

CHANGE LOG

NORDLAND CORE RULEBOOK v3.0

In addition to various minor corrections and rephrasing, the following summarize the major changes made in updating the Nordland Core Rulebook from version 2.0 to 3.0, organized by chapter and section.

Introduction:

- Changed intro blurb to reflect more recent plot summary.
- Added the following emails (will begin to implement these over course of season):
 - Plot: endtimeplot@gmail.com
 - Logistics: endtimelogistics@gmail.com
 - Lore: endtimelore@gmail.com

Characters:

- Character Creation - General:
 - Starting Skills: Now requires at least 33% from Core Skills (region/race) and at least 33% from Class Skills. Used to be 50% from Core Skills only.
 - Have specified that selecting a non-Human race requires the permission of the Head of Lore. This is to ensure that the character accurately depicts their race according to the setting's lore, including lore-accurate costuming, phys-reps, mannerisms and knowledge.
- Advantages:
 - new advantage: Trainer (-5 XP) – provides NPC trainer for Class and Class-Adjacent skills until character leaves their starting class
 - Affluent: changed bonus of extra equipment to 150 brass for the 'wealthy' regions
- Flaws:
 - Lowborn: Instead of decreasing SR to flat Brass 5, now just lowers by 4 steps. Additionally, the rule doubling the cost of non IQ equipment has been replaced with a rule that allows characters with a regional locale of Town or City and under a certain SR threshold to count the modifiers to AR for Inferior Quality and Worst Quality items as being 1 lower than normal, with an increase in market value for items over a certain quality threshold when purchasing starting equipment. XP adjustment for the flaw has been changed to +1 per drop of 2 steps in SR, minimum Brass 1.

Races:

- All Races:
 - added Speak [any that is not Core skill of the race or region] as a Restricted skill
- High Elves:
 - added new racial ability, Inherent Spellcraft: When the character learns a new rank in a Magic Skill that would ordinarily cause the Irresistible Disturb or Irresistible Warp effects, decrease the effect strength of those effects by an amount equal to the character's rank in the Concentration skill.
- Ogres:
 - Technically not a change to the race itself, but a note that Winter Survival prerequisites now allow Ogres to take without Wilderness Survival.
 - Minor clarifications/reminders to phys-rep equipments.
 - Increased starting Wounds from 10 to 15.
 - Starting SR reduced from Brass 8 to Brass 7

- Added Endure [Padded] to Free Skills (you can't easily egg an ogre to death).
- Iron Fist skill moved to Core Skills
- Significant reworks for Restricted and Prohibited Trade Skills.
- Shield Proficiency moved from restricted to prohibited (but options for 'shields' in the form of Ironfists and Gut-Plates have been added in).
- Removed the Gut Plate rule. This has been replaced with an actual Ogre Gut-Plate item that acts in essentially the same way as the previous rule (just no longer requires a special rule for it).
- Added Ogre Gut rule (incentive to not leave home without your gut-plate): "The majority of the character's vital organs are located in their gut. If the character's abdomen is physically struck by an attack (not including strikes that hit an Ogre Gut-Plate), then any damage value and the effect strength of any Injury Effect that are part of the attack are both increased by 2."
- Unsophisticated rule expanded to include some restrictions on equipment.
- Added Bull Rush trait, which gives bonuses to damage and Push-Back effect strength when charging.
- Added Slow Learner trait. If under Int 4, +5 hours/XP for cross-classed skills (no penalty for class or class-adjacent)

Regions:

- New Regions:
 - Sartosa
- Regional Locales:
 - City: starting SR from +0 to +1.
- Nordland:
 - Core: change Enhanced [Strength] 1 to Enhanced [Weapon Skill] 1, added Artist [Storyteller], removed Frenzied Stance
 - Restricted: removed Armour Proficiency [Heavy] and Enhanced [Intelligence], added Artist [any]
 - Special: added that the first Minor Spiritual Corruption gained must be Impetuous.
- Mountains of Mourn:
 - Changed core equipment to following: large gut-plate, large iron fist, large falchion, large great falchion, large club, large great club, large Tool Set [Cook], large leg clamp, any large Worst Quality items, any item from the Food & Drink section
 - Added any regular quality items and any items smaller than Large to Restricted Equipment
 - Free Skills: changed Weapon Proficiency [Gauntlet to Iron First], added Shield Proficiency [Gut-Plate]
 - Core Skills: added Weapon Proficiency [Falchion, Great Falchion]
- Bretonnia:
 - Minor changes to Knight and Peasant

Classes:

- Major overhaul to classes, including a redesign of most core classes and the addition of many new classes. Were only able to get so many done for this update, but intend to be creating many new classes in future updates, so don't panic if you don't see your favourite class there yet. Overall, the changes have narrowed the classes to focus more on specific archetypes from the setting instead of overly broad concepts. The Core classes presently ready can be found in the Core Rulebook, but all classes will be included in the Class Compendium Supplement (currently working on getting that tidied up and ready for release next, followed by the Winds of Magic supplement).
- If a character's class no longer exists, they can continue using it up until the Class Compendium is released. Before the event after that release, we will work with players to get their characters into a new class. Most have an equivalent class, or were simply subdivided into multiple classes that the player can select from.

Skills:

- New Skills:
 - Extractor [Nightsoil Man]
 - Labourer [Healer] (soldiers who learn rudimentary first aid, local 'wise-women', etc.) and Craftsman [Barber-Surgeon]— alternatives for those who practice some kind of the healing arts but are not university-trained physicians. There will be some overlap but also division in what the three tend to focus on when it comes to healing. Most medical-related Trade Abilities have had prerequisites updated to reflect these options, with some decreasing the minimum ranks for one or more of these.
 - Unit Tactics [State Troop Swordsmen]
 - Lead by Example: leadership skills with a radius effect-prefix can include the character
 - Suffer Not the Foe to Live!: Leadership skill that grants the Hatred skill to the target
 - Eternal Hatred: upgrade from Hatred, reducing SP cost of offensive combat skills against target by 1, but causing Disturb effect if don't pursue their death at every opportunity
 - Shield Proficiency [Gut-Plate]
 - Barber – medical trade ability, allowing character to give haircut or shave
 - Sea Legs – grants bonus to resist effects related to the movement of a ship you are on
 - Woodworking Focus [Focus]: Similar to Smithing Focus released in version 2. Various Craftsman trades involving wood have been collapsed into Craftsman [Woodworker], and then characters can take ranks in this skill to specialize in different types of workworking. Characters with existing ranks in Craftsman [Woodworker or Carpenter] at the time of this update will be given 1 free Woodworking Focus for every rank they possess (just let Logistics know which ones you want).
 - Trapper – allows for capture of live animals in downtime and setting up certain traps at event
 - Blessing of the Lady – bretonnian knight can pray and expend DP to receive Ward effect for encounter.
 - Choking Hold – Added restriction that skill cannot be used against a target larger than you or one with a significantly different respiratory system from you.
- Changed Skills:
 - Trade Skills: Reworked the professions to now fit into 5 skill categories instead of 3: Artist (new), Scholar (new), Craftsman, Labourer, Extractor. Some professions changed which skill they fall under.
 - Various: Skills that previously automatically added a Corruption Point or Insanity Point have been changed to now instead produce the Irresistible Warp/Disturb effect instead at a particular effect strength based upon the rank of the skill. While this happens at more total ranks than before, overall it should decrease the net amount of CP/IP from skills, as characters with sufficient CP/IP already become immune to certain effect strengths (so multiple sources of low level effect strengths might not all get added, and far fewer things will ever have enough strength to give a character their 10th and final CP/IP and end their PC career. A few more skills (Knowledge/Language mostly) have been added to the list of such skills. Skills in the Winds of Magic supplement were similarly changed.
 - Wilderness Survival: Changed final bullet point so that a character spending 1 hour of downtime now decreases food portion of upkeep by **TWICE** their rank in this skill. Additionally, changed second bullet to: "A character with at least 3 ranks in this skill decreases the additional levels of the Exposure persistent injury gained by using no shelter by 1." Changed XP cost to R+3.
 - Winter Survival: Using this skill now simply reduces the entire Exposure persistent injury by R instead of just the Wounds portion of it. Changed prerequisites so that Ogres do not require Wilderness Survival to take the skill. Changed XP cost to R+4.
 - Rehabilitate: Changed to now can spend any amount of downtime and reduces downtime patient spends to reduce Drain effects to that many hours times R, to a minimum of half the normal time.
 - Endurance: removed impact on travel time (this is covered under the Forced March skill)

- Trainer: Changed to align with changes is downtime for learning skill since v1.0. Now it reduces by a number of hours equal to their rank in this skill for every point of XP cost in the skill being trained (to a minimum of 1 hour per XP), before any multipliers. This means there is a benefit to rank 5 only if it's not a class skill for both persons. XP cost changed to Rx4.
 - Unit Position [Standard Bearer]: added Endurance 1 as prerequisite,] reduced prerequisite Unit Tactics from 3 to 2
 - Unit Position [Musician]: Added bonus that Labourer [Performer] 3 is added Class Skills.
 - Unit Position [Sergeant]: added WS4 as prerequisite, reduced prerequisite Unit Tactics from 4 to 3, added bonus that Trainer 3 is added to Class Skills.
 - Unit Tactics [ST Handgunners]: added Labourer [Soldier] R as prerequisite
 - Stunning Blow and Disarming Strike: prerequisite of R+3 changed to Mighty Blow R
 - Blinding Strike separated into Blinding Strike (melee) and Blinding Shot (ranged)
 - Unit Tactics [State Troop Handgunners]: changed to 3 ranks, with XP cost R+3.
 - Iron Fist: Changed to now simply add 1 damage to unarmed or gauntlet attacks.
 - Hide: while hidden, the character is now also immune to "Detect Creature [X]" unless X is greater than R.
 - Preternatural Senses: added effect strength R to Detect call, to determine how good their senses are from skilled individuals attempting to use the Hide skill to avoid detection.
 - Wield Oversized Weapon: change prerequisite Enhanced [S] to Exceptional [S] and changed XP cost to 12.
 - Precision Strike: separated Knowledge [Anatomy] as a prerequisite so can take this skill without it
 - Enhanced Wounds: max ranks is now a flat 10, regardless of race
 - Knowledge: added additional options: Accounting, Flora [region], Fauna [region], History [region or focus], Economicks, Music Theory, Monstrous Creatures, Disease, Etiquette
 - Merchant: changed AR values in chart, so that evenly disturbed as +1 AR per 2 ranks (e.g. can now buy/sell AR5 at rank 9 instead of 10).
- Other:
 - Note that if the XP value of skills change in an update, this will not change the available XP total of the character. In other words, characters are neither refunded XP nor suddenly charged extra XP for skills they had previously purchased, such that the amount of XP they had available to spend remains unchanged during updates.
 - Clarified that certain groups of skills require access to required equipment in order to train and use. For example, combat skills require access to weapons (and the specific weapon if a subtype of the skill), or armour or shields, etc. Trade skills require access to the necessary tools (usually just Tool Set, but some might require additional, like smithing requiring a blacksmith). To learn these skills and use them between events, a character needs access to those tools and equipment.

Traits:

- Added Horde trait.

Corruption & Insanity:

- On Corruption race chart, for Ogres changed the automatic Avidity at CP 2 to Vainglory at CP 1 to represent their boastful mannerisms.
- Added Impetuous as a Minor Spiritual Corruption.

Combat (Main)

- Machine-gunning & Withdraw: Previously there had been a universal 3-count after withdrawing before you could strike the same target with a melee attack. The duration of the count now depends upon the weapon being used. All melee weapons now have a new Speed characteristic, which is the count after withdraw before attacking the same target.

Effects:

- New Effects:
 - Take [X] – like Disarm, but initiator now possesses the item instead of it just being dropped
 - Public: Effect Prefix. Any information that would be otherwise provided OOG only to the initiator (such as from the Detect or Investigate effects), is instead assumed to be revealed to anyone who can hear this call OOG.
 - Conceal: Effect prefix, where the target and observers are unaware in-game that the initiator has made that call.
 - Banish [X]: Target with Spirit trait loses [X-Wp] Wounds. If reduced to 0 Wounds from this, is immediately banished and cannot be reformed for a period of time.
 - Latch [X]: Creature latches on and continues to have periodic effect until removed.
- Take effect added to Movement Effects, Vital effect added to Injury Effects
- Drain: Changed how it is healed naturally over time. Can now heal multiple Drain effects and multiple levels in the same Drain effect, but requires downtime to do (representing rest).
- Disarm: When a shield is strapped to an arm, it is now knocked out of place temporarily instead of simply no effect: “...the effect knocks the item out of place such that it can’t be used until readjusted with an X-count described action, where X is equal to the effect strength of the Disarm effect. Until this is done, the item cannot be used in any way, including attacking with a weapon or blocking strikes (if the item is physically struck, then the attack will count as having hit the limb the item is strapped to). During this time, it is recommended that the player physically represent this state by holding the item behind them or away from their body such that it is not held between them and non-allied characters.”
- Remove: This effect now has an effect strength, such that only targeted effects up to that strength are actually removed. This allows for a greater range of power behind this effect. Rules that use the Remove effect have been updated to account for this (if you see any that we may have missed where an effect strength is needed, please let us know).
- Pin/Constrict: changed so now immune to effect if your Strength is 3 or more higher than effect strength. If effect does go through, breaking free now requires X SP, where X is equal to the effect strength of the Pin/Constrict effect.
- Detect: This effect now has an effect strength. This allows some creatures or items to avoid detection under a certain threshold. Rules that use the Detect effect have been updated to account for this (if you see any that we may have missed where an effect strength is needed, please let us know).

Equipment:

- Tags:
 - For weapon tags, changed how display Thrust. Now shows as T✓ or T×
- New Items:
 - Tracked Mine
 - Utensil [Wood]
 - Vegetable [Sea Kelp]
 - Falchion
 - Cutlass
 - Great Falchion

- Ogre Ironfist
- Ogre Gut-plate
- Labour [Artist skill / Scholar skill]
- Preserved Herb [herb type]
- split Window into Glass Window and Shattered Window
- Items with Changed Economic/ Upkeep Values:
 - Flour
 - Lighting Kit
 - Writing Kit (Greater/Lesser)
 - Dining Set [Wood/Ceramic]
 - Bladed Gauntlet
- Items with Changed Production Values:
 - Flour
 - Lighting Kit
 - Writing Kit (Greater/Lesser)
 - Mine
 - Dining Set [Wood/Ceramic]
 - Yeast
 - Vegetable [Mushroom] – required skill switched to Wilderness Survival
 - Land [Farm] – added option to burn sea kelp instead of using manure
 - Manure – can now produce IQ Manure with Extractor [Nightsoil Man]
 - Bandage – now have an option for washing used bandages
 - Herbs – clarified that can't be picked from the wild in the winter
 - Hardwood (can now also be collected by fletchers and bowyers)
 - Timber (changed how it is cut from logs and cut again into smaller sized timber)
 - Pole (changed so cut from wood or timber not directly from logs, and provided more options)
 - Arrow/Bolt
 - Ox (learning new things all the time)
- Changed Weapon Profiles/Rules:
 - Arming Sword and Longsword changed to Piecing/Slashing
 - Sap: added Easy [Backstab 1]
- Item Quality/Make/Size:
 - Rules for weapon quality/make/size has been updated to include modifiers to the weapon's speed (melee weapons only), a new rule introduced in this update.
 - Elf-Wrought/Dwarf-Wrought: Reduced time multiplier for Elves/Dwarfs making items from 5 x PH to 2 x PH. Have clarified (not a rule change) that all materials and equipment needed to produce EW/DW items must be EW/DW. If any input is not, then item counts as being produced as a normal make (i.e. as long as all the materials and equipment used in it match that make, they get the EW/DW at no additional time). This means that Elves/Dwarfs making EW/DW items will have an advantage over other craftsmen in the value they produce (EW/DW are 3 x Market Value), but those making regular quality items have a small disadvantage as they're not able to produce as quickly and using inferior quality ingredients does not increase market value, as no one is paying more for items that were only partially made by Dwarfs/Elves).
 - With the updated Ogre rules, a reminder that Ogres can only produce Beast-Wrought items.
- Other Changes:
 - Added a list of relatively common wild animals found around Neudorf. This is used for what can be hunted or captured by hunters.
 - Large overhaul on raising and training animals. Can now capture wild animals, domesticate captured wild animals, and train domestic animals to make: Guard [animal], Hunting [animal],

Messenger [animal], Performing [animal], Riding [animal], and War [animal] (limitations on what animals can be used for each).

Between Event Actions:

- Learning Skills
 - Changed limitations on partially trained skills. Now only lose progress in a partially trained skill if the character begins training in another partially trained skill (but may continue to train in other full skills before completing the partially trained skill).
 - The base downtime per XP required to learn a skill has now changed to depend upon how the skill is classified for the character:
 - **Class Skill:** 5 hours per XP
 - **Class-Adjacent Skill:** 10 hours per XP (will be adding these to existing classes over time)
 - **Cross-Class Skill (anything that's not Class or Class-Adjacent):** 15 hours per XP
 - **Restricted Skill:** +5 hours per XP
 - **Prohibited Skill:** cannot be learned by character
- Food Upkeep:
 - Each meal purchased on the OOG Meal Plan now provides the benefit of consuming a Silver Meal, instead of a Meal matching the character's SR (previously the benefit was fairly small for the Brass SR PCs, but now everyone gets the same value, essentially 3 silver off upkeep for a full meal plan).
- Shelter Upkeep:
 - If a character does not have shelter capable of supporting their Status Ranking, removed the option to permanently decrease SR by one step, and simply defaults to decreased downtime. This was done primarily to simplify pre-logs and was not an entirely necessary or enticing option as characters retain the option to voluntarily decrease their SR at any point anyway.
 - SR of Improvised Shelter decreased to B4.
- Settlement Size:
 - Updated some requirements to reach SS1, including lowering the quality requirements on several structures.