

Summary of Changes for V6.95

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The following document is intended to provide a convenient, but necessarily incomplete summary of the Rules changes as proposed for the V6.95 playtest period. If an inconsistency exists between this summary and the detailed class or gaming descriptions previously posted on the FRC website, then the detailed descriptions should be assumed to accurately reflect the work of the FRC.

See <http://www.ifgs.org/committees/FRC> to find the more complete documents.

This document gives summaries of the following changes:

- Damage Chart Changes
- Life Point Changes
- Spell/Ability Point Changes
- Archery Changes
- Stacking Rule Changes
- Character Class Changes
 - Cleric Changes
 - Druid Changes
 - Fighter Changes
 - Knight Changes
 - Mage Changes
 - Monk Changes
 - Ranger Changes
 - Thief Changes

Damage Chart Changes for V6.95

The minimum base damage for all classes and levels is 3. The Fighter melee damage chart has not changed.

Knight's melee damage is 1 point less than the Fighter.

Ranger's and Killing Monk melee damage is 2 points less than the Fighter (minimum 3).

Cleric, Druid, Thief, and non-Killing Monk are 3 points less than the Fighter (minimum 3)

Mage base melee damage is always 3.

Ranger's archery damage is the same as the Fighter's melee damage.

Fighter's archery damage is one point less than the Ranger's archery damage.

Knight's archery damage is two points less than the Ranger's archery damage. (minimum 3)

All monk's and Thief's archery damage is three points less than the Ranger's archery damage. (minimum 3)

Thief and Fighter thrown damage is two points less than the Fighter's melee damage (minimum 3)

Knight, Monk, and Ranger thrown damage is three points less than the Fighter's melee damage (minimum 3)

Cleric, Druid thrown damage is four points less than the Fighter's melee damage (minimum 3)

Mage base thrown damage is always 3.

Life Points

A character's life points will now go up a fixed amount per level. All character classes except the Fighter and Magic User will go up 3 points per level. The Fighter will go up 4 points per level. The Magic User will go up 2 points per level. A zeroth level character will have 10 points to unconsciousness and 8 points more to death. So a 1st level Fighter will have 14. A 1st level MU will have 12. All others will have 13 points to unconsciousness. The average effect of this regularization of hit points is to add 2 points to the typical character.

Spell and Ability Points

All characters with spell or abilities except mages will have 20 points plus 6 points per level. Mages will have 20 points plus 8 points per level.

The overall effect is to give characters a modest increase in points.

Archery Changes for V6.95

Major changes in archery have been made.

All arrows now hit. (no more testing required)

Criticals no longer do knockdowns, but do add 2 points to base damage.

Base aim time is 5 seconds instead of previous 8 seconds

A normal arrow may be fired every 5 seconds.
A critical arrow requires 10 seconds of aiming.
The number of criticals allowed per 10 arrows depends on the characters class and level.
Rangers get one critical per level per 10 arrows.
Other characters get one critical per two levels per 10 arrows.
See archery rules for full details.

Stacking Rule Changes

These rules are still under FRC discussion as of March 28, 2005.
Check the FRC website for the latest update.
The current direction of new stacking restrictions is to sharply limit Category II items to a short, fixed list.
Also some stacking categories are proposed to be combined.
In particular, it is proposed to combine Range and Area of Effect to a new category: Dimension.

Cleric Changes for V6.95

1st level

Haven	added Reverse Haven and limited effect to 50'
Religion Lore	No cost if no Lore
Repulse G/E No	'bulldozer' effect and increased area to 10' or no weapon's reach
Reveal Magic	'Snapshot' & area of effect
Reveal Undead	'Snapshot' & area of effect
Simon Spell	Spell is broken by damage to target

2nd level

Damage vs. Undead	Moved from 7 th to 2 nd level
God's/Goddess Boon	All classes with point, lower cost, more SP, moved from 6 th to 2 nd level
Identify Undead	Moved to Innate, single target
Know religion	No cost if no religion
Undead Wathhit	Was Undead Lore

3rd level

Blessed Bolt New (single target Disrupt)	
Diagnose	Improved (gives level of curses and enthralls)
Elem. Protection	Added Earth Prot.
God/Goddess Favor	New
Know Aura	New for clerics (as per Mage spell)
Reveal Glyph	'Snapshot' & area of effect, moved from 4 th to 3 rd level
Sanctify	works on Cleric's level weapons
Skry Glyph	Tells name and properties of a glyph

4th level

Armor vs. Undead	Moved from 8 th to 4 th level
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5th level

Life Spark	Reduced cost to 5 SP, moved from 6 th to 5 th level
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6th level

God's/Goddess's Hammer	Cost changed to flat 6 points, damage is 2 points per level of Cleric.
Speak with Dead	Cost reduced to 1 point per question.
Stasis	Extends the time for Life Spark, provided it is cast in the initial 5 min.

7th level

Cleanse	New – all poisons except Red Death, diseases, 1 curse as Cleric's level
God/Goddess shadow	Moved from 8 th to 7 th level

8th level

Truth Force	Replaces Truth tell
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9th level

Purify	New – Cleanse that cures Red Death and gives +2 LI vs Curses
Killing Attack vs Undead	add max of 40 points damage done, points used if Dodged or Evaded
Regenerate Limb	Restrictions on times per day and life point loss for Cleric removed.
Restore life/spell points	Moved from 10 th to 9 th level

10th level

Raise Dead	Several Negatives removed. Fixed cost of 10 points. Target is 1 point above consciousness instead of death.
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Druid Changes for V6.95

1st level

Camp Fire	now reversible (reverse Camp Fire replaces Burn Out), more damage
Clinging Vine	targets may chose to fall down. Targets are not protected by vines.
Fairy Lights	now 30 minute duration, 50' range
Reveal Magic	now a 'snapshot' and area of effect

2nd level

Flare	range increased to 50', added Ice, Earth and Lightning Flares vision defined to be 15'
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3rd level

Death Feint	Gone, see Treeshift.
Elemental Protection	changed from Elemental Defense. Druid can now protect others.
Insect Bane	Can be case while under effects of Insect Strike

4th level

Treeshift	Change range to 30' (50') Body disappears, other improvements.
Gale	range increased to 50'

5th level

Plant Seek	Now good for rest of game day. Added following plants: Motherwort – allows clear vision with dim light for 30 minutes. Resin – allows immunity to next Dropsy and Disarm. Sponge – allows breathing while no air/underwater for 30 minutes.
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6th level

Seed of the Elements	Moved from 7 th level.
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7th level

Dust Storm	Can be dispelled by Dispel Magic without LI Extension. Other wording changes.
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8th level

Aspect of the Elements	Earth, Fire, Ice, Lightning – replaced Aspect of the Beasts Different in many ways, see spell descriptions
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Aspect of the Beast	Removed to emphasize special nature of Ranger's ability
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9th level

Earthquake – Earth	20 points of Earth damage and KD to all in 5' radius for 10 seconds
Eruption -- Fire	20 points of Firedamage and KD to all in 5' radius for 10 seconds
Blizzard – Ice	20 points of Ice damage and KD to all in 5' radius for 10 seconds
Chain Lightning – Lightning	20 points of Lightning damage and KD to all in 5' radius for 10 sec.

Aspect of Elements	Moved to 8 th and changed.
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10th level

Summon Storm	wording clarifications
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Fighter Changes for V6.95

1st level

Battle Field Lore	new – Fighter can assess a battlefield for information
Fighter's Recovery	Do not lose ability if Fighter goes unconscious. Moved from 2 nd level.
Gauge Non-magical weapons and armor - FTR	can tell that a weapon has a permanent enhancement.
Gauge opponent	removed
Gauge Base Armor	Gives Base Armor without Enhancements

2nd level

Gauge Base Damage	Gives Base Damage without Enhancements
Blade Sharp	Now applies to magical and blunt weapons as well as bladed weapons. Moved from third level.

3rd level

Gauge Magical weapons and armor	Moved from fourth level.
Weapons Instructor	Moved from fourth level.

4th level

Gauge Total Armor	Gives Total Armor
Bind Weapon	Moved from fifth level

5th level

Blade Sharp+2	Limit is level uses per day, not level pluses per day. Moved from sixth.
Gauge Total Damage	Gives Total Damage
Disengage	Moved from sixth level

6th level

Battle Focus LI abilities	may be at LI+1 (Bind, Disengage, Disarm, Knockout)
Disarm	Moved from seventh level, level uses per day instead one-half level.
Knockdown blow	New. Allows torso hit to cause knockdown – uses per level

7th level

8th level

Blade Sharp+3	Limit is level uses per day, not level pluses per day. Moved from ninth.
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9th level

Battle Fever: Limited Knock Down Immunity	Fighter in Battle Fever is immune to one KD.
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10th level

No changes

Knight Changes for V6.95

Discussion of Knightly codes may be rewritten (not done yet)
Knightly Innate abilities have mostly changed slightly. See details below.

1st Level

Gain +0 Weapon from Order

Reveal supernatural creatures ‘Snapshot’ & area of effect, moved from 2nd level.

2nd Level

Supernatural Wathit Provides one piece of information about supernatural creatures

3rd Level

Identify Supernatural Creature Identifies types of supernatural creatures.

+1 vs LI Effects Can be used as an immediate counter after being hit by an LI effect

4th Level

Knight is immune to magical disease

5th Level

Gains +2 weapon from order (was at 6th)

Avenging Blow If evaded or dodged, points are still used.

6th Level

Gains Plate (was at 7th)

+2 vs LI Effects new, can be used as an immediate counter

Cure Magical Disease new

No Defense Blow If evaded or dodged, points are still used.

7th Level

Gains +3 weapon from order (was at 8th)

8th Level

Immune to Fear innate

Killing Attack vs Supernatural Max damage of 40 pts, if evaded or dodged, points are still used.

Nullify Life Point Drain from Supernatural Creatures new

9th Level

Immune to Enthral innate

Nullify Level Drain Now have 5 minutes instead of 1 minute.

Numbing Blow Moved from 10th. Numbs for 1 minutes instead of 5 minutes.

If dodged or evaded, points are still used.

10th Level

Gain additional armor point innate

Death Commitment Details are changed.

Magic User Changes for V6.95

1st Level

Branding Requires dispel magic to remove brand instead of healing.
Reveal Magic 'Snapshot' & area of effect
Savvy Tells number of properties still unknown

2nd Level

3rd Level

Confusion New – prevents spell casting
Create Scroll Moved from ninth. Create scroll cannot be used for self-only spells.
Dropsy Eighth level and above may immediately pick things up
Insect Strike Removed, replaced by Confusion and Weakness
LI Enhance+1 New – allows +1 to LI effectiveness of one LI spell
Weakness New – melee damage of target reduced by one-half

4th Level

5th Level

6th Level

Enhanced Savvy Moved from eighth level, tells number of properties left
LI Enhance+2 Moved from fifth level
Spell Fumble Removed
Spell Negation Only works against Stun, Dropsy, Pain Strike and LI spells.
But works at casters level +2 for negating LI spells.

7th Level

Double Effect Some limits placed on usage including no doubling of area effects

8th Level

Enhanced Savvy Moved to sixth level
Spell Absorption Only can absorb spell damage, 4 points per level of caster.
Cannot absorb area effect damage spells or Wrath or Phys.Prot.

9th Level

Bolt New, 4 points of damage per spell point, single target.

10th Level

Killing Attack added maximum of 40 points damage done, points used if evaded

Monk Changes for V6.95

Sense Magic Item Moved to be innate with no cost.

1st level

Legend Lore Can now be used on more targets. Awareness of other lore information is also given to the Monk.

2nd level

Sense Magic Item Moved to become an innate.

Savvy New addition for Monk

3rd level

Safe Fall New, Monk may safely fall 10' per level of the Monk

Death Feint Changed, see description for details

Major Lore Lets Monk know lore of all types for a single target

Physical Attack More effective with increased damage chart.

Name change to Dragon Claw

4th level

5th level

Balance Moved from 6th level, given to all Monks

Missile Protection Moved from 7th, now provides a flat 10 points of additional protection for one combat.

Killing Specialty

6th level

Base damage with two weapons New, innate at 6th

Improved Physical Attack No reduction in cost, but does 2 additional points of damage

7th level

Delay Moved from 9th level

9th level

Nerve Strike Moved from 7th level

Movement Specialty

6th level

Balance Moved to 5th for all Monks

Improved Balance costs 3 points for movement Monks

Improved Agility Renamed Improved Leap and Improved Kip

Sweep Meditation may be any time prior to use.

7th level

Improved Speed Cost reduced to 5 points

Missile Protection Moved to 5th level and improved

Spirit Specialty

6th level

Improved Sense I Cost reduced to 2 points

Improved Sense II Cost reduced to 4 points

9th level

Shiatsu II Now does Stasis instead of Freeze Poison

Ranger Changes for V6.95

Ranger potions and herbs now last until the end of the game day instead of 10 minutes or 1 hour.

Innate

Sense potion New, allows Rangers to identify type of a non-magical potion for free.

1st level

Identify potion Allows Rangers to identify specifics of any potion

Tie Knots Removed

2nd level

Hone Arrow+1 Now applies to 5 arrows instead of 3 arrows

Make arrows Ranger can make 5 mundane arrows for two ranger points

3rd level

Locate Traps Moved from 7th level

Target Arrow Moved from 4th level. Any 3x3" area may be targeted, including limbs. Target Arrow is no longer an automatic critical.

4th level

Hone Arrow+2 New, ability to hone 5 arrows for +2 damage

Investigate Habitation Moved from 6th level

Knockdown Arrow New, allows Ranger to cause an arrow to do a knockdown

5th level

Long Arrow Name changed from Far Arrow (sounds too much like Fire Arrow) aim time increased to 15 seconds

Arrow of Slaying Aim time increased to 15 seconds

6th level

Ranger Herbs Was "Find Herbs". Herbs and Roots are good for 1 day instead of 1 hour. Anyone may place herb in a cup of water to use once Ranger prepares herb.

Find Herbs Nightshade is now a venom poison instead of a toxin poison.

Find Herbs Devil's Weed – duration is now 5 minutes or end of current combat, whichever is greater.

Investigate Habitation Moved to 4th level

Scan Removed

7th level

Githar's Arrow No longer prepared. Crash Time, Disarm now LI with 15 sec. aim time

Pitfall Renamed Tripline, dimensions changed from pit to tripline Tripline may be marked by yellow flag allowing Ranger to leave area.

Stun 15 second aim time with 10 second knockdown

Track lore Moved from 8th.

8th level

Aspect of Beasts Numerous changes, see ability description for details.

Track lore Moved to 7th

10th level

Killing Arrow Maximum damage is 40 points, otherwise same as before. 15 second aim time

No Defense Arrow 15 second aim time

Thief Changes V6.95

1st level

Backstab Now stacks with base damage.

2nd level

Gauge Value of Magic Items Moved from 3rd level

Locate Traps Renamed Sense Traps, Limited to walking speed, duration 10 minutes.

People Lore Replaces Legend Lore on People, Extended to groups & organizations.

Sharpen Dagger+1 Thief may enhance damage (+1) on 3 daggers/use. Uses=thief's level

3rd level

Define Mechanical Trap Moved from 5th level, uses increased to one per level of thief per day

Fence Item Uses increased to one use per level of thief per day

Memory Uses increased to one use per level of thief per day

Reduce Lock Level New ability, allows thief to make a lock easier to break or reverse open

Set Needle Trap Thief no longer needs to stay with trap.

4th level

Bypass Trap – Mechanical Moved from 6th, uses increased to one per level of thief per day

Distrust Moved from 5th level

Intuit Trap Moved from 6th, uses increased to one per level of thief per day

Improved Thief Hearing New, more sensitive hearing. Uses count against Thief hearing total.

Set Projectile Trap Thief no longer needs to stay with trap.

5th level

Climbing Increased to 20 feet per level of thief and one use per level of thief.

Conceal Self Uses increased to one per level of thief per day

Disarm Trap – Mechanical Moved from 7th

Legend Lore on Magic Items New, as per Monk ability, but on magic items. Uses=level/day.

Sharpen Dagger+2 Thief may enhance damage (+2) on 3 daggers/use. Uses=thief's level

6th level

Distrust for Others New, Thief can add +2 to LI for Entrhall resistance to another person

Reduce Lock Level, -2 New ability, can reduce lock two levels

7th level

Define Trap – Magical New, allows define trap to work on magic traps.

Neutralize Poison New, thief can brew a potion to neutralize poison (not Red Death)

Thief Hearing – Master New, 60' range, more information gained Uses count for hearing total.

8th level

Bypass Trap – Magical New, Thief may bypass magical traps

Sharpen+3 Thief may enhance damage (+3) on 3 daggers/use. Uses=thief's level

9th level

Brew Poison – Venom New, Thief may brew venom poison (only one in effect at a time)

Disarm Trap – Magical New, thief can disarm a magical trap

Reduce Local Level, -3 New ability, can reduce lock three levels

10th level

Neutralize Poison – Red Death Named change to reflect ability to handle Red Death

Brew Poison – Red Death New, Thief may brew Red Death (only one in effect at a time)