changes, as well as the rules changes made as part of the "Sappy" revision cycle.

For readability, text changes are summarized and only functional changes are mentioned, due to the large amount of quality of life improvements.

QUALITY OF LIFE (NOT HIGHLIGHTED)

- Typo, capitalization, grammar, and wording fixes.
- Layout and spacing changes to accommodate the updates.
- Table of Contents and Index updates.
- Standardization of Enchantment ranges
- Standardization of phrasing when it comes to keyword terms, and capitalization of such.
- Beginnings of standardization of how abilities are written and laid out.
- Reordering of Magic Items to be after Abilities section, and the Abilities and Special Effects section to be after Battlegames
- Examples changed in text to no longer reference out of date information.

ARMOR REWORK

Before, armor types had separate entries to describe similar general modifiers. The gauge and thickness requirements were determined by armor type.

These requirements are simplified to be two tables: one with tiers outlining maximum points and types, the other with information on material thickness requirements based on material, with a list of additional requirements to be considered various types of armor. If an armor type is not listed there, it has no special construction requirements beyond material thickness. Gambeson bonus was changed to layered armor bonus.

Additional notes on changes to armor:

- Removed the requirement for armor to weigh close to historical standards
- Synthetic armor can be rated higher than two points
- Armor can be rated +1 or -1 from it's tier, with each modifier only changing by one point. (previously, inferior construction/appearance could subtract two points, while superior could only increase by one point.)
- Most armor ratings based on material stayed the same or increased in value.

An attempt to wrangle the text changes were outlined in Sappy 1's changelog as text.

BOWS AND ARROWS

The arrow page recieved a rework, laying out the information in a new way to clarify requirements. There was an addition in disallowed materials, disallowing plastic and wooden shafts.

Under class equipment and archetypes, the limitations around wielding both a bow and a shield were removed for all classes.

GREAT WEAPONS

Double ended weapons with heavy padding may now use SC/AB hits on either end.

Great weapons shorter than 6 feet are SC/AB if at least 2/3 is strike legal.

JAVELINS

Javelins can now be double ended.

MAGIC STAVES

Magic staves are added to the game as a weapon that can only block, not strike. The only weapon that may be wielded alongside a staff is a dagger. An unbroken magic staff can be used as an empty hand for the purposes of incantations. Magic staves can also be used as the material component for a Nuntius Staff.

ANKH OF RAN

Added Void Touched to the list of enchantments that the Ankh of Ran allows its bearer to use Terror against the bearers of.

BASE RESTORATION

Changed the restoration mechanic of the base to take 30 seconds, instead of either 30 seconds or the death count. Players may also use the restoration at base mechanic to heal themselves, or restore damaged shields.

SCENARIO RULES

Added text "The battlegame designer may adjust spell durations, modify ability effects, add/remove abilities, or add magic items as needed to suit the scenario and ensure fun."



HIT LOCATIONS, WOUNDS, DEATH

Foot on ground now does not count for any shots (including engulfing), instead of just wounds.

A player may now switch from posting to walking with a declaration of "hobbling", and must chant "hobbling" while dragging a leg behind them. Cannot do within 20 feet of an opponent.

A player may now switch between kneeling and posting as long as no enemies are nearby by declaring so.

If affected by an ability that forces movement, a player may ignore the requirement to keep a knee on the ground to complete the movement. Players cannot attack or activate abilities if their wounded knee is not on the ground during the forced movement. The abilities that can use this accommodation have all recieved a note about Forced Movement.

The rulebook now states that to visually indicate you are dead, put your weapon on your head.

When dead, a player may now move 5 feet from their death location without restricting a players ability to be resurrected.

Players may now use wounded arms to carry equipment, though still must keep the arm out of combat.

SPECIAL EFFECTS

Before, the rulebook said you must declare special effects when using any weapon or magic. This is now only required for melee weapons.

A shield hit by a shield crushing hit now carries the keyword damaged, and can be mended before it's broken.

All special effects are now extraordinary and do not have a school, except for "wounds kill" which is always of the death school.

"Phasing" is now a special effect that is referenced across several abilities.

STATES

Out of Game state used by Archers Reload and by game designers is renamed to Invulnerable.

Suppressed state now does not let players charge abilities.

Insubstantial section got a rework to lay out the information differently. This should not have changes to play.



CASTING CHANGES

Previously, after expending all uses of an ability only one use could be charged at a time. Now, if a player has multiple uses of a spell, they can recharge all instances.

Touch range spells are now standardized in formatting, with "Self" being a touch range that can only be used on self and "Other" being a touch range that can only be used on others. Any ability that only says "Touch" may be used on both self and others. Players may also now use touch range spells from 6 inches away from each other without physically touching.

Before, a player could have an open hand inside of a shield handle for incantations, though the shield would not be considered wielded. Now, open hands must not be touching shields to cast incantations, with an exception for small strap shields that are attached by the arm.

Before, a player could target another player by using their class and a descriptor. Now, the requirement is two descriptors.

Wound trigger abilities now cannot be used if the wound is not recieved, such as by a resistance.

Kill triggers are now limited to using one ability per triggering blow, and must be used outside of 10 feet from a living enemy.

ENCHANTMENT CHANGES

The ability "Cancel" was removed. Now players may remove enchantments from themselves at any time.

Enchantments section got a rework. This should not have major functional changes.

Enchantments that effect equipment now explicitly state if the equipment must be wielded or carried to be affected.



CLASSES

Before, you must have played the class you wanted to gain attendance in, with limitations if there were no class games played for Warrior only, and if there was no fighting, Color only. These limitations were removed, players may now take a credit in any class if they meet the prerequisites.

Look the part now is considered for any swords and sorcery garb, instead of being for actively portraying their class.

Level testing as a requirement to play the next level in a class is removed.

Class descriptions and class examples have been changed to not include any copyrighted characters and inserted various mythological, historical, or public domain replacements. Class descriptions also are now more about the mechanics of a class.

Monsters now have a class symbol of a solid colored eye on a contrasting background, where paragons may use a silver eye.

ANTI-PALADIN

Archetypes added:

Corruptor

E: Gain Void Touched (Self) 2/Refresh (m). All uses of Terror become 1/Life Charge x10 (m).

L: May not wield Great Weapons or Javelins and lose all instances of Flame Blade.

Infernal

E: Gain Fireball 2 Balls / Unlimited (m). Flame Blade becomes (Self) 2/Refresh Charge x5.

L: May not wield shields and lose all instances of Steal Life Essence.

Sashes are now metallic.

ARCHER

Archetype added.

Artificer

E: May wield a Small shield. Gain Greater Mend 2/Refresh Charge x10 (ex). Mend becomes 2/Life Charge x3 (ex). Casting Mend on weapons or shields does not consume use of Mend.

L: Rather than the normal amount of Specialty Arrows for an Archer, gain:

- Pinning Arrow 3 Arrows / Unlimited (ex)

- Phase Arrow 1 Arrow / Unlimited (ex)

- Suppression Arrow 1 Arrow / Unlimited (ex)

Look the Part becomes a fourth Pinning Arrow.

N: Player must still have a use of Mend remaining to cast on weapons or shields.

Sniper changed to have Momentum, and a mend for look the part.

E: May physically carry any number of Specialty Arrows of each type. The frequency of each type of Specialty Arrow ability becomes 1 Arrow/Life Charge x3. Gain Momentum Unlimited (ex) (Ambulant). Look the Part becomes Mend 1/Life.

L: May not fire normal arrows.

Reload can now be exited at base.

Momentum has been added to the game.

ASSASSIN

The range of assassinate is changed from 20 feet to 50 feet.

Trickery as a trait is added. Trickery allows Assassins to use their insubstantial abilities without returning to the physical world first, if they are the source of their current insubstantial state.

Look the part instead of being just poison, has a choice between poison 1/L charge x3 or poison arrow 1 Arrow/Unlimited.

Archetypes added.

Rogue

E: Regain a use of Coup de Grace upon killing a player with a thrown weapon.

L: May not wield Long weapons or Bows.

Spy

E: Blink and Shadow Step become Charge x3 (ex).

L: May not wear Armor.

See: Shadowstep



BARBARIAN

The limitation of not being able to receive enchantments from other classes is removed.

Fight After Death is removed from the game, and is replaced with Rage at the same frequency with an added Charge of x10. Rage allows a player to be unaffected by verbals and have SC/AB melee for seven seconds, counted aloud.

Archetypes added.

Berserker

E: Gain Momentum Unlimited (ex) (Ambulant).

L: May not wear Armor, and loses all instances of Blood and Thunder.

Raider

E: Gain Bear Strength (Self) 1/Life (ex). Look the Part becomes an additional use of Brutal Strike.

L: Lose all instances of Rage.

BARD

Armor costs at 2nd level are adjusted from 4 points to 3 points.

Amplification before was a verbal spell that gave the targets next verbal the effects of extension (though they did not have to say extension). Now Amplification is an enchantment that gives the bearer a use of rechargeable extension.

T: Enchantment S: Sorcery R: Touch

M: Yellow Strip

I: "My power amplifies thy voice" x3

E: Bearer gains Extension 1/Refresh Charge x3 (m).

Other sources of Extension may not be utilized while Amplification is worn.

N: Does not use up any purchased instances of Extension.

Silvertongue incantation is now "My power quickens thine" x3 instead of "The seething sea ceaseth and thus the seething sea sufficeth us" x2

Song of Deflection now blocks states imparted by engulfing effects from projectiles.

Break con frequency is changed from per refresh to per life, max 4 purchase.

SEE: Mend.

DRUID

The stoneform exit incantation now takes two repetitions, instead of being a single line incant.

Barkskin frequency added a Charge x10.

Iceball moved from level 2, with 2 balls per purchase, to level 4, with 1 ball per purchase. Forcebolt purchases went from level 4 to level 2.

Gift of Earth is reduced from two points of armor with Greater Harden to one point of armor and Harden. Bearer is no longer suppressed by Gift of Earth.

Imbue Armor is now 1/Life instead of 1/Refresh.

Ranger no longer limits the use of both a bow and a shield at the same time.

Lycanthropy incantation is now "I enchant thee with lycanthropy" x3 instead of "Stalked in the forest, too close to hide, I'll be upon thee by moonlight side" x3.

Naturalize Magic is changed from 5 strips to 3 strips.

See: Heal. Mend. Greater Mend.

HEALER

Circle of Protection is changed to be a verbal instead of an enchantment, and those under the effect of the magic cannot be affected by forced movement (such as teleport).

Dispel Magic is now 4th level instead of 5th level.

Iceball is changed from 2 balls per purchase, max 2 purchase, to 1 ball per purchase, max 3.

Undead Minion and Greater Undead Minion have been reworked to Undead Minion and Raise Dead. See details under the ability descriptions.

See: Ancestral Armor. Greater Ressurect. Heal. Mend. Imbue Shield.





MONK

Missile block remains at level one, and now includes the ability to block magic balls. At level 6, now monks have 1/life innates.

Monks may now wear one point of armor.

To exit sanctuary without picking up a weapon, a player must declare "no longer in sanctuary".

Archetypes added.

Medium

E: Gain Blessing Against Wounds (Touch) 1/Life (ex), Sever Spirit 1/Life Charge x3 (ex), and Swift 2/Life (ex). Abilities in the Spirit school become Charge x3.

L: May not wear Armor nor wield Great weapons.

Mystic

E: Gain Force Bolt 4 Balls / Unlimited (m). Gain Suppression Bolt 2 Balls / Unlimited (m).

L: May not wield Heavy Thrown. Lose all instances of Resurrect.

MONSTER

Monsters have a class symbol now of a solid colored eye. Silver eyes are reserved for paragons.

PALADIN

Archetypes added.

Guardian

E: Gain Imbue Shield (Touch) 1/Life (m) and Martyr (Other) 2/Life Charge x3 (ex).

L: Loses all instances of Extend Immunities and Protection from Magic. May only have one instance of Imbue Shield at a time.

Inquisitor

E: Gain Sacred Blades (Self) 1/Life (ex).

L: Player loses all instances of Greater Resurrect.

Sashes are now metallic.

See: Greater Resurrect. Imbue Shield.

SCOUT

There are no longer limits to the use of both a bow and a shield at the same time.

Archetypes added.

Apex

E: Gain Mend 1/Life (ex) and Sleight of Mind (Self) 1/Life (ex).

L: Lose all instances of Evolution, Hold Person, and Pinning Arrow.

Hunter

E: May wield Great Weapons and Javelins.

Pick one:

-Hold Person becomes 1/Life Charge x3 (m).

-Pinning Arrow becomes 2 Arrows / Unlimited (ex)

L: May not wield shields. Loses all instances of Release and Evolution.

N: Gain the benefit of an option only if that ability was chosen at level 4.

Scouts can now choose between Hold Person and Pinning Arrow.

Levels 4 and 5 were swapped, so Hold Person/Pinning arrow are now level 4 and Evolution is level 5.

See: Heal. Shadowstep.

WARRIOR

Archetypes added.

Juggernaut

E: Gain Imbue Armor (T) and Phoenix Tears (Self) 3/Refresh (ex) (Swift). Replace Harden with Greater Harden (Self) (ex) at the same frequency.

L: Loses all instances of Ancestral Armor and True Grit.

Marauder

E: Gain Momentum Unlimited (ex) (Ambulant). Insult becomes 1/Life Charge x5 (m) (Ambulant).

L: Maximum Armor becomes 4pts. May not wield Large shields. Ancestral Armor is no longer chargeable.

Scavenge can now repair a damaged shield.

Scavenge is now level 2 instead of level 1. Harden is now level 1 instead of level 2.

Shake it off now can remove multiple states and effects, not just states and effects in place when cast.

True Grit no longer removes enchantments when the player returns to life.

Ancestral Armor is now rechargeable at x10.

See: Ancestral Armor.



WIZARD

Fireball is now considered "a player hit dies" instead of being a "wounds kill wound".

Forcebolt purchases are now maximum 8 (for a total of 24 balls).

Ravage incantation is now "Death shall make thee fragile"x3, instead of "Death shall ravage thy flesh and make thee fragile" x3

Iceball is changed from 2 balls per purchase, max 3 purchase, to 1 ball per purchase, max 3.

Sphere of Annihilation now ignores all enchantments, not just enchantments that affect equipment.

Force barrier is now 10 seconds, not 30 seconds.

See: Mend. Greater Mend.

ANCESTRAL ARMOR

The ancestral armor incant was changed to use "thee" instead of "you", to stay in theme with the other incants in the game.

GREATER RESURRECT

Now removes Cursed state from the target.

GREATER MEND

Can now repair partially crushed shields.

HEAL

Incantation is now "The white light of healing hath healed thee" x5.

IMBUE SHIELD

Incantation now uses the word "nor" instead of "or".

Imbue Shield now mentions that the shield cannot be damaged.

MEND

Can now repair partially crushed shields.

SHADOWSTEP

Is now inherently ambulant.

UNDEAD MINION AND RAISE DEAD

In place of the old Undead Minion and Greater Undead Minion, we now have Raise Dead and Undead minion in their places.

Healers have a new spell called Raise Dead at 3rd level that is per-life, and returns a player to life with the Cursed state. The target is also Suppressed for 30s. The incantation is "Rise and fight again" x5.

There is now one Undead Minion spell at 5th level. The incantation is "By the power of my will, arise my minion!" x5. It is an inherently Persistent enchantment that allows the caster to cast Raise Dead on the bearer with Unlimited frequency. (And allows the caster to ignore Raise Dead's requirement that the target not have moved, when the bearer is the target.) The bearer may also treat the caster as a Base, and must return to the caster to respawn (unless the bearer removes their enchantment).

