

CHANGE LOG

NORDLAND CORE RULEBOOK v1.0

In addition to various minor corrections and rephrasing, the following summarize the major changes made in updating the Nordland Core Rulebook from version 0.8 to 1.0, organized by chapter and section.

The Basics:

- Non-Combat Characters: The coup-de-grace non-combat action now requires the target to have the Helpless condition, as normal. They are not more susceptible to being instantly killed just because they are non-combat.
- OOG Talk/Actions: Have expanded on this section, making it clearer that players should attempt to stay in-game whenever possible, but that it is very important that if they need/want to talk OOG (even for short durations), they should remove themselves from in-game areas and go to OOG/private areas (e.g. parking lot, private tents, etc.). The most common feedback we received from the playtest season was a request from players to prevent OOG talk/actions from breaking their immersion, so we will be trying to monitor and enforce this more carefully.

Characters:

- Character Creation - General:
 - Added missing requirement to provide character's birth date and clarified possible age ranges for each playable race.
 - Added some tips/strategies/considerations for character building.
- Starting Equipment/Coin:
 - Adjusted starting coin received by new characters: a number of Brass Pennies and Silver Schillings based upon Status Ranking (Brass SR = 1 each, Silver SR = 2 each, Gold SR = 3 each).
 - All characters start with a set list of free items (Clothing Set, Cloth Pouch, Spectacles if needed) plus items of their choosing worth up to 500 brass, regardless of region.
 - The following items may be purchased for a quarter (25%) of their market value at character creation if the character can appropriately phys-rep them for their first game (they may not be immediately resold or gifted to other PCs or NPCs): Tent [any], Dining Set [any], Pouch [any], Bag [any], Chest, Weapon Frog, Quiver, Musical Instrument [any], Game Set, Deck of Cards.
 - Clarified and adjusted percentages of Discount Equipment by region.
- Advantages/Flaws:
 - Added Flaws: Ignorant, Brush with Death, Injured, Slow, Unlucky
 - Added Advantages: Learned, City-Slicker
 - Minor Noble Title advantage: reduced to -15 XP to reflect changes in starting coin, and now adds several core skills and restricted skills; clarifies that the character can include a "von"/"van"/"de"/etc. in their name.
 - Affluent advantage: bonus to starting equipment depends upon region (this replaces the differing value of starting equipment by region)
 - Destiny advantage: specifies that the character may select a special inter-month holiday birth date
 - Lowborn flaw: added that starting equipment other than IQ equipment costs double
 - Moon-Touched and Corrupted by Chaos flaws: can now only be taken up to 3 times each.
 - Mature and Venerable flaws: reduced XP bonus and changed free skills to a wider list of core skills
 - Easily Winded: changed restricted skill from Enhanced Stamina to Endurance and Second Wind; reduced to +5 XP.

- Character Advancement:
 - Removed ability for players to earn extra XP through promotion of the setting through their characters. While still something that we hope players will do, this created a potentially problematic system. XP is now standardized for all players at an event (with the option to still convert OC to additional XP).
 - XP for an event is now awarded when pre-logging for an event instead of after the event (and the XP can be spent on new skills when prelogging that event). For new characters, this additional XP counts as starting XP in all regards and is in addition to the base starting XP for a character.

Races:

- Human:
 - Free Skills:
 - added Enhanced [WS, BS, Ag, Aw, Int, Wp or Cha] 1. There is no change to existing characters needed as this was already unofficially in effect during the playtest season even though it wasn't in the rulebook.
 - added Labourer/Extractor/Craftsman [any] 1.
- Dwarf:
 - Characteristics: Increased SP 7 to SP 8
 - Free Skills: added Knowledge [Ancestor Gods] 1, added Iron Fortitude 1, added Iron Might 1, Courage 1
 - Core Skills: trade skills limited to rank 3, Enhanced Resilience/Willpower limited to rank 1, Enhanced Stamina limited to rank 3, added Endure Blow 1, added Iron Might 2, added Iron Fortitude 2, added Iron Will 2
 - Phys Rep requirements: added padded gut.
 - Racial Traits:
 - Grudge: No longer grants +1 XP. Character instead gains benefit of Hatred skill against grudged individuals (no groups). Can also learn the Hatred skill for larger groups if approved by Logistics Manager without prerequisites and no downtime. Both uses require recording in a Book of Grudges. If lost, character loses all grudges recorded within.
 - Dwarf Pride: removed requirement to only produce Superior Quality items (or gain IP) and changed it to needing to produce items at the highest quality they can (and never Inferior Quality or Worst Quality items).
 - added Why is the Ale Gone? (Dwarfs start with Addiction [Beer/Ale] insanity, but this does not increase their Insanity Points)
 - added Magic Aversion (has a Superstition insanity about magic, but this does not increase their Insanity Points)
 - added Shoddy Grumblings (has an Eccentricity that won't let them use non-Dwarf items without first grumbling about their shoddy workmanship) and using certain items can cause the Disturb effect.
- High Elf:
 - Characteristics: Reduced Ag 5 to Ag 4
 - Free Skills:
 - Reduced Read & Write [Eltharin] to rank 1
 - Removed Knowledge [Dark Elves] and Knowledge [Ulthuan]
 - Added Knowledge [Cadai & Cytharai] 1
 - Core Skills:
 - Limited Dodge to rank 1.
 - Added Knowledge [Ulthuan] 1
 - Added Enhanced Agility 1

- Added Iron Will 1
- Racial Traits:
 - Refined Tastes: reduced the effect on personal upkeep from twice normal to that of 2 spots higher than normal.
- Halfling:
 - Starting XP: increased to 30.
 - Characteristics: Ag reduced from 4 to 3, SP increased from 3 to 4, FP increased from 1 to 2.
 - Free Skills: Added Lucky 2 and Labourer [Cook] 2.
 - Core Skills:
 - limited Enhanced Charisma to rank 1
 - removed rank limit from Labourer Cook
 - added Speak [Mootish] 1, Courage 2
 - Traits:
 - Second Breakfast: changed extra upkeep to 25xW brass (increases as you gain Wounds), but this can also be paid with any combination of coin and food tags.
- Ogre:
 - Characteristics: W increased from 10 to 11, SP decreased from 12 to 11.
 - Added to Free Skills: Iron Might 1, Iron Resilience 1, Iron Fortitude 1, Courage 1
 - Added to Core Skills: Knowledge [any region] 1, Speak [any basic] 1
 - Removed from Core Skills: Enhanced Strength 1, Iron Fortitude
 - Changed Core Skills: Enhanced Stamina limited to rank 5, Enhanced Wounds limited to rank 3
 - Added Restricted Skills: Armour Proficiency [any], Shield Proficiency [any]
 - Added to Prohibited Skills: Engineer [any]
 - Traits:
 - Endless Hunger: changed upkeep extra to 25xW brass (increases as you gain Wounds), but this can also be paid with any combination of coin, food tags and carcass tags.
 - Gut Plate: changed so that it now allows a medium-sized buckler to be strapped to the abdomen and this will block blows like a held shield (does not require shield proficiency to use in this way).

Regions:

- Added new regions: Colleges of Magic and Tilea
- General Mechanics:
 - If a region lists Advantage/Flaw as a Free Skill, this must be taken and costs/refunds XP as normal for its selection.
 - Discount Items: note that the % value indicated is the % paid, not the % discount (e.g. 20% means you pay only 20% of the market value, an 80% discount)
- Imperial Provinces:
 - Middenland:
 - Core Skills: added Iron Might 1, Winter Survival, Courage 1
 - Discount Equipment: added one of: Arming Sword *or* Longsword *or* Longbow (any) *or* Light Crossbow *or* Heavy Crossbow (max 1),
 - Nordland:
 - Core Skills: removed Enhanced Stamina, limited Enhanced Resilience to 1 rank, removed Endurance, added Iron Might 1
 - Nuln:
 - Free Skills: changed Knowledge [Wissenland] 1 to Knowledge [NuIn] 1
 - Core Skills: added Labourer [Mercenary]
 - Ostermark:

- Core Skills: added Iron Will 1
- Sylvania:
 - Core Skills: added Iron Will 2, Hide 1
 - Prohibited Skills: added Devotion [any]
 - Discount Equipment: added Lucky Charm
 - Prohibited Equipment: added Holy Symbol and Portable Shrine
- Talabecland:
 - Core Skills: added Labourer [Guard, Bounty Hunter], Knowledge [Imperial Law], Knowledge [any human faith] 1
- Talabecland:
 - Free Skills: added Weapon Proficiency [one of the following: Longbow, Light Crossbow, Heavy Crossbow, Arming Sword, Longsword]
 - Core Skills: added Wilderness Survival 1
 - Discount Equipment: added Leg Clamp
- Wissenland:
 - Core Skills: added Iron Will 1
- Non-Imperial Provinces:
 - Bretonnian Knight:
 - Added subregion Dukedom (Core Skills for these regions may be expanded upon in future updates).
 - Free Skills: removed Heavy Armour Proficiency, added Experienced (–10 XP) advantage, added Knowledge [Dukedom] 2, added Courage 1
 - Core Skills: added Knowledge [Dukedom], added Courage 2
 - Discount Equipment:
 - added Purity Seal [Lady of the Lake], Holy Symbol [Lady of the Lake], Banner/Standard, Portable Shrine [Lady of the Lake], Manor (in Bretonnia), Land (in Bretonnia)
 - removed Formed Plate (Helmet)
 - changed discount values for some items
 - Starting class must be Warrior.
 - Bretonnian Damsel:
 - Free Skills: added Experienced (–5 XP) advantage
 - Core Skills: added Knowledge [Asrai, Athel Loren] 1
 - Bretonnian Peasant:
 - Free Skills: upgraded Labourer/Extractor/Craftsman to rank 2, added Destitute flaw
 - Karaz Ankor:
 - Added subregions (similar to Ulthuan) with additional Core Skills.
 - Free Skills:
 - added Knowledge [Karaz Ankor, Ancestor Gods, Greenskins, Trolls, Skaven (does not cause +1 IP)] 1
 - added Knowledge [Hold] 2.
 - Removed: Light/Medium Armour Proficiency, Medium Shield Proficiency
 - Core Skills:
 - Added Knowledge [Ancestor Gods, Trolls], Light/Medium Armour Proficiency, Medium Shield Proficiency
 - removed Parry
 - changed Weapon Proficiency [Arquebus] to Weapon Proficiency [Carbine]
 - Discount/Prohibited Equipment: adjusted items and discount

- Ulthuan:
 - Free Skills:
 - reduced Knowledge [Ulthuan] to rank 1
 - added Knowledge [Kingdom] 2
 - added Knowledge [Dark Elves] 1
 - Core Skills: added Knowledge [Magic] 1 and Knowledge [Cadai & Cytharai]
 - Discount/Prohibited Equipment: adjusted items and discount
- Kislev:
 - Core Skills: added Faithful [Ursun, Dazh, Tor], Knowledge [Ursun, Norsca, Ostland, Ostermark] 1, Alcohol Tolerance 2, Winter Survival 2
- Mountains of Mourn:
 - Core Skills: added Winter Survival 2

Classes:

- Added example of Advanced Class: Slayer (can also take at character creation with approval of Logistics Manager)
- Added example of Epic Class: Daemon Slayer
- Added Blackpowder Proficiency as a prohibited skill to the following starting classes: Apprentice Wizard, Hedge Wizard, Initiate, Rogue.
- Capped some of the ranks on class skills in core classes
- Apprentice Wizard: added Iron Will 2 as class skill; added Concentration 5 as a class skill; added Iron Will 1 as prerequisite; added SR S1 as prerequisite
- Hedge Wizard: added Iron Will 2 as class skill
- Initiate: added Iron Will 1 and Read & Write 1 as class skills; added SR S1 as prerequisite
- Ranger: added SR B10 or less as prerequisite
- Spieler: added Iron Will 1 as class skill; added SR B7 as prerequisite
- Scholar: removed duplicate class skills; added SR S1 as prerequisite
- Tradesman: added SR B7 as prerequisite
- Warrior: added Iron Might 1, Iron Resilience 1, Courage 1, Endure Blow 1 and Turn Blow 2 as class skills

Skills:

- General:
 - Clarified that most modifiers will never reduce the SP cost of active skills below 1 and that the SP cost can never be reduced below 0. If reduced to 0, a character can use the skill without expending SP, but still counts as using an active skill in all regards, and does not become a passive skill
- New Skills:
 - Craftsman [Bone Carver, Cartographer, Cooper, Woodworker, Dyer, Thatcher, Tiler, Potter, Cartwright, Wheelwright, Taxidermist, Rugweaver, Gunsmith]
 - Labourer [Common, Porter, Crew [type], Mercenary, Poet, Playwright]
 - Gambler's Luck (allows Luck Points to be used to aid in games of chance)
 - Climb the Wheel: allows a character to regain a Luck Point when succeeding at risky endeavours
 - Swim (allows for faster movement and not drowning in deep water)
 - Opportunist (allows for an immediate follow-up attack after Stunning or Disarming an opponent)
 - Spot Jam (detects if a white Jam ammo phys-rep has been loaded into a weapon with the Unreliable quality before it is fired)
 - Avert Misfire (turns a misfire into a jam)
 - Lightning Strike: new name for previous skill named Feint
 - Feint: allows a follow up strike after a blocked attack without withdrawing

- Endure Blow: Minimize reaction call if damage is less than or equal to T+AP
- Turn Blow: Minimize reaction call if damage is less than or equal to T+AP
- Iron Will/Resilience/Fortitude/Might: can resist Mental/Injury/Health/Movement effects
- Supreme Will/Resilience/Fortitude/Might: immunity to Mental/Injury/Health/Movement effects under a particular effect strength
- Alcohol/Poison Tolerance: grants Natural Resistance [Alcohol/Poison] trait
- Wield Oversized Weapon: can wield a weapon 1 size category larger than character in the correct number of hands, but weapon gains the Tiring (+2) quality
- Wilderness Survival: reduces personal upkeep restrictions/amounts for those living in the wilderness without a structure for shelter
- Winter Survival: allows characters to survive outdoors without a structure for shelter for longer portions of the year
- Peddler: can partially ignore SR requirements of Merchant skill, to a cap
- Fence: can partially ignore SR requirements of Merchant skill when dealing with illicit items
- On Your Feet: target patient can temporarily act as if their injury condition were one step better than it actually is. This can effectively allow an opportunity for a critically injured character to participate in an encounter before they are more fully healed.
- Courage: grants the Natural Resistance [Fear R] and Natural Resistance [Panic R] traits.
- Split Skills:
 - split Choking Hold into Choking Hold (with significant changes) and Garotte.
 - split Craftsman [Bower/Fletcher] into Craftsman [Bower] and Craftsman [Fletcher]
 - split Faithful [Taal & Rhya] into Faithful [Taal] and Faithful [Rhya]
- Changed Skills:
 - Labourer [Miller, Animal Trainer] is now Craftsman [Miller, Animal Trainer]
 - Extractor [Woodsman] is now Extractor [Lumberjack]
 - Enhanced Resilience is now Enhanced Wounds (to make same as other Enhanced skills)
 - Exceptional [Characteristic] – removed restriction that it can only be taken once (while expensive, a character can eventually take this for multiple characteristics)
 - Weapon Proficiency: Removed description within the skill itself and moved to the Combat chapter. Changed effect of using a weapon without this skill. For melee weapons, it counts as an improvised weapon for the attack. Ranged weapons automatically fail (no attack call made). Those struck by an accidental discharge from a projectile weapon take the full effect.
 - Knowledge: Split into Common and Academic lore topics. Reduced XP from R×4 to R×2 or R×3. Reduced prerequisite for Common lore topics from Int R+2 to Int R+1. The self-trained time multiplier is reduced from N to x4 or x6. In addition, the self-trained time multiplier for rank 1 is reduced to ×2 if the skill is taken immediately after learning about or encountering the topic to a significant extent during an event (at the discretion of the Logistics Manager). This allows PCs to retain/reinforce that understanding/knowledge that they received at the event before it fades away. Finally, a note was also added indicating that certain Knowledge skills may impact characters in other ways (e.g. Knowledge [Skaven] 1 causes +1 IP), but this will always be explained in the relevant Lore Wiki entry.
 - Master Scholar: reduced XP from 20 to 15. Reduced self-trained time multiplier from N to x3.
 - Speak and Read & Write: reduced the self-trained multiplier from N, under the condition that the character has sufficient access to the spoken/written language to learn it without a trainer.
 - Prayer: Faithful [any] R added as prerequisite. After using the skill, cannot use again until after completing a short rest.
 - Engineer: added SR Silver 1 as a prerequisite

- Engineering Plans replaced with Engineering Focus. Instead of being required for each specific item made, the new skill divides the discipline of engineering into several broad categories, that can be used to produce a grouping of items.
- Physician:
 - Thread and Torch added as required materials/equipment for some abilities.
 - Set Limb ability now does Remove Disable at the end of the event, as long as the limb is not aggravated and does not take further damage before that time.
 - Revive Ability: now only requires 1 Healing Draught instead of 2.
- Merchant: added prerequisite of Status Ranking Silver [R] or higher
- Merchant Specialty: updated categories to match those in the equipment chapter
- Fence Connections: changed into a 5-rank skill, with increasing chance of success.
- Danger Sense: added ability to ignore Sneak attack prefix of traps.
- Multi-Shot: updated wording to reflect changes to Multi-Attack effect.
- Endurance: This skill also grants the following new benefit: The character reduces the per-minute SP cost from carrying items with an Encumbrance Value by [R], to a minimum of 0.
- Recover Material: updated to provide increased material recovery for a particular type of material under new rules for dismantling items (don't need this skill to dismantle items any more, but it does improve your ability to do so).
- Medium Shield Proficiency: removed prerequisite of Buckler Shield Proficiency
- Charmer: reduced SP cost from 8 to 6. When used by a PC, can only be used against PC-playable races played by an NPC.
- Die Hard: now an active skill (10 SP)
- Garotte: clarified that prerequisites includes Weapon Expertise [Garotte]
- Precision Strike: increased SP cost to 6-R and increased max ranks to 5.
- Killing Blow: removed WS from prerequisites; changed prerequisite Precision Strike 3 to R+2
- Shield Mastery: reduced max ranks to 3 and changed to active skills with SP cost of 4-R.
- Brace: now passive skill that grants +1 S for purposes of resisting Push/Pull with Iron Might.
- Physician:
 - Knit Wounds ability: removed the restriction that a target can only benefit from each level of Knit Wounds once before completing a Long Rest. This ability also now affects characters in all injury conditions (other than Dead) equally.
 - certain physician abilities have the added requirement that all physical armour must first be removed from the affected location on the target before the ability can be used
 - added new ability at rank 6 called Critical Care – if tended to by the physician, a character using a Fate Point to escape death does not receive a permanent injury.
- Battlefield Medic: reduced prerequisites, XP and self-train. This skill now allows certain physician abilities to be used without removing armour first and are not disrupted when physician uses active Defensive Combat Skills.
- Expedited Care: reduced prerequisites and self-train. Skill expanded to cover more Physician abilities, but only reduces time by half instead of to a 5-count.
- Stubborn: reduced XP to 12, changed Wp 5 prerequisite to Courage 3, makes immune to Despair insanity but not Phobia or Intimidated.
- Fearless: added Courage 3 as prerequisite

Traits:

- New Traits:
 - Natural Weapon
 - Swarm
 - Size Traits: Tiny, Diminutive
- Changed Traits:
 - Natural Armour: creature also uses black unarmed boffer for unarmed and natural weapon attacks.
 - Fly: added rules for what happens if a creature is flying in the air and it loses this trait

Corruption & Insanity:

- Clarified what to do if two corruptions/insanities come into conflict with each other during an encounter.
- Addiction insanity: Reduced required expenditure on the addiction from IPx100 p each log to IPx40 p, and reduced the penalty for not doing so from losing all downtime hours to losing half downtime hours.

Combat (General):

- Added a section detailing the effect of using a weapon without the proper skills/traits (e.g. without Weapon Proficiency skill, using in off-hand, dual wielding, using weapons of the wrong size category, etc.). The penalties of the first three have been changed to -1 dmg, -1 WS and no beneficial weapon qualities. These descriptions have been removed from the skills that negate the penalties.
- Minimizing Damage: Removed mechanic to automatically compare damage to Toughness for all characters. Base rule simplifies to every attack causing a number of Wounds damage equal to damage value. Damage can still be minimized passively through Armour Points and/or through the Endure Blow and Turn Blow skills. The intention is to simplify combat mechanics for new characters and reduce the number of OOG calls required during a combat while still allowing for the ability to minimize damage for those who want to.
- Flee & Pursue Move: Changed these so that they can be used at any time, not just to flee an encounter. Reduced the cost to 1 SP. Increases the importance of the Movement characteristic in combat. These rules were moved to the Combat chapter.
- Rule for Encumbrance Values added. Used to move very heavy objects (like bodies, war machines, vehicles, logs, etc.). A character's ability to move such objects depends upon their Strength characteristic, adjusted by the Endurance skill and their size category.
- Added rules for Deep Water, Swimming & Drowning.
- Coup de Grace: Clarification that the Coup de Grace action (including Non-Combat version) have an effect strength on Killing Blow equal to the base passive damage of the weapon being used.
- Unarmed Combat:
 - Black Boffers: Sever, Disable and Piercing added to list of effects that treat black boffer as red boffer (i.e. can't block with it).
- Fate Points: When a character spends a Fate Point (not a Luck Point), one tagged item in their possession at the time instantly becomes a Lucky Charm.
- Luck Points: Added new uses:
 - to make a single Resist reaction call against a [Health/Injury/Mental/Movement] effect with an effect strength less than or equal to the character's [T/T/Wp/S] characteristic (this use replaced the use to avoid a Corruption or Insanity Point from any source)
 - to allow a character to make a single attack call with a weapon as if they possessed the Weapon Proficiency skill for that weapon.
 - When receiving the Heal effect, double the number of Wounds restored.
 - Have the character take the Stabilize effect.
- Passive Attack Calls: explicitly define what these are – the attack call the character makes with a weapon when not using any active skills to modify it

Injury & Healing:

- Note on intentions behind most changes to Damage and Healing that can be found here and elsewhere throughout the book: We wanted to preserve from the previous rules set the atmosphere that the world is a dangerous place, where even small wounds are significant, where healing takes time and resources (it's not a trivial matter), and where death and permanent injury CAN occur, particularly if one is not taking the utmost care. However, for the OOG enjoyment of players, we also wanted to reduce the likelihood that a character with very serious injuries will be taken completely out of commission and unable to participate for an overly-prolonged period of time, even in situations where it might be realistic that they would be.
- Added a designers note to explain some of the above.
- added On Your Feet skill: target can temporarily act as if their injury condition were one step better than it actually is. This can effectively allow an opportunity for a badly injured character to participate in an encounter before they are more fully healed.
- Physician skill, Knit Wounds ability: removed the restriction that a target can only benefit from each level of Knit Wounds once before completing a Long Rest. The intention behind this change is to prevent a critically injured character from potentially having to sit out of the action for multiple hours. Also removed the restriction on how injured a character may be before they can't benefit from particular levels of the ability (so now even the basic level of Knit Wounds can help a character slowly get out of Dying and Mortally Wounded conditions without requiring a more skilled physician).
- Physician skill: certain physician abilities have the added requirement that all physical armour must first be removed from the affected location on the target before the ability can be used
- Physician skill: added new ability at rank 6 called Critical Care – if tended to by the physician, a character using a Fate Point to escape death does not receive a permanent injury.
- Battlefield Medic skill: reduced prerequisites, XP and self-train. This skill now allows certain physician abilities to be used without removing armour first and are not disrupted when physician uses active Defensive Combat Skills.
- Expedited Care skill: reduced prerequisites and self-train. Skill expanded to cover more Physician abilities, but only reduces time by half instead of to a 5-count.
- Changed duration of Short Rest. It is now dependent upon a character's injury condition, varying between 10 and 30 minutes.
- The values to determine injury condition based upon current wounds have been changed. Some values now depend upon the character's Toughness characteristic. The effects of the injury conditions have also been changed, and are now expressed cumulatively.
- The risk of infection in the Lightly Wounded condition has been made a more general rule affecting all injured conditions short of Dead. The effect strength of the Disease effect has been simplified to a static value per injury condition.
- Added Persistent Physical Injuries. If enter the Dying condition, player selects one to roleplay upon their recovery for the duration of the event (or until removed).
- Added Permanent Injuries: details the effect of permanent physical injuries, such as the loss of limbs, eyes, etc. These can result from certain effects (e.g. Sever) or when a character uses a Fate Point to escape death.

Damage types:

- Fire damage will not cause a new Bleed effect from bringing a character into the Mortally Wounded or Dying conditions. However, it also does not remove any existing Bleed effects or protect against further ones.

Effects:

- New Effects:
 - Quick: the attack may occur even if the attacker has not withdrawn for a 3-count after their last attack
- Changed Effects:
 - Choke: If resulting from a physical attack, the strike must hit the target's torso in order to affect them.
 - Blast: effect radius changed to arm's reach after taking X steps towards point of impact (allows for different blast radii, but relies heavily on estimation and the honour system); several attacks that use the Blast prefix have had a numeric value added to the effect.
 - Imbue: Clarified options for Imbue Creature.
 - Curse: Made into effect prefix that designates permanent effect until Curse is removed.
 - Multi-Attack: condensed the attack call to just specify the number of attacks instead of making them separately.
 - Disable: changed so that the effect persists until it is treated (with the Remove Disable effect)
 - Charm: Added conditions under which the target gains a bonus to their Wp to resist the effect (target considers initiator hostile, target is different species, target doesn't understand language of initiator).
 - Destroy: added effect strength, resisted by Hardness Value
- Resisting Effects:
 - Changed mechanic for resisting effects with an effect strength. This is now done through the Iron Might/Will/Resilience/Fortitude skills, with the intention of simplifying combat mechanics for new characters while still allowing for the ability to resist effects for those who want to.

Equipment:

- New Items:
 - Iron Ore, Iron, Lead Ore, Lead, Tin Ore, Tin, Bronze, Pewter
 - Log, Hardwood Log, Hardwood, Hardwood Timber, Hardwood Pole, Cork
 - Feather, Sand, Clay, Lime Mortar, Isinglass, Straw, Manure
 - Hardware of various materials, Mechanism, Lens
 - Cord, Thong (leather cord), Chain of various materials
 - Extract [AR-]
 - Bladed Gauntlet, Pike, Wood Stake, Carbine, Crossbow Bolts [by type], Repeater Crossbow/Pistol/Arquebus [by number of shots]
 - Mortar, Cannon, Great Cannon, Cannonball, Blackpowder Charge
 - Hand Tool, Long Tool [material], Lathe, Press, Churn, Beehive, Vat
 - Animal Young [by size], Animal [by size], Carcass [by size]
 - Hovel/House/Shrine by material, Brewery, Animal Pen, Stall, Well, Door, Reinforce Door, Window, Roof [type], Road, Fence, Palisade, Cleared Land, Forested Land, Fallow Field
 - Gun Carriage, Sail, Horseshoe
 - Bread, Cake, Nuts, Preserved Meat/Egg/Vegetable/Fruit, Butter, Honey, Yeast, Mead, Coffee
 - Planted Field [type], Grown Field [type]
 - Stamp, various items related to creating books and maps
 - Chest, Trunk, Pouch, Weapon Frog, Scabbard, Wineskin, Vial/Bottle/Jar [by material], Keg, Hand Cask, Bucket, Basket, Scroll Case, Barrel Tap, Barrel Hoop, Powder Horn, Pouch, Bag
 - Portable Shrine [Deity]
 - Canvas, Embroidery, Jewellery [by material], Rug [by material], Trophy Head
 - Various dining wear and clothing items.
 - Hand Bell, Standing Bell, Winch, Ladder, Signal Horn, Shackles
 - Various Traps, Triggers and similar items
 - options for purifying metals (increasing the quality)
 - and more... at some point I just gave up trying to list all the additions, but a good number of them have been listed above

- Tags:
 - Added rules for Plot Item tags. When you gain or lose possession of these items, you should inform a Plot Marshal OOG at your earliest convenience and include that information at your next Prelog.
 - Added rules for Status Effect tags.
- Items with Changed Economic/Production Values:
 - I started trying to list these and just gave up. There are probably more items that have had market value or production mechanics changed than have not.
- Changed Weapon Profiles/Rules:
 - Blunderbuss, Repeater Pistol, Repeater Carbine, Lance, Demi-Lance, Torch, Gauntlet, Sap, Garotte, Scythe, Bastard Axe/Sword/Hammer, Great Pick, Unarmed, Natural Weapon, Great Club
 - most melee weapons now have an Easy [skill] quality
- Weapon Qualities:
 - Added the Inaccurate quality (applied to several ranged weapons and torches).
 - Changed Tiring quality. Active skills and passive attack with weapon both cost +X SP. Can make a passive attack with no SP cost, but do not gain benefit of Weapon Proficiency skill. All penalties are still avoided if meet minimum Endurance/Strength conditions.
 - Easy quality - Clarified that negative values mean that the character increases the SP cost of using the skill with that weapon
 - Updated modifiers for Unreliable and Misfire qualities to reflect Best Quality and Worst Quality weapons. Unreliable and Misfire are cumulative with those gained from using ammunition or blackpowder of different qualities
 - Renamed Loud quality to Blackpowder quality. Now also specifies that only characters with Blackpowder Proficiency can load such weapons.
- Weapon Phys-Reps:
 - Weapons capable of thrusting must not have thrusting tips capable of passing through a 2.5" ring.
 - Maximum draw weight of bows and crossbows reduced from 30 pounds to 25 pounds.
 - Ban on round-head arrows/bolts has been removed. Note that we are continuing to investigate the relative safety advantages/disadvantages of round-head vs flat-head arrows/bolts. Further feedback from players using (or having used) these will be considered.
 - References to EAO supplying phys reps (shot, packets, etc.) have been removed. All weapon phys reps are to be supplied by the player, with exceptions of loner equipment for a player's first game.
- Armour:
 - Added third option for Accent Location (in addition to Full Location and Half Location) pieces.
 - Slightly readjustment of AP values for full and half locations of some armours.
- Hardness Value:
 - Made this section clearer on what it does.
 - Have also changed blocking with items (weapons, shields, etc.) so that if the damage value of an attack call surpasses the Hardness Value of the blocking item, the item will take the Shatter effect at the end of the encounter. The same happens to a weapon being used to attack if the damage value surpasses the Hardness Value of the weapon.
- Item Quality/Make/Size:
 - Added Worst-Quality (WQ) and Best-Quality (BQ) items.
 - Added Beast-Wrought (BW) items representing work by beastmen, greenskins, skaven, etc. Can be made from substitute materials and thus can't recover materials from these items. Designer's note: these items are not intended to be of great value as loot (they let some monsters use equipment without greatly affecting the economy).
 - Changed some existing modifiers for item quality/make/size and organized modifiers in charts.
- Item Materials:
 - Added rules for replacing Steel with Iron or Bronze. Reduces PH, but also reduces HV/dmg.

- Created rules for operating war machines.
- Created rules for traps.
- Created or updated rules for religious items:
 - Purity Seal now usable once per encounter. Removed cap of rank 5.
 - Shrine and Portable Shrine count Prayer as being one level higher than normal.
 - Using Prayer skill in a Church is not limited to requiring a Short Rest.
 - Lucky Charm is now applied to a tagged item.
- Rules for using supply kits have been clarified with additional explanation.
- Codes added to tags for Lock and Key. Key tags with the same code as a lock tag can be used to open that lock.
- Plough Team now doubles effective rank in Extractor [Farmer(Crops)] instead of adding 2.
- Deconstructing Items: Added rules for deconstructing items. Requires at least one rank in prerequisites skills and 1 hour of downtime. Exchanges tag for half of the units of each material required to make it, rounded down.
- Clarified effects of selling items with a Shatter or Corrode effect. AR +1, MV x 0.1
- Added rules to purchase skilled or unskilled labour from NPCs during downtime without plot interaction
- Removed rules for Attached Items. Things like mixtures must still be stored in appropriate containers, but are purchased completely separately (glass vials not included in production or purchase price). This was replaced with the Volume/Capacity rules, which indicate which items require a container to hold them (with a capacity at least equal to the volume). If a container is destroyed with use (throwing vial of acid, etc.), then tag for both mixture and container must be given up.

Between Event Actions:

- Changed some particulars about Settlement Size and introduced SS 0 as a fledgling hamlet.
- Neudorf starts at SS 0) (this means no between-game buying/selling even AR1 items unless by travelling, dumping or Plot/Cast interactions).
- Split personal upkeep into food, shelter and tax sub-categories, all of which must be provided for each month.
 - Shelter: must have a dwelling (with upkeep) or rent a room or have a tent (certain months only)
 - Food: must either pay a set amount for SR or provide a certain number of food tags
 - Tax: none right now, but this could change

Misc:

- Updated rates for how OC can be spent at character creation:

A player may spend OC at character creation for:

 1. Additional XP (at the rate of 20 OC = 1 XP, to a maximum of 1000 OC for 50 XP)
 2. Additional tagged items (at the rate of 1 OC = 5p, to a maximum of 1000 OC for 5000 p)
- Updated rates for how OC can be spent at each log after character creation:

A player that is prelogging an existing character may spend OC for:

 - Additional XP (at the rate of 50 OC = 1 XP, to a maximum of 250 OC for 5 XP)
 - Additional Downtime (at the rate of 5 OC = 1 hour, to a maximum of 250 OC for 50 hours)
 - Additional Tagged Items of AR 3 or less (at the rate of 1 OC = 5 p, to a maximum of 250 OC for 1250 p)
 - Pay Upkeep (at the rate of 1 OC = 5 p)

Magic:

- Entire Magic chapter and details of Magic skills have been moved to the Winds of Magic (formerly Lores of Magic) supplement.
- Changes to these sections will be announced when that supplement is released.