

# Rule Changes 2026

## General Changes / Fixes

- (Changed) Liquid Fire has been removed – it was supposed to have been removed a while ago and has just been overlooked
- (Changed) **All control** abilities, effects and spells are limited to one player at a time, the moment you control a different player, the first one is released.
  - **Specific NPC** can and will let players know if they can break this threshold. This will more than likely boss level monsters.
- (New) You can now spend 400LP to rewrite your character, can only be purchased once a year.

## Major Changes

### Pre-Register

- No Changes

### Lore Points

- (New) You can now spend 400LP to rewrite your character, currently can only be purchased once a year.

### NPCing

- No Changes

### Races

- (Changed) **Asterion** – Resist Stun has been added to their talent list

# Rule Changes 2026

## Classes

### Fighter

- **(New) – Fighter Talent – Hardened** – This talent grants the character the ability to reduce the time of ANY ability, effect or spell that has a duration by half. This is including (but not limited) to: Cage, Fear, Insanity, Paralyze, Sleep, Time Stop, Trap.) The proper activation call is “Reduced.” This is usable once a day for every three levels.
- **(New) – Fighter Talent – Second Wind** - This talent grants the character the ability to restore a number of hit points equal to half of their total hit points. The proper activation call is "Natural Restore X Life." This is usable once a day for every three levels.
- **(New) – Fighter Talent – Unbreakable Guard** – This talent grants the character the ability to resist the disarm effect. The proper activation call is "Resist Disarm." This is usable once a day for every three levels.

### Arcane Warrior

- **(Changed) Arcane Warrior** – Master Attack and associated skills have been reduced
  - Master Strike changed from 22 to 20
  - Master Disarm; Parry & Warriors Luck changed from 10 to 9
  - Master Destroy Strike, Great Strike and Mangle Strike changed from 13 to 12
- **(Changed) Warcry** – Now adds 10 temporary HP when activated to all players affected by it.
- **(New) Arcane Strike** – This talent grants the character the ability to use their Elemental Pool to deal additional damage on a melee attack. The character is able to add 5 points of their elemental pool to a melee attack; the expended elemental pool and carrier are added to the damage call. For every three levels you can spend an additional 5 elemental pool during an attack (5,10,15,20, etc.) This talent is usable once a day for every three levels.
- **(New Talent) Elemental Armor** – This talent grants the character the ability to use their Elemental Pool to bolster their defenses. The character may spend 5 points of their elemental pool to give themselves 10 temporary armor. This armor does not stack with other abilities, effects or spells that also grant temporary armor (IE: Bark skin, Magic Armor or Stone Skin.) The proper activation call is “Activate Natural 10 Armor.”

# Rule Changes 2026

## Ranger

- (New) – **Ranger Class** – This is a combination of the Warden and Cavalier class
- (Removed) **Warden Class** - Combined into Ranger Class
- (Removed) **Cavalier Class** - Combined into Ranger Class

## Disadvantages

- No Changes

## Talents

- (Changed) **Combat Archery** - This talent grants a character the ability to deflect and block melee attacks without needing to re-string their bow or crossbow. **Additionally, the character may now use a bow as part of paired weapons.**
- (Changed) **Elemental Pool** - This talent grants the character the ability to use their Elemental Pool to deal additional damage on a melee attack. The character is able to add 5 points of their elemental pool to a melee attack; the expended elemental pool and carrier are added to the damage call. For every three levels you can spend an additional 5 elemental pool during an attack (5,10,15,20, etc.) **If two talents give you an elemental pool, they share your total pool between the types.** This talent is usable once a day for every three levels.
- (Changed) **Warcry** - This talent grants the character the ability to rally their comrades, increasing their combat effectiveness. The initiating character and those included in the Warcry gain two extra points of damage on their attacks **and they gain 10 temporary HP.** This ability lasts until the end of combat. Initially, the character may include one person in the Warcry. Every time another use of this ability is granted, one additional person may be included. It is usable once per day for every three levels. The proper activation call for this ability is “Warcry”
- (Changed) **Weapon Familiarity** - This talent grants the character an additional point of base damage when fighting with a specified weapon type. The character is free to choose any weapon they are capable of using but must do so when initially picking this talent. **Additionally, the character gains one use of the Mangle Limb skill for every three levels.**
- (Changed) **Weapon Affinity Focus** – This talent grants the character proficiency with both Arcane Focus and Staff, the character may use the staff as their focus. **Additionally, any enchants that would affect how the focus behaves (Ex: weapon carrier or +2) this is also applied to thrown damage of the focus.**

# Rule Changes 2026

## Talents (Continued)

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- **(New Talent) Elemental Armor** –This talent grants the character the ability to use their Elemental Pool to bolster their defenses. The character may spend 5 points of their elemental pool to give themselves 10 temporary armor. This armor does not stack with other abilities, effects or spells that also grant temporary armor (IE: Bark skin, Magic Armor or Stone Skin.) The proper activation call is “Activate Natural 10 Armor.”

## Weapon Skills

- No Changes

## Combat Skills

- **(Changed) Paired Weapons** no longer allow you to wield a bow in your offhand, this hasn't disappeared but it's moved as part of the talent of **Combat Archery**
- **(Changed) Waylay** has been changed back to an unconscious attack rather than stun.

## Other Skills

- No Changes

# Rule Changes 2026

## Magic

- **(Changed)** All control abilities, effects and spells are limited to one player at a time, the moment you control a different player, the first one is released.

## Ritual Magic

- No Changes

## Mysticism

- No Changes

## Crafting Skills

- **(Changed)** Focus has been removed from Smithing and added to the Scribe craft

## Crafting Items

- **(Removed)** Removed the charts at the beginning of Advanced Crafting, they added unnecessary confusion.

## Engineering

- **(New) Alert Goggles** - These goggles when worn allow the bearer to have “Foresight” as per the spell, for one use and is then consumed. This does not stack with other head attachments.
- **(New) Bolt Barrel** - Increases the ammo that a repeating crossbow can carry by 5. Making the crossbow deal base 5 damage, 10 shots with a 5 second reload time. Can be combined with Crossbow Cartridge for 15 shots
- **(New) Hydraulic Arm** - This attachment to your person allows you to strike a target with one “Great Strike” amount of damage and is consumed on use. This does not stack with other arm attachments.
- **(New) Protector Helm** - This head piece when worn will immediately remove one of the following status effects sustained by the bearer. Sleep, silence, blindness, or stun. It is consumed on use. This does not stack with other head attachments.
- **(New) Spring Loaded Reflexor** - This attachment to your person allows you to activate a parry when struck by a physical attack and is consumed on use. This does not stack with other arm attachments
- **(New) Master Engineering** – Master engineering items can only be crafted **and used** by a master engineer. A master engineer is a player with 10 ranks in Engineering **purchased**. These are all beta test / subject to change.
- **(New) Improved Tensioner (Requires Master Engineering)**- Increases Crossbow Damage to 10

# Rule Changes 2026

## Engineering (Continued)

- **(New) Mechanized Exoskeleton** - An improved Mechanized Armor worth 20 points. Allows the Engineer to stack a combination of up to 2 attachments in each chest, boot, arm, or head slot to be active (10 Attachment Slots Total). Normal armor cannot be worn with this / stack with this. Refit rules apply. This item can be destroyed, repaired, and extended as with any other.
- **(New) Prototype Armor** - A special suit of Armor worth 10 points. Allows the Engineer to stack an combination of up to any 5 attachments from a chest, boot, arm, or head slot to be active (5 Attachment slots total). Normal armor cannot be worn with this / stack with this. Refit rules apply. This item can be destroyed, repaired, and extended as with any other.
- **(New) Trap launcher** - A slingshot like device that attaches to a crossbow and allows the Engineer to fire a trap (via spell packet and consumption of the trap). Any trap that would do an area of effect would only do single target damage. The trap launcher requires a 5 second count to reload.

## Scribe

- **(Changed) Focus** has been removed from Smithing and added to the Scribe craft
- **(New) Arcane Focus +1** – increases damage by 1
- **(New) Arcane Focus +2** – increases damage by 2
- **(New) Elemental Focus** – You can create a focus that uses a damage type that you can cast.
- **(New) Arcane Core** – Allows a once-a-day great strike added to your focus.

## Weapons & Armor

- Buckler size has increased to 14"
- Staff can be fully padded if wanted
- Max grip on Polearm changed to 36"