

Errata from 2.5 to 2.6

Cultural Training

Librarian

Added: You have Rank 1 with the Asharen Librarians.

Gaiamancy Adept

Added: You may buy Nature without buying Alteration, and Gaiamancy without buying Lesser Alchemancy.

Arcamancy Adept

You may buy Mind without buying Alteration, and Arcamancy without buying Lesser Alchemancy.

Silk Crafter

Specialization should be in *Clothing*.

Necromancy Adept

You may buy Shadow without buying Alteration, and Necromancy without buying Lesser Alchemancy.

Lumimancy Adept

You may buy Radiance without buying Alteration, and Lumimamancy without buying Lesser Alchemancy.

Badlands Mining	You start with 1 Miner hireling with Mining-2.
Skyland Farmer	You start with 1 Gatherer hireling with Foraging-2.
Industrialist	You start with 1 Builder hireling with Building-2.
Corbinite Construction	You start with 1 Builder hireling with Building-1. When this hireling takes the Build action, it reduces the cost to build an improvement by one resource (one minimum).
Wayfinder Network	You start with 2 Wayfinder hirelings and 2 mounts.

Vestments

Aethyric Sight

Corrected: Your Aethyr Sight skill count by a 3-Count.

Background

Ruling House	Choose one of the ruling noble houses from your culture. You decided to leave home instead of staying back to rule with the house. You start with an extra 10 Tali credits, Rank 1 with that House and your all-important family name, and a chance to use it. You have an estate in your homeland.	
Noble House	Choose one of the noble houses (or equivalent) from your character's culture. Additionally, you start with an extra 20 Gold Tali, and Rank 2 with that House. You have an estate in your homeland.	
Forsaken	You are of the Incarna bloodline, but the House has denied the validity of your bloodline because you are probably the offspring of Incarna and mortal blood. You may choose to forgo the costuming for any one Vestment of your choice, but may still buy the powers. You have an estate in your homeland, but it's remote...	Incarna only

Cultural Background Features

Steward Point Cost corrected in table.

Foreign Contact*	Start with Rapport rating 2 with a single approved NPC from a culture other than your own culture.
Important Foreign Contact*	Start with Rapport rating 3 with a single approved NPC from a culture other than your own culture.

*May buy up to four different contacts total between all Contacts.

Classes

All references to spell levels changed to rank.

Mage

6	<i>Very Well Rounded:</i> May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. <i>Ritual Magic Training:</i> May buy skills from up to four Lesser Ritual magic schools.
11	<i>Ritual Magic Training:</i> May buy skills from up to two Greater Ritual magic schools. <i>Improved Combat Training:</i> May buy skills from all Basic Combat blocks.
16	<i>Expanded Ritual Magic Training:</i> You may buy skills from up to four Greater Ritual Magic schools. <i>Advanced Combat Training:</i> You may buy skills from one Advanced Combat block.

Negotiator

1	<i>Social Specialization:</i> May choose any Social skills. May buy skills from one Basic Combat block and one Basic Adventure block. May buy Lesser Orations.
6	<i>Very Well Rounded:</i> May choose skills from one Advanced Adventure skill block and one Advanced Combat skill block. May buy Greater Orations.
16	<i>Ritual Magic Training:</i> May buy skills from up to three Lesser Ritual Magic schools.

Rogue

1	<i>Adventure Specialization:</i> May buy any Adventure skills. May buy skills from one Basic Combat block and skills from one Basic Social block. May buy Lesser Ploys.
6	<i>Very Well Rounded:</i> May buy skills from one Advanced Combat skill block and one Advanced Social skill block. May buy Greater Ploys.
16	<i>Ritual Magic Training:</i> May buy skills from up to three Lesser Ritual Magic schools.

Warden

6	<i>Very Well Rounded:</i> May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. May buy any skills from Battlemagic from one school in the secondary schools of your subclass. May buy Lesser Katas.
11	<i>Extremely Well Rounded:</i> May buy skills from a second Advanced Adventure skill block, a second Advanced Combat skill block and a second Advanced Social skill block. May buy any skills from Battlemagic from a second school in the secondary schools of your subclass. <i>Warden Ritual Magic Training:</i> May buy skills from Lesser Alchemancy and one Ritual Magic school associated with your subclass.
16	<i>Improved Warden Ritual Magic Training:</i> May buy skills from all Lesser Ritual Magic schools associated with your subclass and one Greater Ritual Magic school associated with your subclass.

Warrior

1	<i>Combat Specialization:</i> May buy any Combat skills. May buy skills from one Basic Social Block and skills from one Basic Adventure block. May buy Lesser Katas.
6	<i>Very Well Rounded:</i> May buy skills from one Advanced Adventure skill block and one Advanced Social skill block. May buy Greater Katas.
16	<i>Ritual Magic Training:</i> May buy skills from up to three Lesser Ritual Magic schools.

Character Creation

Skill Type	Build Cost
Basic Skills and Lesser Skills	1
Advanced Skills and Greater Skills	2

Skills

Katas added.
Ploys Added.
Orations Added.
Social skills reworded.

Battlemagic

All references to spell level changed to rank.

Magic

In order to assist with a ritual, the character must have at least one skill in the ritual skill block being used, and of the same school of magic.

Combat System

Body regions defined: body region(right arm, left arm, right leg, left leg, torso)

Effects

Disease	The character may not run, jog or walk quickly (only a normal walk), and will enter a Mortally Wounded state after 1 minute.
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Delivery Methods

Ranged: Packets, bombs, gun projectiles, spell packets, thrown weapons, arrows. Negated by Dodge.

Melee: Melee Weapons. Negated by Parry.

Area Delivered: These effects emanate from a point within a radius. Negated by Sidestep.

Ground Delivered: These effects cover an area of the ground or solid surface. Negated by Spring.

Announced: These effects are delivered by simply pointing at the target and announcing the effect. These are primarily for Orations.

Mass: When spoken in front of another effect, everyone who heard the effect must take it ("Mass Slow!").

Marshal Delivered: Some effects are delivered by a marshal, and will be explained by the marshal on an encounter.

Ritual Magic

In order to assist with a ritual, the character must have at least one skill in the ritual skill block being used, and of the same school of magic.

Crafting

Secrets and Special Weapons*

Special Weapon	Weapon Type	Resource	Enchanted by
Dragon Blade	Medium	Petrified Bone only	Necromancy
Scintilium Blade	Medium	Scintilium only	Lumimancy
Arc Glaive	Large	Arc-Brass only	Machinimancy
Ensis Blade	Medium	Ensenium only	Any Primary School
Ironwood Trident	Large	Ironwood only	Gaiamancy

*These items may be Supernally crafted by adding in a very rare essence (see below).

Resources

New Resources added. Paradyne types added.

Downtime Actions

Downtime actions section was added.

Campaign Rules

The entire campaign section has been rewritten.