

## Forsaken Isle – Change Log (Draft to Version 1.0)

### General

- Added Links to website throughout character guide to increase ease of rule access when creating characters.
- Completed a spelling and grammar sweep.

### Species

#### *Leshy*

- Changed Uncontrolled Teleport to Wisp Teleport

### Classes & Skills

#### *Overall*

- Changed all Cost to Stamina Cost for clarity
- The skills read and write were removed.

#### *Berserker*

##### *Skills*

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- Frenzy: added the call “Frenzy!” to activate the skill.
- Close the gap: removed for safety reasons
- Smash: added as a multiple purchase, damage increasing 2-handed skill
- Double Strike: Activating this skill now requires wielder to land a double strike to the shield in one attempt rather than within 5.

#### *Hunter*

##### *Skills*

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- Anti-venom: Changed time to create anti-venom from 1minute to 10 seconds.
- Blend: Clarified that while blend is activated you gain the hidden effect
- Tracking: Clarified that tracking removes the hidden effect
- Cleave: Removed, didn't fit the aesthetic of the Hunter.
- Wilderness Survival: Added this skill as a replacement for Cleave. Aids with Excursions and grants the hunter the ability to skin and butcher meat in-game.

#### *Ja'Muir Monk*

##### *Skills*

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- Various combat skills that were meant to require the staff have been updated to include the phrase; “*Physical Style: Staff*” to indicate the weapon that is required to deliver the listed effect.

## ***Knight***

### ***Skills***

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- Oath of Servitude: Removed the line stating that an Oath of Servitude could only be sworn in-game to allow Knights to begin the game with an Oath of Servitude already in effect.
- Motivating Speech: Added that the user of the skill must remain beside the target and the duration would end if the user stopped verbally encouraging the target to hold on.

## ***Priest***

- Divine Spellcasting: Added this skill to the Priest class.
- Removed all spells from the character creation guide and put them on the website. See Website section for spell update.

## ***Thief***

### ***Skills***

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- Pick Pocket / Plant Item: You now must place the clothespin on the pocket or container you wish to pick.

## **Convictions**

- Added Call section to every conviction
- Impromptu Alchemy: Added 1 Stamina Cost / use
- Heightened Senses: Added 1 Stamina Cost / use
- Swap Enchantment: Added description of Telix Gems

## **Website**

### **General**

- Added Character Submission Form
- Added Facebook Link
- Added Link to Forsaken Isle from 4<sup>th</sup> Dimension Labs website linking the two of them together

### **Crafting Section**

- Removed line allowing everyone to skin and butcher dead creatures. This is now a Hunter only ability

## Magic

- Added a general description about the Conviction magical energy to the main Magic Page
- Added a Priest spell page
- Purge: added that the target must be touched once the prayer is completed.
- Channel Divine: Channeling Eva now requires you to state “Flicker” each time you negate a hit with the spell active.
- Crusader’s Spirit: this ability now adds temporary hit points and stamina as was originally intended
- Added a Wizard spell page
- Demonic Arcana: Removed image descriptions and updated casting calls

## Effects

- Hidden: Added this effect
- Reflect: Added this effect