

1.4 (Original) to Current CE Version

GENERAL

- Chapters reordered.
- Overall clarity and guidance

CHAPTER 1: GAMEPLAY

- Risk added as a section.
- Impossible decoupled from 3t, though general rolls should still have 0-2 thorns.
- Vantage scale replaced with certain/reasonable/doubtful/ impossible.
- Critical Effect - Secondary Effect: codified as perfect on a different, but related action.
- Any pool dropping 0d gains a secondary effect, or the PC can push themselves to drop 1d (not just on a 1d initial pool).
- Push Yourself always gives a mark.
- Harm clarified as the standard weight of an impact move, not the default. Additional harm suggestions added.
- Bloodied and Rattled thorns only apply to their respective stats.
- Desperate added as harm upon second bloodied or rattled, instead of dropped. Additional harm leaves you dropped.
- "Death" options added, such as sacrifice, retirement, and another end.
- Treatment does not always carry risk, though often does.
- Potency is connected to vantage, and no longer always removes all thorns.
- Cantrips have been removed.
- Spells without risk are automatically successful and require no resource.
- Rituals are cast with invocations, instead of rites.
- Potent spells (like actions) no longer always remove all thorns.
- "What can spells do?" section added.
- Arcana was overhauled into a new system that puts all arcana of the same tier on the same power level.
- Arcana uses whichever stat makes the most sense, as any other action (or a story roll).
- Artifacts are arcana with a 6d power pool, and any special limitations or effects.

CHAPTER 2: ADVENTURERS

- Heritage talent suggestions added.
- Investigator added as a background.
- Background talents added.
- Guidance and inspiration boxes added under various talents.
- All talents can only be taken once.
- Talents that affect Vigilance have been made more general.
- Bard core talent reworked.
 - Removed Influence.
 - Added Folk Hero.
 - Changed Jack of All Trades.

- Berserker path talents War Songs replaced with Warcry.
- Clerics cast with rite pools instead of domain pools, and have had their growth increased.
 - Buffed Healer.
 - Changed Iron Will to a resource pool.
- Druid Wild Shape pool is a resource pool (and so works even if dropped to 0d), and its size has been lowered to compensate.
 - Removed Verdant Whispers (effects added to Kindred Spirits).
- Fighter core talent replaced.
 - Changed Bulwark to a resource pool.
- Monk path talents changed.
 - Removed Flow State and Primordial Forces.
 - Added Redirect and Resonance.
 - Slight buff to Tether.
- Paladin path talents changed.
 - Aegis and Guardian changed, each with parts of both. Aegis is focused on self-protection, and Guardian is focused on protecting allies.
- Ranger core talent buffed.
- Rogue core talent expanded to allow picking skills, growth changed.
 - Removed Trap Sense.
 - Added Distraction.
 - Changed According to Plan to include all flashbacks.
- Sorcerer core talent expanded to allow different Magical Twists.
 - Changed Subtle Casting to Metamagic, allowing multiple spell changes.
 - Changed Wisps.
- Warlock core talent replaced.
 - Removed Hex
 - Added Affliction
 - Slight buff to Knowing Gaze
 - Changed Visions and Wayfarer
- Wizard path talent changed.
 - Removed Prepared Spell (Rogue's According to Plan covers effects)
 - Added Component Pouch
 - Changed Arcanist to Archivist for new arcana rules.

CHAPTER 3: GM TOOLKIT

- Stakes are tied to potential harm and split into Low/Regular/High/Dire.
- Story Moves cut completely, added as guidance. Spotlight is now a system term.
- Suspense moves cut to Resolve, Foreshadow, Build Up, and Clue In.
- Build Up can be used to introduce Challenges
- Impact moves cut to Complicate Things, Hit Hard, Lock Down, and Counter.
- Lock Down combines the old moves Force A Choice and Lock It In.
- Battlegrounds added as a Challenge option.
- The Marauder and Overseer monster roles were removed.

CHAPTER 4: EXPLORATION (New)

- All points of interest, paths, buildings, and rooms are explained.
- Repeated words on crucibles were replaced.

CHAPTER 5: MONSTERS (New)

- The occasional monster role has been updated.

CHAPTER 6: PLAYER OPTIONS (New)

- The Psion core talent has been replaced, with many path talent changes.
- The Artificer core talent has been reworked, with many path talent changes.
- The Summoner, Swashbuckler, and Witch have been added as new path options.
- Legacy talents, those cut from previous editions added.

CHAPTER 7: GAME OPTIONS (New)

- Setting Dials added.
- Optional Rules added.
- Flavors of Fantasy expanded to one page each.

1.4 to Preview 1

GENERAL

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- Potent spells (like actions) no longer always remove all thorns.

- “What can spells do?” section added.
- Arcana was overhauled into a new system that puts all arcana of the same tier on the same power level.
- Arcana uses whichever stat makes the most sense, as any other action (or a story roll).
- Artifacts are arcana with special limitations, effects, or anything unique.

CHAPTER 2: ADVENTURERS

- Heritage talent suggestions added.
- Investigator added as a background.
- Background talents added.
- The Warlock core talent has been replaced.
- Bard, Fighter, Ranger, Rogue core talents have been reworked.
- Various path talent updates to all paths.
- Inspiration boxes added under various talents.

CHAPTER 3: GM TOOLKIT

- Stakes are tied to potential harm and split into Low/Regular/High/Dire.
- Story Moves cut completely, added as guidance. Spotlight is now a system term.
- Suspense moves cut to Resolve, Foreshadow, Build Up, and Clue In.
- Build Up can be used to introduce Challenges.
- Impact moves cut to Complicate Things, Hit Hard, Lock Down, and Counter.
- Lock Down combines the old moves Force A Choice and Lock It In.
- Battlegrounds added as a Challenge option.
- The Brute and Overseer roles were removed.

Preview 1 to Preview 2

CHAPTER 1: GAMEPLAY

- Rituals are cast with invocations instead of rites.

CHAPTER 2: ADVENTURERS

- Bonus Dice section added.
- Clerics cast with Rites
- Warlock core talent replaced.
- Ranger core updated.

CHAPTER 4: EXPLORATION (New)

- All points of interest, paths, buildings, and rooms are explained.
- Repeated words on crucibles were replaced.

Preview 2 to Preview 3

CHAPTER 1: GAMEPLAY

- Push Yourself always gives a mark.
- Arcana section clarified.
- Artifacts are now a 6d power pool.

CHAPTER 2: ADVENTURERS

- Some talents with Push Yourself changed to have a free activation.

CHAPTER 3: GM TOOLKIT

- The Brute replaced the Marauder monster role.

CHAPTER 5: MONSTERS (New)

- The occasional monster role has been updated.

CHAPTER 6: PLAYER OPTIONS (New)

- Artificer core talent replaced.
 - Removed Anchorshot, Automatons, Double-Barreled Blunderbuss, Mechanical Mount, Steamhammer, Swiftwing.
 - Added Animate Objects, Artificial Parts, Mischief Maker, Tinkerer, Trap Making, Wandslinger.
 - Minor Changes Grenades.
- Psion core talent replaced.
 - Removed Mind Seed, Tumultuous Mind, Wilder.
 - Added Echo, Foresight, Shift Form.
 - Mind Thief renamed to Mind Blast, updated for new core.
 - Disturbed Mind renamed to Tumultuous Mind.
- The Summoner, Swashbuckler, and Witch have been added as new path options.

CHAPTER 7: GAME OPTIONS (New)

- Setting Dials added.
- Optional Rules added.
- Flavors of Fantasy expanded to one page each.