

# CHANGE LOG

## NORDLAND CORE RULEBOOK v0.8

In addition to various minor corrections and rephrasing, the following summarize the major changes made in updating the Nordland Core Rulebook from version 0.7 to 0.8, organized by chapter/section.

### The Basics:

- Added a Stoplight system to check-in if players are okay OOG without breaking immersion.

### Skills:

- Changed (XP, prerequisites, effect, etc.): Learn Spell, Endurance, Enhanced [Characteristic], Killing Blow, Killing Shot, Iron Will, Iron Fortitude, Supreme Will, Supreme Fortitude, Second Wind, Spell Mastery
- Added: Iron Might, Supreme Might, Armour Supremacy, Fateful Strike, Craftsman [Butcher], Prayer, Sermon
- Removed: Eschew Component
- Moved Holy Wrath to *Lores of Magic* (now Ulric only)

### Traits:

- Added: Frightening
- Split Vulnerable to [X] into Minor Vulnerability to [X] and Major Vulnerability to [X]

### Regions:

- All regions now have Discount Equipment. This is still a work in progress (and we're always willing to hear suggestions), but all regions have at least a few items to help them get started this season.

### Corruption & Insanity:

- Added Minor Spiritual Corruption – Ire

### Injury & Healing:

- Changes to the injury conditions

### Damage types:

- Added: Light, Dark
- Added rules for attacks with multiple damage types (though such attacks should be quite rare in game)

### Effects:

- Added: Burn, Exhaustion, Imbue, Suppress
- Removed: Heroic Killing Blow
- Changed: Corrode, Shatter, Killing Blow
- Changed resisting effects with an effect strength. If characteristic is greater than effect strength, it now allows a character to call "Resist" for 1 SP instead of No Effect.
- Regrouped some effects into Mental, Health, Injury and Movement effect categories

**Equipment:**

- Added market prices and production information for mixtures.
- Adjusted prices and production values for a few other items.
- Added a few mundane items and materials.
- Added additional weapon qualities to some spears and axes.
- Colours of Misfire/Unreliable and Regular shot are reversed for blackpowder weapons.
- Added new Misfire weapon quality and changed name of previous Misfire quality to Unreliable.
- Removed Component Kits

**Magic:**

- Overhaul of magic system, including key parts of spells. Includes but not limited to:
  - Added additional spell types and targets.
  - Modified durations.
  - Modified Overcasting rule
  - Removed material components for most spells (now only required for spells that indicate so)
  - Overhaul on how Devotion Points work for divine casters, including how many they have and how much spells require.
  - Spell effect now states spell level (from 0 to 5) instead of Casting Value. This has adjusted the Dispel effect and the skills that use this effect accordingly.

**Between Event Actions:**

- Outlined specific requirements to raise Neudorf to Settlement Size 2