

Proposed Changes for January 2019

#1: Change the effects of *Blind*, *Alliance*, *Charm Monster*, and *Charm Person* so that the target is only affected for ten minutes.

Rationale: Our records indicate that this change was approved by the BOD in the past and was just never added to the book. It is being listed here for clarity with the player base.

CBM Support: Unproposed

GM Support: Unproposed

Text Change: With the added Status Effects list, this changes the spell durations to Instant and the duration of the status effect to ten minutes.

#2: Change the length of weapons that a thrown spell can be cast through to 32”.

Rationale: 32” is the upper length of multiple existing weapons, 30” is not. Changing this number will make it much more intuitive which weapons can have spells cast through them.

CBM Support: Yes

GM Support: Yes

Old Text: If the caster wishes to, they may deliver a thrown spell through any weapon that is 30” or shorter, as long as they are proficient in the weapon being used. Spells cannot be cast through a shield.

New Text: If the caster wishes to, they may deliver a thrown spell through any weapon that is 32” or shorter, as long as they are proficient in the weapon being used. Spells cannot be cast through a shield.

#3: Reword the *War Tactic* skills to reflect that they cannot be stacked through multiple users in the same unit.

Rationale: A player noted that it was unclear from the text whether a unit full of people with War Tactics would allow for huge recurring bonuses. This removes that confusion.

CBM Support: Yes

GM Support: Yes

Old Text: A character may only benefit from one use of a War Tactics skill at a time.

New Text: A character may only benefit from one use of a War Tactics skill at a time, bonuses from multiple sources do not stack.

#4: Implement a minimum shield size of 200” sq.

Rationale: This creates a clear division between what’s acceptable as a buckler vs. a shield.

CBM Support: Yes

GM Support: Yes

Old Text: Max: 800” sq

New Text: Min: 200 in², Max: 800 in²

#5: State that the upper limit of the weapon length is not inclusive.

Rationale: Currently, a weapon can technically fall into multiple categories based on its length, when it is the maximum length for one group and the minimum length for another. This has been asked about many times by players, and this change would clarify that concern without creating gaps in the size continuum.

CBM Support: Yes

GM Support: Yes

Old Text: None

New Text: Please note that all maximum weapon lengths are non-inclusive - that is, a weapon with a listed minimum length of 20” and a maximum of 44” may be over 43” in length, but not 44”. This is to ensure that there is no overlap between weapon categories.

#6: Remove “entirely of the caster’s own creation” from Bardic spell incantation requirements.

Rationale: Bard players shouldn’t have to compose their own original songs to cast a spell if they don’t want to. Other casters can use non-original wording.

CBM Support: Yes

GM Support: Yes

Old Text: The song must be semi period and the words must be entirely of the caster’s creation.

New Text: The song must not be easily recognizable as a modern tune.

#7: Remove any wording regarding time or cost discounts for crafting masteries.

Rationale: We’d like to remove this from the Rulebook since it’s part of Econ’s purview. Removing this will allow them to place the information in the crafting packets if necessary, or remove it and simplify the process if desired.

CBM Support: Yes

GM Support: Yes

Old Text: Highly skilled craftsmen can craft basic items more efficiently and therefore receive a discount to the time requirement for basic crafting. For each level past level one attained in a trade skill, a character receives a 20% discount to the time required to make or repair an item. Some Advanced Tasks, such as creating enchanted/enchantable items do not receive this discount.

New Text: None

#8: Correct physrep guidelines for Thrown Rock so that rocks can be made from other materials and must conform to the color chart.

Rationale: This is a player-submitted suggestion. They expressed concern over the current construction of thrown rocks, and added personal experience with duct tape picking up dirt and gravel prior to being thrown at someone. Few if any rock physreps use pipe foam anymore, this change will enhance safety.

CBM Support: Yes

GM Support: Yes

Old Text: Thrown rocks may be simulated with tennis balls. Also, a ball of pipe insulation (of at least tennis ball size), weighted with a small weight inside the foam, and wrapped with duct tape may be used.

New Text: Thrown rocks may be simulated with tennis balls marked with the appropriate colors for their material.

#9: Change the name of Plant Growth to Regrowth. The spell doesn’t grow new plants.

Rationale: Another player-submitted suggestion, they felt that the spell’s name insinuates that new plants can be grown. This name better illustrates the capabilities of the spell.

CBM Support: Yes

GM Support: Yes

Old Text: Minor Plant Growth, Plant Growth, Major Plant Growth

New Text: Minor Regrowth, Regrowth, Major Regrowth

#10: Change Diamond Dust to work on all melee weapons.

Rationale: We were notified by the GM1 that players desired an alchemy that would work on non-bladed weapons in the same way that Diamond Dust works on bladed ones. After reviewing the Diamond Dust alchemy, we see no reason that it should not also be allowed to work on non-bladed melee weapons. This can be roleplayed as the striking surface being covered in the abrasive material, causing more damage.

CBM Support: Pending

GM Support: Yes

Old Text: Diamond Dust: When an alchemist applies this compound to a bladed weapon, its damage rating is increased by one. This effect will last for one event. One dose will cover one weapon blade.

New Text: Diamond Dust: When an alchemist applies this compound to a melee weapon, its damage rating is increased by one. This effect will last for one event. One dose will cover one weapon.

#11: Clarify the Mystic Runes skill with practical information about what the skill provides.

Rationale: A player expressed concern that this skill was ambiguous and did not provide a character any benefit other than being a prerequisite for enchantment.

CBM Support: Yes

GM Support: Yes

Old Text: Mystic Runes: This skill allows a character to place powerful runes on an item, allowing them to be bound with a magical dweomer. The runes must be precise, and if any mistakes are made in inscribing the runes the item cannot be enchanted. The runes must be inscribed in the presence of the appropriate marshal. Cleric Lore is needed to inscribe E/W runes, while Read Magic is needed to inscribe F/A runes. Bardic Magic cannot be enchanted into items.

New Text: Mystic Runes: This skill allows a character to reliably inscribe an item with the symbols necessary to enchant it, and provides the character with the knowledge of abilities an item can acquire through demi-enchantment. The symbol inscribed during the process of basic enchantment is called a “glyph”, while the symbol inscribed during demi-enchantment is called a “rune”. Clerical Lore is necessary to enchant an item with an Earth or Water enchantment, while Read Magic is necessary for Fire and Air enchantments. Bardic Magic cannot be enchanted into items.

#12: Clarify that during the enchantment process, basic enchantment creates “glyphs”, demi-enchantment creates “runes”

Rationale: Adding this terminology will help clarify the difference between an enchanted and demi-enchanted item. This clarification was made verbally and on Facebook years ago, but was never documented or placed into print.

CBM Support: Yes

GM Support: Yes

Old Text: See above

New Text: See above

#13: Explain that mining can be performed using Craft(Masonry) and appropriate lores

Rationale: The GM 1st requested that we look into adding a skill which would allow players to collect ore from mines, as several players already control these locations. We feel that this can already be done using the Craft(Masonry) and other lore skills without requiring another skill to be added to the game. This would clarify that in the book.

CBM Support: Yes

GM Support: Yes

Old Text: Stone [Lore]: A character with this skill may identify minerals and gems by their proper name. The character would also be familiar with the chemical characteristics of each mineral or gem as well as how frequently such stones are encountered. This skill may be used with the Appraisal skill to accurately appraise gems and other precious stones.

Metal [Lore]: This skill is essentially metallurgy. This is the study of metals and their strengths and weaknesses. A character with this skill could identify a type of metal or alloy and its properties with a small amount of study. This skill may be used with the Appraisal skill to accurately appraise rare metals and alloys.

New Text: Some Lore skills may be used in conjunction with Appraisal to determine the value of certain items, or in conjunction with different Craft specializations to obtain raw material from mines.

#14: Clarify how tags will function on field with or without an appropriate physrep.

Rationale: There has been a considerable amount of discussion and dissatisfaction among the player base and staff alike about how tags are handled, especially when a player does not have an appropriate physrep but would carry a tag on field (such as when buying or selling goods, or looting items from NPCs). Several methods were proposed, a handful were passed on to the GM, but ultimately none of them stood out as a complete, optimal solution. The RBC will continue accepting and discussing ideas which may be more preferable than the ones listed here - in the meantime, this change will implement what the RBC considers the most fair and feasible option from those proposed, rather than leave the issue unaddressed.

CBM Support: Pending

GM Support: Pending

Old Text: Various brief references to physreps throughout the document

New Text: All items which your character obtains must have a physrep. If they have a sword, you must carry a sword to represent that item. If they possess an enchanted bottle of ale, you must carry something that believably represents that bottle of ale. Whenever possible, avoid physreps made from materials such as plastic (which would not exist in this setting) and glass (which can break and pose a safety hazard).

You may use a number of similar physreps to represent small items which may be very visually similar to each other (such as potions, alchemies, or raw materials). For instance, you may choose to carry seven small bottles to represent the potions you are carrying, even though you may be carrying ten. In this case, after you have used seven potions of any type, you may not use any more potions until you have left the field of play and returned in order to simulate a trip to retrieve more potions.

If your character is carrying a tag for which they are not also carrying a physrep, they may not use that item. That tag is considered to be a stealable physical item known as a "writ" or a "deed". These items are not forgeable. The writ contains the location of the listed item, and if it is taken from someone by another character, it will allow that character to easily find and retrieve that item. This must be roleplayed by leaving the field with that tag and returning with a physrep for it.

To easily differentiate between these "deeds" and tags for which you are carrying a physrep, we ask that you keep them separate - preferably by keeping physrepped tags in a case, envelope, or tag book marked specifically for this purpose.

#15: Create a process for detecting and removing disguises.

Rationale: As the rules text stands, there is no established method for detecting or removing a disguise. While the RBC and PM Staff would like to establish a way to use an existing skill to detect one on an active character, we were unable to agree on a way to do so at this time. Until we can do so, we would like to establish other guidelines so that it is at least possible to remove them from an inactive character in the meantime.

CBM Support: Pending

GM Support: Pending

Old Text: All disguises past first level must have a tag. A character may never alter their features to duplicate those of another individual without magical means. One could, however, replicate the clothing of that individual so as to appear similar from a distance.

New Text: All disguises past first level must have a tag. A character may never alter their features to duplicate those of another individual without magical means. One could, however, replicate the clothing of that individual so as to appear similar from a distance.

A character with Disguise Level 2 or higher may attempt to search an unconscious, incapacitated, or willing target for worn disguises. This search will take one minute, and will detect any disguises of a level equal to or lower than the level of Disguise used to perform the search. Level 1 disguises cannot be detected using this method. Once detected, a disguise can be removed by the character performing the search. This removal process will take one minute per level of the disguise.

#16: Raise the damage of Bows and Crossbows from 3 no-armor to 4 no-armor.

Rationale: It was suggested that bows and crossbows deal too small an amount of damage considering the time required to “reload” after firing. Consideration was given to the original suggestion of raising it to 5, but 4 was felt to be a more reasonable number which can always be tweaked later if necessary.

CBM Support: Pending

GM Support: Pending

Text Change: “3 NA” was changed to “4 NA” on the weapons chart.

Add a standardized list of common status effects, and change the wording of several abilities, spells, and other statements to show that effect has occurred.

Rationale: Currently, our rulebook lists several effects in multiple places which are virtually (if not completely) identical. Our Gamemaster Staff already uses a list of standardized status effects to be used during modules and field encounters. Adding a portion of this list to the rulebook and having spells and abilities reference that list rather than listing them each time will reduce confusion and shorten our rulebook by almost ten pages.

CBM Support: Yes

GM Support: Yes

Text Change: Numerous instances of effect descriptions were replaced with a reference to a “Status List”. The new Status List was inserted at the end of the book, and is attached. Please note that this also affects the “Dying” section under Combat, as this would make the process of dying follow status effects.

#17: Change the list of available Individual Weapon and Weapon Group skills to change or eliminate weapons which are mechanically and/or physically identical.

Rationale: Currently, our rulebook lists weapons which are not only identical in length, damage, mechanics, and physical representation, but are also duplicates or near-duplicates of each other in point cost (to the tune of only one class having a difference of 5 points). Many of these are part of the same Weapon Group, Polearms. Each of our weapons should be both mechanically and physically discrete from the others. This change would eliminate redundant weapons as well as establish functional guidelines for what places a particular physrep in a given weapon category. With the reduced number of weapons, they can be placed in a reduced number of Weapon Groups with a balanced point cost for each.

CBM Support: Yes

GM Support: Yes

Old Text:

Individual Weapons: Bow, Crossbow, Knife, Dagger, Shortsword, Longsword, Bastard Sword, Greatsword, Mace, Hammer, Club, Two-Handed Mace, Two-Handed Club, Two-Handed Hammer, Staff, Hand Axe, Greataxe, Poleaxe, Halberd, Bill, Longspear, Shortspear, Pike, Thrown Rock, Javelin, Buckler, Shield, or Shield Bash.

Weapon Groups: One-Handed Swords, Two-Handed Swords, One-Handed Blunt, Two-Handed Blunt, Axe, Polearms, Thrown Weapons, Shields, Bows, Siege Weapons

New Text:

Individual Weapons: Dagger, Club/Mace, Greatclub/Greatmace, Pike, Shortsword, Longsword, Greatsword, Longspear, Hatchet/Hammer, Handaxe/Warhammer, Greataxe/Maul, Poleaxe, Shortspear, Bastard Sword, Hookaxe, Staff, Bow, Crossbow, Thrown Rock/Dagger, Thrown Axe/Hammer, Javelin, Buckler, Shield, Shield Bash

Weapon Groups: One-Handed, Two-Handed, Ranged, Shields, Siege

#18: Update Weapon Crafting Guidelines

Rationale: The existing appendix document is unnecessarily long with repetitive information. Redundant information has been removed, it has been reformatted, and new information has been added which is in line with current PM standards.

CBM Support: Pending

GM Support: Pending

Text Change: Entire section, see Rulebook

#19: Increase the number of AP provided by Armor Move to 5, and the amount of AP provided by armor to 5 for Leather, 10 for Composite, 15 for Chain, and 20 for Plate.

Rationale: Currently, the number of AP provided by the purchase of Armor Move does not match the number of AP provided by individual armor items. This is confusing, and ensures that players are either wasting skill points or items at almost all levels of play. Changing the number of AP provided by the skill to 5, and the amount provided by different types of armor to intervals of 5, will allow players to make full use of both skill and items, and be more easily understood by new players.

CBM Support: Yes

GM Support: Yes

Old Text:

Armor Move: This skill allows a character to gain the benefits of wearing physical armor. The amount of armor from which a character can benefit is determined by the number of times the Armor Move skill is purchased. For each level of Armor Move bought, a character will be able to wear 4 points of armor. Armor Move may be purchased up to 30 times, thus creating a 120-point cap for the amount of armor that may ever be worn at one time.

If a character is wearing armor that is worth more armor points than allowed by their Armor Move skill, the armor is only worth the maximum number of armor points that they are able to wear. Any damage already sustained by the armor is subtracted from the armor points it would be worth to the wearer. If at any point, a character's armor is reduced to 0, the armor is considered destroyed and can no longer be repaired.

Kantar uses a stacked point armor system, meaning that armor grants you extra hit points in the form of Armor Points (AP); once these points are depleted, the armor is destroyed.

Leather Armor: 5AP/location
Composite Armor: 7AP/location
Chain/Scale Armor: 10AP/location
Plate Armor: 15AP/location

New Text:

Armor Move: This skill allows a character to benefit from the protection of the armor they are wearing. For each level of Armor Move bought, a character can benefit from up to 5 points of armor worn. See "Armor" in the Combat chapter for more information.

In this game, Armor Points (AP) allow you to withstand additional damage before depleting your BP. Unlike BP, AP do not restore themselves until the armor is repaired. A character may benefit from up to 100 points of non-magical armor, or the number of points allowed by their Armor Move skill, whichever is lower.

When a character wearing armor receives damage, that number of damage is subtracted from the piece of armor with the lowest number of AP. Once that piece of armor has been reduced to 0 AP, damage is then applied to the piece of armor with the next-highest AP, and so on. If at any point, a character's armor is reduced to 0, the armor is considered destroyed and can no longer be repaired.

Leather Armor: 5AP/location
Composite Armor: 10AP/location
Chain/Scale Armor: 15AP/location
Plate Armor: 20AP/location

#20: Decrease the maximum AP to 100.

Rationale: When the Committee first discussed the above change to Armor Move, the suggestion was made to raise this limit. At that time, the GM1 stated he was not in favor of such a change, as a previous group had investigated this issue and found that it would actually be more balanced to lower it. The Committee tabled the change, brought on someone from that group as a new member, and after further discussion would like to lower the limit as listed above.

CBM Support: Yes

GM Support: Yes

Text Change: See above.

Remove armor stacking restrictions.

Rationale: With the reduction in the AP cap and the clarification that armor is destroyed when reduced to 0 AP, there is less need to reduce the number of AP gained from multiple sections of armor. Allowing armor to provide its full AP regardless of the location it is worn on will reduce new player confusion, simplify our ruleset, and prevent several pieces of stacked armor from being destroyed in a single hit.

CBM Support: Yes

GM Support: Yes

Old Text: Stacking Armor

When wearing armor of different types with full coverage on the same location, the highest value is used, then additional points are added for each location for each additional armor type:

Leather = 1AP/location

Composite = 2AP/location

Chain/Scale = 3AP/Location

New Text: N/A

#21: Raise the amount of AP repaired by Mend from 4 to 5.

Rationale: With the above changes to Armor Move and armor values, the Mend spell can be standardized for slightly more value as well.

CBM Support: Pending

GM Support: Pending

Text Change: "4" was changed to "5" in the Mend spell description.

#22: Change the Body Point progression for all races and classes to be more balanced given the average class skill point cost.

Rationale: It is widely accepted among the player base and PM staff that the classes as they exist in Kanar are unbalanced. For instance, the Cleric class gets the second-best BP progression in the game, as well as by far the cheapest skills (30% less expensive on average than the Warrior class). This is the first of several suggested changes that would provide that balance. This new BP progression model has several advantages:

1. BP totals for many race-class combinations remain mostly the same (with the exception of Cleric).
2. All race-class combinations now begin with 8 BP at first level, allowing all new players to start out on equal footing - and the ability to take more than one or two hits from a Goblin.
3. By standardizing some racial progressions, we can reduce the size and complexity of one of our largest, most complicated tables.
4. The majority of a character's BP now come from their Class and not from their Race. This allows players to play whatever race they wish with more emphasis on the class they have chosen.

CBM Support: Pending

GM Support: Pending

Text Change: The revised table has been attached.

#23: Revise racial mechanics for simplicity, clarity, and to balance benefits against drawbacks due to costuming requirements and body point values.

Rationale: With the Body Point progression change above shifting emphasis away from race in determining these values, racial benefits and drawbacks must also be reviewed to maintain balance. The Committee would like to simplify these mechanics for ease of understanding by new players, and remove significant work (and potential confusion) from CBM responsibilities.

Under this change, all races (human and non-human) are provided the same number of points at character creation with which to buy skills. They are then provided a set number of “free” skills to represent the unique features of that race, as well as to reward players who are willing to apply makeup, prosthetics, or other costuming requirements at each event.

CBM Support: Pending

GM Support: Yes

Text Change: Most of the Races chapter will be changed, preserving the flavor text. Overall changes are as follows:

1. All races start with 140 skill points.
2. Each “full-blooded” race gets the following skills for free:
 - a. Humans: none
 - b. Common Elf: Read Magic, Bow, Resist Sleep (x1)
 - c. Forest Elf: Wilderness Survival, Bow, Resist Charm (x1)
 - d. Dwarf: Ranged Group, Wilderness Survival, Navigation
 - e. Halfling: Ranged Group, Damage Control
 - f. Half-Orc: Damage Control
 - g. Half-Ogre: Physical Development (x1)
3. “Half-breeds” must meet all costuming requirements of their non-human parent race, may choose one skill from the non-human parent race’s list for free, and gain BP as if they were a Human.

#24: Change the racial costuming requirements for Halflings. Halflings must display hair on the back of their hands.

Rationale: Players cannot choose their height, and this should not prevent some players from playing a particular race. However, there must be a visual cue that Halflings are not Human. Literature depicts Halflings/Hobbits as being visually different from humans in only two ways - their height and hairy hands/feet. After extensive debate, we feel that this is the only costuming solution which is faithful to the source material Kanar draws upon. We feel that this racial representation can be most easily accomplished using either spirit gum and costume fur/hair, or by use of skin-toned fingerless gloves with fur on the back, which can be easily slipped on and off. If an alternative presents itself which is more elegant than this, the RBC is open to considering it.

CBM Support: Yes

GM Support: Yes

Old Text: Halflings look identical to humans with the exception of their height. The tallest Halfling ever recorded stood a bold 5’ 2” tall. In all other aspects, they resemble humans.

Required Makeup: None; however, must not be taller than 5’4”

Half-Halflings usually stand between 4’ 8” and 5’ 4” tall. They can easily pass in a human society as a short human and are accepted in Halfling society without reservation. Half-Halflings live approximately 110 years.

Required Makeup: None; however, must not be taller than 5’ 7”.

New Text: Halflings look much akin to humans, except that they are generally shorter in stature, and possess a patch of thick hair on the back of their hands and top of their feet. In all other aspects, they resemble humans.

Required Makeup: A patch of hair or fur on the back of each hand, or a skin-tone fingerless glove with such a patch attached to the back.

Half-Halflings usually stand between 4' 8" and 5' 4" tall. They can easily pass in a human society as a short human and are accepted in Halfling society without reservation. Half-Halflings live approximately 110 years.

Required Makeup: A patch of hair or fur on the back of each hand, or a skin-tone fingerless glove with such a patch attached to the back.

#25: Create a simplified, standardized list of Lore skills that complies with current field practice.

Rationale: We would like to provide a more refined, structured system of available Lore, which clarifies the current GM process that a "base" lore will provide information on field, while specializations are "research only".

CBM Support: Pending

GM Support: Pending

Old Text: Extensive, see "Lore Skills" section in current rulebook

New Text: Lore skills represent a character's instinctive knowledge regarding a particular subject - purchasing a Lore skill once denotes that the character is so familiar with the subject that they can piece together bits of information they've heard and use it to their advantage in a relevant situation. A character may declare to an NPC or marshal that they possess a Lore Skill when faced with a situation where knowledge of that area may present a benefit. The NPC or marshal may (but is not required to) then reply with useful information which that character might deduce from the situation. For instance, a character with Undead Lore may state "I'd like to use Undead Lore" to the player playing a unique skeleton NPC, and receive a reply that fire is exceptionally harmful to it. Some Lore skills may be used in conjunction with Appraisal to determine the value of certain items, or in conjunction with different Craft specializations to obtain raw material from mines.

Lore skills may be purchased additional times at the same cost, each time specializing in one area of knowledge within that subject. For instance, a character who already has Flora Lore may then choose to purchase Flora Lore (Trees) or Flora Lore (Flowers). Lore specializations will not provide any additional information on field, they may only provide additional benefits during modules or between events. Even then, information is only provided at the discretion of the GM or marshal involved, and is not guaranteed to be available. The more specific the area of specialization, the more likely that information will be provided (when available).

Lore specializations cannot be self-taught and do not count toward the one-year limit for learning a skill without a teacher, they may only be learned from another character or at the GM's discretion.

Artifact Lore: Legendary objects and their histories.

Astronomy Lore: The stars, constellations, planets and other celestial phenomena.

Culture Lore: Etiquette and history regarding other races, kingdoms, tribes, etc.

Fauna Lore: Animals and other naturally-occurring creatures.

Flora Lore: Naturally occurring plants, flowers, trees, etc.

Heraldry Lore: Personal sigils, coats of arms, and other group crests and meanings.

Metal Lore: Metals, alloys, and their strengths, weaknesses, and uses.

Planar Lore: Features of the eight other major planes of existence: Positive, Negative, Wild, Neutral, Fire, Water, Earth, and Air.

Sailing Lore: Operating a ship, resisting seasickness, fighting on rough waters, etc.

Scribe Lore: The process of keeping records on paper, essential to all royal courts.

Stone Lore: Stones, gems, their strengths, weaknesses, and uses.

Symbol Lore: The various meanings of non-heraldic symbols.

Terrain Lore: Features of the eight basic types of terrain: Forest, Plains, Mountain, Swamp, Subterranean, Arctic, Desert, and Marine.

Undead Lore: Strengths and weaknesses of undead creatures, as well as their possible forms, types, and origins.

Urban Lore: Little-known locations, influential figures, fences, and other information about in-game cities.

#26: Revise existing skill point costs to be more balanced across classes, and for standardization and ease of understanding.

Rationale: Finally, it's vital that we revise point costs across the board to ensure that classes are paying costs proportionate to the amount of BP they're gaining, as well as respective to costs paid by other classes. The changes we are proposing have the greatest effect on Clerics. We've done what we could to minimize this effect, but the fact is that Clerics have benefited from most of the advantages of both a fighter and a spellcaster for a significant amount of time, while suffering very few of the drawbacks.

While these balances are not statistically perfect, they are very, very much closer to it than they were previously, and we feel they represent a fair and balanced system. We realize that some of these costs may need to be "tweaked" after seeing some on-field play, but we don't expect another major overhaul being necessary for several years to come.

In revising these costs, we have provided several other benefits to this system which will allow for its standardization and simplification. This will allow it to be more easily understood by new players, so that there are fewer "one-off" skill peculiarities for the CBM staff, and hopefully make it easier to automate certain parts of the signout process:

1. Skills will be recategorized according to whether they can be purchased multiple times and the mechanics regarding those purchases, rather than what class previous staff feel they were meant for ("Rogue Skills") or individual skills having a completely different purchase progression than all other skills in that category (Physical Development).
2. Behind the scenes, point costs have been standardized so that each skill has a "base cost", which is increased by a multiplier for each class according to how difficult it should be for that class to learn that skill. This should make any future point changes easier and more likely to retain balance.
3. Some skills, such as Armorsmithing and Weaponsmithing, can now be placed under the Craft skill, since they are already incredibly similar in both form and function.
4. In keeping with the Individual Weapons suggestion earlier, individual weapons are assigned a point cost based on their length and features, not an arbitrary impression of usefulness.
5. Point cost progression for leveled skills have been standardized, to reduce the necessary size of the skill cost charts.
6. The cost of high-end damage-bonus and Surprise Attack skills has been raised, to reduce the power gap between high and low level players. Accordingly, many crafting costs have been lowered both to maintain balance and encourage well-rounded character development.

CBM Support: Pending

GM Support: No

Text Change: A separate spreadsheet outlining cost and category changes is attached.

Experience, Levels, and Body Points

<i>EXP</i>	Lvl	Half-Breeds Humans Dwarves	All Elves Halflings	Half-Orcs Half-Ogres	Lvl	Warrior	Rogue Cleric	Mage
0	1	4	4	4	1	4	4	4
40	2	4	4	5	2	7	6	5
100	3	5	4	6	3	10	8	6
180	4	5	5	7	4	13	10	7
280	5	6	5	8	5	16	12	8
400	6	6	5	9	6	19	14	9
540	7	7	6	10	7	22	16	10
700	8	7	6	11	8	25	18	11
880	9	8	6	12	9	28	20	12
1080	10	8	7	13	10	31	22	13
1300	11	9	7	14	11	34	24	14
1540	12	9	7	15	12	37	26	15
1800	13	10	8	16	13	40	28	16
2080	14	10	8	17	14	43	30	17
2380	15	11	8	18	15	46	32	18
2700	16	11	9	19	16	49	34	19
3040	17	12	9	20	17	52	36	20
3400	18	12	9	21	18	55	38	21
3780	19	13	10	22	19	58	40	22
4180	20	13	10	23	20	61	42	23
4600	21	14	10	24	21	64	44	24
5040	22	14	11	25	22	67	46	25
5500	23	15	11	26	23	70	48	26
5980	24	15	11	27	24	73	50	27
6480	25	16	12	28	25	76	52	28
7000	26	16	12	29	26	79	54	29
7540	27	17	12	30	27	82	56	30
8100	28	17	13	31	28	85	58	31
8680	29	18	13	32	29	88	60	32
9280	30	18	13	33	30	91	62	33

Status Effects

Unconscious	Target cannot see, hear, or take any action. If they are not already laying down, the target must immediately fall to the ground. This status ends if the target receives any amount of healing. If the target receives a sufficient number of deathblows (see "Dying" under Combat), this status is replaced with the Dying status below.
Dying	Target cannot see, hear, or take any action. They no longer remember the 5 minutes prior to gaining the Unconscious or Dying status. After five minutes, the target loses one life credit. After one half-hour, the target gains the Dead status.
Dead	Target cannot see, hear, or take any action.
Asleep	Target cannot see, hear, or take any action other than to snore. If they are not already laying down, the target must immediately fall to the ground. This status will immediately end if the target receives any damage. Deathblows may be administered to the target.
Blinded	Target may only move their feet at a slow walk, with their eyes closed. Target may not use a bow, crossbow, any rogue attack, or any line-of-sight spell. Other spells and thrown weapons may be used, but the target must close their eyes for 5 seconds prior to attacking. All of the target's attacks are reduced to 1 damage.
Charmed	Target considers the person causing this status to be a trusted ally, and will obey any request made by them which they are not violently opposed to. If they are violently opposed to it, compare the level of the two characters. If the target's level is lower, the target will obey the request. If the "ally" suggests anything which would cause direct physical harm to the target, this status ends immediately. Target will remember any actions taken after the status ends.
Cursed	Target will take 2 more points of damage from any attack which causes damage, and suffers from bad luck. See GM.
Deafened	Target cannot hear. This does not protect the target from Bardic magic.
Disarm X	Target must immediately drop the designated item, weapon, or shield. This status ends after three seconds.
Diseased	Target loses 1 BP per hour. This damage cannot be healed until the status is removed. If the target is unconscious, they take the effect of one deathblow per hour.
Doomed X	Target feels a burning sensation, which intensifies throughout the duration of this status. This duration varies (Doomed 1: 24 hours, Doomed 2: 1 hour, Doomed 3: 5 minutes). If this status is not removed by the end of this duration, the target gains the Dying status.
Enamoured	Target falls in love with the first character of the appropriate sex (as chosen by the target) that they see after acquiring this status. The target will not leave their side until the status is removed.
Enraged	Target will attack perceived enemies with no caution or restraint.
Fatigued	Target may not run or attack with any weapon. They may still walk and use weapons to defend/parry.
Hallucinating	Target perceives sights, sounds, smells, and other stimuli that do not exist. Unless told otherwise by a marshal, these hallucinations should concern events and people from the character's past.
Hatred	Target becomes increasingly hateful toward the next person they see, beginning with ridicule and escalating to violence. This status will end if that person is slain.
Idiocy X	Target is unable to produce constructive, on-topic comments or maintain any train of thought. They cannot cast spells higher than X level.
Knockback X	Target must move X feet further away from the source of the effect, at which point this status ends.
Knockdown	Target must completely lay down on the ground. This status expires after three seconds.
Madness	Target behaves completely irrationally and stereotypically "insane". Roleplay should be dramatic and exaggerated.
Muted	Target cannot speak or cast/sing spells. They may still call out damage, since that information is out-of-character.
Paralyzed	The target falls to the ground and may not move except to blink their eyes. Deathblows may be administered.
Pinned X	Target cannot move the designated wrist or ankle (X) from the place it is in when this status is gained. They can still cast spells and use other limbs in combat.
Poisoned X	Each day at dawn, the target loses 1 BP. This damage cannot be healed while the target is Poisoned.
Repulsive	Target emits a repugnant odor, which is noticeable to everyone within six feet except the target.
Slowed	Target may not run.
Stressed	Target feels intense stress, will likely respond in anger to even polite inquiries, and may attack if they are confronted.
Stunned	Target cannot see, hear, or take any action. If they are not already laying down, the target must immediately fall to the ground. They may groan in pain while falling. This status will immediately end if the target receives any damage or is shaken by another character. Deathblows may be administered to the target.
Weakened X	Weapon damage dealt by the target is reduced by X, to a minimum of 0.
Webbed	Target may not move at all. Deathblows may be administered to the target. They can be moved by outside forces.
Wrapped	Target may not move other than to simulate struggling. This also prevents them from casting spells.